

<https://github.com/eduardpauliuc/flcd>

Symbol table documentation:

Methods:

- initialisation: SymbolTable()
- hash(value)
  - Static method that accepts an integer, string or character and computes the hash value of that value
- add(value)
  - Return value is a position in the table, a tuple of two integers, first is the hash bucket the value should belong in and the second one is the position in that bucket, which is implemented using arrays.
  - If value was already present in the SymbolTable, it returns the position at which it is currently stored
  - If the value is not present, it is added to the corresponding bucket and returns the new position.

The MOD value for the hash function is a static variable in the class and it should be a prime number. It also determines the number of buckets in the symbol table.

**Scanner:**

- has constants\_table of type SymbolTable
- has identifiers\_table of type SymbolTable
- scan method does the scan and then creates the output ST and PIF files
- throws lexical error if needed

**Regex expressions used:**

- for string constants: `^\"([a-zA-Z0-9_\\-*/%<=>!:, ]*)\"`
  - strings like: `“”`, `“text”`, `“a9_+=“`
- for number constant: `^([+-]?[1-9]+[0-9]*)|0`
  - signed/unsigned numbers: `0`, `100`, `-1233`, `+121211`
- for identifiers: `^\$_[a-zA-Z]+[_a-zA-Z0-9]*`
  - identifiers: `$_123`, `$aA231`
  - must start with a \$ sign and then something that is not a number

**PIF structure:**

- list with tuples [value, position]. On the first position we have 'id' if an identifier was added, 'const' if a constant was added and the value of the token if a token was identified.
- on the second position, we have a position from identifiers table in case of 'id', position from constants in case of 'const' and -1 in case of token.

**Automata file structure:**

`<automata_file> ::= <states_line> <alphabet_line> <initial_state_line> <final_states_line>  
<transitions_lines>`

`<states_line> ::= <states_line> <state> | <state>`

`<alphabet_line> ::= <alphabet_line> <element> | <element>`

`<initial_state_line> ::= <state>`

`<final_states_line> ::= <final_states_line> <state> | <state>`

`<transitions_lines> ::= <transition_lines> <transition_line> | <transition_line>`

`<transition_line> ::= <state> | <transition_line> <element> <state>`