# Ex-5-RECOGNITION-OF-THE-GRAMMAR-anb-where-n-10-USING-YACC

RECOGNITION OF THE GRAMMAR(anb where n>=10) USING YACC

#### Date:

## Aim:

To write a YACC program to recognize the grammar anb where n > 10.

#### **ALGORITHM**

- 1. Start the program.
- 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 variables a and b.
- 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 a string as input and it is identified as valid or invalid.

### **PROGRAM:**

```
%{
                                                                                           ſĠ
#include "y.tab.h"
%%
     { return A; } // Recognize 'a' as token A
а
     { return B; } // Recognize 'b' as token B
     { return 0; } // End of input
%%
int yywrap() {
    return 1;
}
%{
                                                                                           ſĠ
#include <stdio.h>
int yylex(void);
void yyerror(const char *s);
%}
%token A B
%%
                               { printf("Valid string\n"); }
    : A A A A A A A A A B
    A S B
                               { printf("Valid string\n"); }
```

```
int main() {
    printf("Enter a string:\n");
    yyparse();
    return 0;
}

void yyerror(const char *s) {
    printf("Invalid string\n");
}
```

## **OUTPUT**

```
$ ./parser
Enter a string:
aaaaaaaaaaab
Valid string
aaaaaaaaabbbbbbb
Invalid string
```

# **RESULT**

The YACC program to recognize the grammar anb where n>=10 is executed successfully and the output is verified.