Ex-2-GENERATION OF LEXICAL TOKENS LEX FLEX TOOL

AIM

To write a lex program to implement lexical analyzer to recognize a few patterns.

ALGORITHM

- 1. Start the program.
- 2. Lex program consists of three parts.
 - a. Declaration %%
 - b. Translation rules %%
 - c. Auxilary procedure.
- 3. The declaration section includes declaration of variables, maintest, constants and regular definitions.
- 4. Translation rule of lex program are statements of the form
 - a. P1 {action}
 - b. P2 {action}
 - C. ...
 - d. ...
 - e. Pn {action}
- 5. Write a program in the vi editor and save it with .l extension.
- 6. Compile the lex program with lex compiler to produce output file as lex.yy.c. eg \$ lex filename.l \$ cc lex.yy.c

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7. Compile that file with C compiler and verify the output.

INPUT

```
#include <stdio.h>
#include <ctype.h>
#include <string.h>

int isKeyword(char buffer[]) {
    char keywords[5][10] = {"if", "else", "while", "for", "int"};
    for (int i = 0; i < 5; ++i) {
        if (strcmp(buffer, keywords[i]) == 0) {
            return 1;
        }
    }
    return 0;
}

int main() {
    char ch, buffer[15];
    char operators[] = "+-*/=";
    int i = 0;</pre>
```

```
printf("Enter your input: ");
while ((ch = getchar()) != EOF) {
    if (strchr(operators, ch)) {
        printf("Operator: %c\n", ch);
    } else if (isalnum(ch)) {
        buffer[i++] = ch;
    } else if ((ch == ' ' || ch == '\n' || ch == '\t') && i != 0) {
        buffer[i] = '\0';
        if (isKeyword(buffer)) {
            printf("Keyword: %s\n", buffer);
        } else if (isdigit(buffer[0])) {
            printf("Number: %s\n", buffer);
        } else {
            printf("Identifier: %s\n", buffer);
        i = 0;
return 0;
```

OUTPUT

```
Keyword: if
Identifier: a
Operator: =
Operator: =
Number: 10
Identifier: b
Operator: =
Identifier: b
Operator: +
Number: 5
```

Enter your input: if (a == 10) { b = b + 5;

RESULT

The lexical analyzer is implemented using lex and the output is verified.