

# Pascal-like Flex&Bison

Assignment (Lab) #4

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- 1. Implement pascal-like.l and test this with in line and a test file.
  - 2. Convert pascal-like.bnf to pascal-like.y

## 1. Implement pascal-like.l and test this with in line and a test file.

#### - Result

```
igeq126@DESKTOP-OPBS2NM:-/pascal-like.| Is pascal-like.bn pascal-like.| Is pascal-like.bn pascal-like.| I igeq126@DESKTOP-OPBS2NM:-/pascal-like.| Vi pascal-like.| I igeq126@DESKTOP-OPBS2NM:-/pascal-like.| Sudo flex pascal-like.| I igeq126@DESKTOP-OPBS2NM:-/pascal-like.| Sudo gcc -o pascal-like.| I igeq126@DESKTOP-OPBS2NM:-/pascal-like.| I igeq126@DESKTOP-OPBS2NM:-
```

#### Source code

# - Explanation

- 1) pascal-like.l
- 2) flex pascal-like.l // -> lex.yy.c
- 3) gcc –o pascal-like lex.yy.c -DPRINT // -> pascal-like
- ⇒ DPRINT 대신 두 번째 라인에 #define PRINT를 추가하여 출력할 수도 있다.
- □ TOKEN(t)매크로 함수에 PRINT가 정의되었을 때 Token : #t ₩n을 출력하고 아니면 t를 반환한다. 정의되지 않은 문자가 들어오면 Mystery character₩n을 출력한다.

testfile.file 을 통한 추가 동작 확인

#### testfile

#### 동작 확인 1

#### 동작확인2

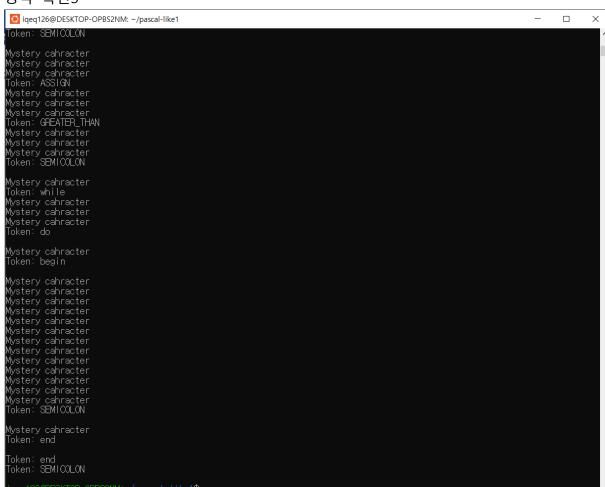
```
Color: begin

Token: begin

Wastery cahracter
Token: if

Wastery cahracter
```

#### 동작 확인3



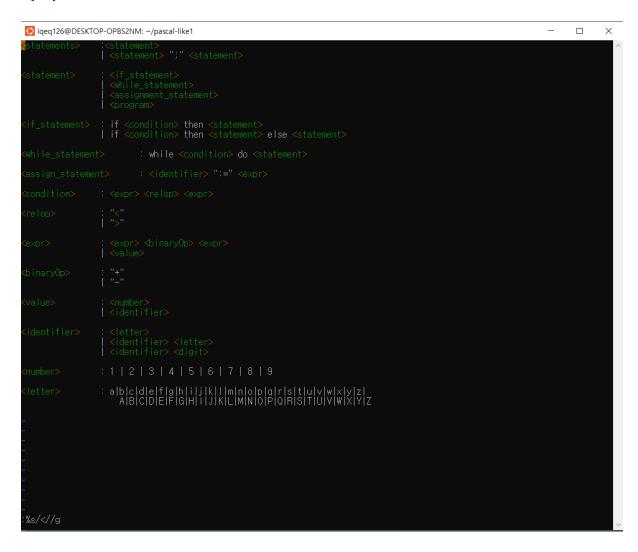
## 2. Convert pascal-like.bnf to pascal-like.y

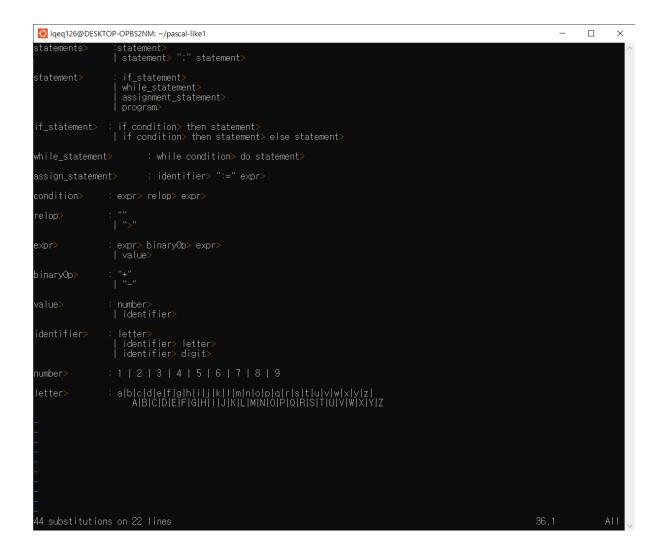
- Copy pascal-like.bnf file to pascal-like.y

```
|iqeq126@DESKTOP-OPBS2NM:~/pascal-like1$ sudo cp pascal-like.bnf pascal-like.y
|iqeq126@DESKTOP-OPBS2NM:~/pascal-like1$ ls
|lex.yy.c pascal-like pascal-like.bnf pascal-like.l pascal-like.y
```

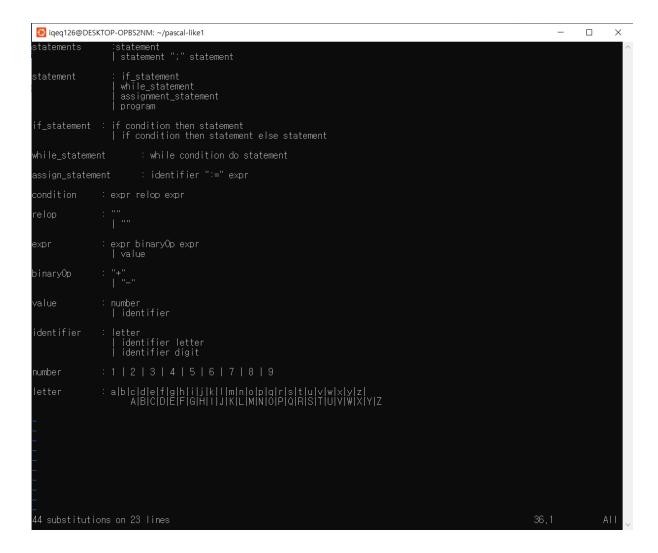
- Remove every opening & closing brackets ("") in pascal=like.y
- Change bnf assign style to bison style, for example ::= -> :

'::=' -> ':'





```
iqeq126@DESKTOP-OPBS2NM: ~/pascal-like1
                                                                                                                                                                         :statement>
| statement> ";" statement>
                         if_statement>
while_statement>
assignment_statement>
program>
statement>
                      : if condition> then statement>
| if condition> then statement> else statement>
if_statement>
while_statement>
assign_statement> : identifier> ":=" <u>exp</u>r>
condition>
relop>
expr>
binaryOp>
                      : number>
| identifier>
value>
                      : letter>
| identifier> letter>
| identifier> digit>
identifier>
                         a|b|c|d|e|f|g|h|i|j|k|||m|n|o|p|q|r|s|t|u|v|w|x|y|z|
A|B|C|D|E|F|G|H|||J|K|L|M|N|O|P|Q|R|S|T|U|V|W|X|Y|Z
letter>
```



# relop



- Change token names to matching ones with the scanner in the task #1 above

