

## Utilisation de Bison & Flex

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## 1 Exercice 1

#### Question 2

#### Question 3

### 2 Exercice 2

#### Code bison du parser XML

```
#include <stdio.h>
4
   %token DOCTYPE ENCODING EQ
   %token START CLOSE END
   %token VALUE DATA NAME
   %token STARTSPECIAL CLOSESPECIAL
   %token NSNAME NSSTART
10
   %%
   document : /* EMPTY */
12
        | document element
14
   element : START markup CLOSE
        | NSSTART markup CLOSE
        | STARTSPECIAL attributes CLOSESPECIAL
18
20
           : SLASH
   markup
        | attributes complete_markup
22
   complete_markup : CLOSE content END custom_name
26
   custom_name : NAME
        | NSNAME
30
   attributes : /* EMPTY */
        | attributes NAME EQ VALUE
34
   content : /* EMPTY */
36
        | content element
        | content DATA
38
   %%
```

## 3 Exercice 3

#### Code bison du parser DTD

```
#include <stdio.h>
   %token ELEMENT ATTLIST CLOSE
   %token NAME CDATA DECLARATION
   %token OPENPAR CLOSEPAR
   %token PLUS PIPE QUESTIONMARK AST
   %%
10
   markup
   enumeration : OPENPAR enum_members CLOSEPAR quantificator
   enum_members : NAME
        | enum_members PIPE NAME
18
20
   quantificator : /* EMPTY */
        | AST
^{22}
        | PLUS
        | QUESTIONMARK
   %%
26
```

## Références

 $\left[ \mathrm{Gue}11\right] \,$  Eric Guerin. Utilisation de Flex et Bison, 2011.

# Fin

