

Bangladesh Army International University of Science and Technology  
Department of Computer Science and Engineering

**Lab Report**

**Lab Report No** : 5  
**Lab Report Name** : Write a Program to Check Whether a Given String is a Constant or Not.  
**Course Title** : Compiler Design and Construction Sessional  
**Course Code** : CSE-414  
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**Level** : 4                      **Term** : 1                      **Section** : B                      **Group** :  
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**Key Learnings:**

- Identify types of constants (integer, float, character, string).
- Use character checks to validate numeric or literal formats.
- Differentiate constants from identifiers or other tokens.

**Code Implementation:**

```
Lab Works > C lab5.c > isFloat(char [])
1  #include <stdio.h>
2  #include <string.h>
3  #include <ctype.h>
4
5  int isInteger(char str[]){
6      int i = 0;
7      if(str[i] == '+' || str[i] == '-')
8          i++;
9      if(!isdigit(str[i]))
10         return 0;
11     for(; str[i] != '\0'; i++){
12         if(!isdigit(str[i]))
13             return 0;
14     }
15     return 1;
16 }
17
18 int isFloat(char str[]){
19     int i = 0, dotCount = 0, digitCount = 0;
20     if(str[i] == '+' || str[i] == '-')
21         i++;
22     for(; str[i] != '\0'; i++){
23         if(str[i] == '.'){
24             dotCount++;
25             if(dotCount > 1)
26                 return 0;
27         }
28         else if(isdigit(str[i])){
29             digitCount++;
30         }
31         else{
32             return 0;
33         }
34     }
35     return (dotCount == 1 && digitCount > 0);
36 }
37
38
```

```

8
9  int isCharacterConstant(char str[]) {
10     int len = strlen(str);
11     if(len == 3 && str[0] == '\'' && str[2] == '\'){
12         return 1;
13     }
14     if(len == 4 && str[0] == '\'' && str[1] == '\\' && str[3] == '\'){
15         return 1;
16     }
17     return 0;
18 }
19
20 int isStringConstant(char str[]) {
21     int len = strlen(str);
22     return (len >= 2 && str[0] == '"' && str[len - 1] == '"');
23 }
24
25 int main() {
26     char str[300];
27     printf("Enter a string: ");
28     fgets(str, sizeof(str), stdin);
29     str[strcspn(str, "\n")] = '\0';
30
31     if(isInteger(str)){
32         printf("%s' is an Integer Constant.\n", str);
33     }
34     else if(isFloat(str)){
35         printf("%s' is a Floating-Point Constant.\n", str);
36     }
37     else if(isCharacterConstant(str)){
38         printf("%s' is a Character Constant.\n", str);
39     }
40     else if(isStringConstant(str)){
41         printf("%s' is a String Constant.\n", str);
42     }
43     else{
44         printf("%s' is NOT a valid constant.\n", str);
45     }
46     return 0;
47 }

```

Input Sample:

Enter a string: 'String'

Enter a string: 'a'

### Output Sample:

```
• joha546@joha546:~/Projects/Compiler-Design-and-Construction/Lab Works$ ./lab5
Enter a string: 'String'
'String' is NOT a valid constant.
⊗ joha546@joha546:~/Projects/Compiler-Design-and-Construction/Lab Works$ 'a'
a: command not found
• joha546@joha546:~/Projects/Compiler-Design-and-Construction/Lab Works$ ./lab5
Enter a string: 'a'
'a' is a Character Constant.
```