

- 2. Write a program in the vi editor and save it with .l extension.
- 3. In the lex program, write the translation rules for the operators =,+,-,\*,/ and for the identifier.
- 4. Write a program in the vi editor and save it with .y extension.
- 5. Compile the lex program with lex compiler to produce output file as lex.yy.c. eg \$ lex filename.l
- 6. Compile the yacc program with yacc compiler to produce output file as y.tab.c. eg \$ yacc –d arith\_id.y
- 7. Compile these with the C compiler as gcc lex.yy.c y.tab.c
- 8. Enter an arithmetic expression as input and the tokens are identified as output.

## **PROGRAM**

```
СŌ
NAME: KIRUTHIKA M
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Program name:ex3.1
/* This LEX program returns the tokens for the
expression */
#include "y.tab.h"
%}
%%
"=" {printf("\n Operator is EQUAL");}
"+" {printf("\n Operator is PLUS");}
"-" {printf("\n Operator is MINUS");}
"/" {printf("\n Operator is DIVISION");}
"*" {printf("\n Operator is MULTIPLICATION");}
[a-zA-Z][0-9] {
printf("\n Identifier is %s",yytext);
return ID; }
. return yytext[0];
\n return 0;
%%
int yywrap()
{
return 1;
Program name:ex3.y
%{
#include<stdio.h>
/* This YACC program is for recognizing the Expression
*/
%}
%token A ID
statement: A'='E
| E {
```

```
printf("\n Valid arithmetic expression");
$$=$1;
}
E: E'+'ID
E'-'ID
E'*'ID
E'/'ID
ID
%%
extern FILE*yyin;
main() {
do {
yyparse();
}while(!feof(yyin)); }
yyerror(char*s)
}
```

□ README



```
C:\GnuWin32\bin>CD.exe
x=a*b+c

Identifier is x
Operator is EQUAL
Identifier is a
Valid arithmetic expression
Operator is MULTIPLICATION
Identifier is b
Operator is PLUS
Identifier is c
Valid arithmetic expression
```

## **RESULT**

A YACC program to recognize a valid arithmetic expression that uses operator +,-,\* and / is executed successfully and the output is verified.