Ex No: 7 Date:

EVALUATE EXPRESSION THAT TAKES DIGITS, *, + USING LEX AND YACC

AIM:

To perform arithmetic operations that takes digits,*, + using lex and yacc.

ALGORITHM:

Lex (exp7.l):

- 1. Recognizes sequences of digits and returns the token NUMBER.
- 2. Ignores tabs and newlines.
- 3. Returns any other single character as itself.
- 4. Indicates the end of input with yywrap().

Yacc (exp7.y):

- 1. Includes headers and declares global variables.
- 2. Declares token NUMBER.
- 3. Defines operator precedence and associativity.
- 4. Defines grammar rules for arithmetic expressions.
- 5. Prints the result of the expression evaluation in the ArithmeticExpression rule.
- 6. Handles syntax errors with yyerror().
- 7. The main function, prompts for an arithmetic expression, parses it, and prints whether it's valid or not based on the presence of syntax errors.

PROGRAM:

exp7.l:

%{

#include<stdio.h>

#include "y.tab.h"

extern int yylval;

%}

%%

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```
[0-9]+ {
       yylval=atoi(yytext);
       return NUMBER;
[\t];
[\n] return 0;
. return yytext[0];
%%
int yywrap()
return 1;
}
exp7.y:
%{
       #include<stdio.h>
       int flag=0;
       int yylex();
       void yyerror();
%}
%token NUMBER
%left '+' '-'
%left '*' '/' '%'
%left '(' ')'
%%
ArithmeticExpression: E{
       printf("\nResult=\%d\n",$$);
       return 0;
E:E'+'E {$$=$1+$3;}
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```

```
|E'-'E {$$=$1-$3;}
|E'*'E {$$=$1*$3;}
|E'/'E {$$=$1/$3;}
|E'%'E {$$=$1%$3;}
|'('E')' {$$=$2;}
| NUMBER {$$=$1;}
%%
void main(){
 printf("\nEnter Any Arithmetic Expression which can have operations Addition,
Subtraction, Multiplication, Divison, Modulus and Round brackets:\n");
 yyparse();
 if(flag==0)
 printf("\nEntered arithmetic expression is Valid\n\n");
}
void yyerror(){
 printf("\nEntered arithmetic expression is Invalid\n\n");
 flag=1;}
```

OUTPUT:

```
(kali@ kali)-[~/Documents/cdlab]

[ (kali@ kali)-[~/Documents
```

RESULT:

Thus, arithmetic operations that takes digits,*, + using lex and yacc have been performed.

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GENERATE THREE ADDRESS CODES

AIM:

To generate three address code using C program.

ALGORITHM:

- Get address code sequence.
- Determine current location of 3 using address (for 1st operand).
- If the current location does not already exist, generate move (B, O).
- Update address of A (for 2nd operand).
- If the current value of B and () is null, exist.
- If they generate operator () A, 3 ADPR.
- Store the move instruction in memory.

PROGRAM:

```
#include<stdio.h>
#include<string.h>
#include<stdlib.h>
void pm();
void plus();
void divi();
int i,ch,j,l,addr=100;
char ex[10], exp0[10], exp1[10], exp22[10], id1[5], op[5], id2[5];
char *strrev(char *str){
    char *p1, *p2;
    if (! str || ! *str)
       return str;
    for (p1 = str, p2 = str + strlen(str) - 1; p2 > p1; ++p1, --p2)
        *p1 ^= *p2;
        *p2 ^= *p1;
        *p1 ^= *p2;
    return str;
void main(){
while(1){
printf("\n1.assignment\n2.arithmetic\n3.relational\n4.Exit\nEnter the choice:");
scanf("%d",&ch);
switch(ch){
case 1:
printf("\nEnter the expression with assignment operator:");
scanf("\%s", exp0);
l=strlen(exp0);
\exp 22[0]='\0';
```

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