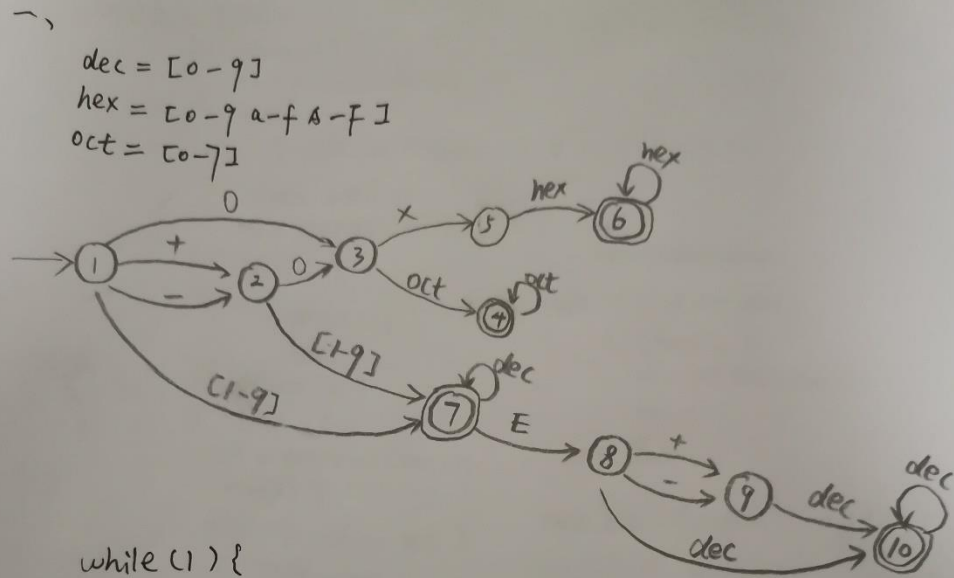


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```

while (1) {
    get ch = getNextChar();
    state = 1;
    switch (state) {
        case 1: if (ch == 0)
            { state = 3;
              ch = getNextChar();
              break; }
            else if (ch == '+' || ch == '-')
            { state = 2;
              ch = getNextChar();
              break; }
            else if (ch == 1 || ch == 2 || ... ch == 9)
            { state = 7;
              ch = getNextChar();
              break; }
            else { error();
                  break;
                }
    }
  
```

```

case 2: if (ch == 0)
    { state = 3;
      ch = getNextChar();
      break; }
else if (ch == 1 || ch == 2 || ... || ch == 9)
    { state = 7;
      ch = getNextChar();
      break; }
else { error(); }

case 3: if (ch == 'x')
    { state = 5;
      ch = getNextChar();
      break; }
else if (ch == oct)
    { state = 4;
      ch = getNextChar();
      break; }
else error();

case 4: while (ch == oct)
    ch = getNextChar();
done();

case 5: if (ch == hex)
    { state = 6;
      ch = getNextChar();
      break; }
else error();

case 6: while (ch == hex)
    ch = getNextChar();
done();

case 7: while if (ch == 'E')
    { state = 8;
      ch = getNextChar();
      break; }

// if (state == 8
else if (ch == dec)
    { state = 7;
      ch = getNextChar();
      break; }
else done();

case 8: if (ch == '+' || ch == '-')
    { state = 9;
      ch = getNextChar();
      break; }
else if (ch == dec)
    { state = 10;
      ch = getNextChar();
      break; }
    }
else error();

case 9: if (ch == dec)
    { state = 10;
      ch = getNextChar();
      break; }
    }
else error();

case 10: while (ch == dec)
    ch = getNextChar();
done();
} // end_switch
} // end_while
    
```

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二、DFA 用邻接表来存储。

```
struct DFA {
```

```
    int a[max]; // 保存终止状态
```

```
    vertex vertices[max];
```

```
    int ver_numbers; // 顶点数量.
```

```
} nfa;
```

DfaTo Parsing Program () .

```
    Edge *tmp = NULL
```

```
    Gen ("while (1) {")
```

```
    Gen ("State = 1;")
```

```
    Gen ("Switch (State) {")
```

```
    for i ← 0 to ver_nfa.ver-number - 1
```

```
        Gen ("case" + i + ":")
```

```
        tmp ← nfa.vertices[i].Edge .
```

```
        if tmp != NULL
```

```
            Gen ("if (ch == " + tmp->value + ") {")
```

```
            Gen ("State = " + tmp->end + ";")
```

```
            Gen ("ch = getNextChar();")
```

```
            Gen ("break;")
```

```
            tmp ← tmp->nextEdge;
```

```
        while tmp != NULL
```

```
            Gen ("else if (ch == " + tmp->value + ") {")
```

```
            Gen ("State = " + tmp->end + ";")
```

```
            Gen ("ch = getNextChar();")
```

```
            Gen ("break;")
```

```
            tmp ← tmp->nextEdge
```

```
    if i in dfa.a
```

```
        Gen ("else Done1;")
```

```
    else Gen ("else error;")
```

```
    // end-for
```

```
    Gen ("} // endSwitch")
```

```
    Gen ("} // end-while")
```


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```

else if (token == i)
{
    TreeNode &node;
    node = new TreeNode;
    node.value = i;
    match(i);
    if (token == '>' || token == 'c' || token == '=' || token == '"')
    {
        tmp = token;
        match(token);
        TreeNode * opnode;
        opnode = new TreeNode;
        opnode.str = token tmp;
        opnode.child = node;
        opnode.rchild = tmp node; // 此时 token 为 i
        match(tmp i);
        return opnode;
    }
    return node;
}

```

~~for-stmt~~ \rightarrow ~~for~~ exp) stmt-sequence
该文法不属于 LR(0) 文法，因为存在

同时归约和移进的状态。
是 SLR(1) 文法。因为归约项的 follow 集和移进项无交集，且归约项之间 follow 也无交集。

六、1) 先写出扩充的文法，并添加原文法中。

在程序的存储结构中增加新的语句。

在写递归子程序前，应先修改文法。

五、 $I \rightarrow I^{(1)} \text{rop}$
 $I' \rightarrow I I^{(2)}$
 $I \rightarrow I^{(1)} \text{rop} \left\{ \begin{array}{l} \text{patchback}(I^{(1)}, \text{TC}) \\ I.\text{Fc} = I^{(1)}.\text{Fc} \\ I.\text{val} = \text{rop.val} \end{array} \right\}$
 $I' \rightarrow I I^{(2)} \left\{ \begin{array}{l} \text{merge}(I.\text{Fc}, I^{(2)}.\text{Fc}) \\ I'.\text{Fc} = I.\text{Fc} \\ I'.\text{TC} = I^{(2)}.\text{TC} \end{array} \right\}$

type bool
~~type~~ \rightarrow int | float | char | real

Identifier \rightarrow ~~type~~ identifier

| ~~type~~ identifier, Identifier

Ident-stmt \rightarrow type Identifier ;

(2) 词法分析在 ~~新的~~ case 词法分析常在 getToken 里添加新的 case。
 并在相应的枚举类型里添加新变量。

语法分析写之前应先修改文法，遇到非终结符函数调用。终结符用 match() 匹配。语法树在此基础上添加对应的动作。