-8 Compiler Design Lab 8-Ussignment-5

- · Objective & Our objective is to write a Chrogonam to check whether an operator is valid on not.
- · Resources: I took help from online resources like greeks-for-facks for the concepts needed in this assignment.
- Program Logic :

 cr) Read the given input marteres with any operator symbol,

 ens If the given input marteres with any operator symbol.

 then display in terms of words of the particular symbol.

 crip Else paint not a operator.
- · Code 5.

 Hinclude < stdio.h)

 void main() {

 char S[57;

 printf("In Enter any Openator:");

 gets(s);

 switch (S[0]) {

 · case 5?:
 - gf(S[1]== == ")
 printf ("6 In Greater than or equal to In");
 else
 - posint ("Ingoverter than in");
 - case '<':

 if (Sti7 == '=')

 paint (661m Loss than on equal to 1n');
 - else print ("Intess than in");
 break;

```
case '=' :
       tf (SE1) = = '= ')
            parintf ( "in Equal to m");
        else
            paints ("In Assignment In");
         break;
case "!":
         hit (8[1]== = )
               paint ("In Not equal In");
          else paint ("In Bitwise Not Im");
          break;
 case ( & ': Pf (S[1] == (&')
                paintf("Intogical ANDIn");
             else
                 posinte ("In Bitroise ANDIn"):
             boreak;
 case "1"
           14 (SE1] == (1°)
              parint ( "In Logical OP In");
           else prints ("In Bitwise ORIn");
           break;
 case "+": paintf ("Addition Operator in");
               boreak;
       6- ·: parints ( 66 Subtraction Operatorin");
               break;
  case " * ": parint ("Multiplication Operator In");
               break;
  case 11: parint ( 600 parision Operator In');
                bareak;
```

ease 670': Printf (66 Modulus Operator m");

default:

paintf ("Not an operator ");

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· Imput Out purt o

Input	Window	Output Window.
Enter any	Marchago 07	Modelus Operatorgreater than or equal to
	operatorio 4-	Not an Operator.

J. July