

Assignment-5

Due : 15th February, 2023

Augment your syntax analyzer using Bison which will accept an input code written in a toy programming language. You have already designed a lexical analyzer and a parser in your previous assignments. Now add the following rules to your grammar.

Production Rules :

```
prog : funcDef;
funcDef : type ID '(' argList ')' '{' declList stmtList '}'
argList : arg ',' arg | ε;
arg : type ID;
type : INT | FLOAT;
declList : declList decl | decl;
decl : type varList SEMICOLON;
varList : ID COMMA varList | ID;
stmtList : stmtList stmt | stmt;
stmt : assignStmt | ifStmt | whileStmt;
assignStmt : ID '=' EXP SEMICOLON;
EXP : EXP '+' TERM | EXP '-' TERM | TERM;
TERM : TERM '*' FACTOR | TERM '/' FACTOR | FACTOR;
FACTOR : ID;
ifStmt : IF('bExp') '{' stmtList '}';
bExp : EXP RELOP EXP;
whileStmt : WHILE('bExp') '{' stmtList '}';
```

To add the above rules, you have to add *RELOP* as a token for all the symbols $>$, $<$, \geq , \leq , $==$, $!=$, $==$. Also add grammar rules to accept boolean expression *bExp* containing logical expression logical and, or and not. Add grammar rules for accepting else and else if statements and for-loop statements.

A sample accepted input is given below.

```
int main()
{
    int a, b, c;
    a = b + c;
    if(a > b){ a = b + c;} else{ a = b - c; }
    while(a < b){ a = a+c;}
    for(i = 1; i <= 5; i = i+1){ a = a + i; }
}
```