# CSA1428 - Compiler Design LAB ACTIVITY-2

# 1. Implement a C program to eliminate left recursion.

```
#include <stdio.h>
#include <string.h>
void eliminateLeftRecursion(char nonTerminal, char alpha[], char beta[]) {
  printf("Grammar after eliminating left recursion:\n");
  printf("%c -> %s%c'\n", nonTerminal, beta, nonTerminal);
  printf("%c' -> %s%c' | \varepsilon\n", nonTerminal, alpha, nonTerminal);
}
int main() {
  char nonTerminal, alpha[10], beta[10];
  printf("Enter non-terminal: ");
  scanf(" %c", &nonTerminal);
  printf("Enter left-recursive production (A -> A\alpha \mid \beta):\n");
  printf("Enter α: ");
  scanf("%s", alpha);
  printf("Enter β: ");
  scanf("%s", beta);
  eliminateLeftRecursion(nonTerminal, alpha, beta);
  return 0;
}
```

```
Enter non-terminal: E
Enter left-recursive production (A -> Aa | •):
Enter a: BE
Enter •: S
Grammar after eliminating left recursion:
E -> SE'
E' -> BEE' | e

Process exited after 25.39 seconds with return value 0
Press any key to continue . . .
```

### 2. Implement a C program to eliminate left factoring.

```
#include <stdio.h>
#include <string.h>
void eliminateLeftFactoring(char nonTerminal, char common[], char alpha[], char beta[]) {
  printf("Grammar after eliminating left factoring:\n");
  printf("%c -> %s%c'\n", nonTerminal, common, nonTerminal);
  printf("%c' -> %s | %s | \varepsilon\n", nonTerminal, alpha, beta);
}
int main() {
  char nonTerminal, common[10], alpha[10], beta[10];
  printf("Enter non-terminal: ");
  scanf(" %c", &nonTerminal);
  printf("Enter common prefix: ");
  scanf("%s", common);
  printf("Enter \alpha (remaining part of first production): ");
  scanf("%s", alpha);
  printf("Enter \beta (remaining part of second production): ");
  scanf("%s", beta);
```

```
eliminateLeftFactoring(nonTerminal, common, alpha, beta);
return 0;
}
```

```
Enter non-terminal: A
Enter common prefix: ab
Enter a (remaining part of first production): S
Enter (remaining part of second production): id
Grammar after eliminating left factoring:
A -> abA'
A' -> S | id | e

Process exited after 24.39 seconds with return value 0
Press any key to continue . . .
```

## 3. Implement a C program to perform symbol table operations.

```
#include <stdio.h>
#include <string.h>
#define SIZE 10
struct Symbol {
    char name[20];
    char type[10];
} table[SIZE];
int count = 0;
void insert() {
    if (count < SIZE) {
        printf("Enter symbol name: ");
        scanf("%s", table[count].name);
        printf("Enter type: ");
        scanf("%s", table[count].type);
        count++;</pre>
```

```
printf("Symbol inserted successfully!\n");
  } else {
     printf("Symbol table full!\n");
  }
}
void search() {
  char name[20];
  printf("Enter symbol name to search: ");
  scanf("%s", name);
  for (int i = 0; i < count; i++) {
     if (strcmp(table[i].name, name) == 0) {
       printf("Symbol found: %s, Type: %s\n", table[i].name, table[i].type);
       return;
     }
  }
  printf("Symbol not found!\n");
}
void display() {
  printf("\nSymbol Table:\n");
  printf("Name\tType\n");
  for (int i = 0; i < count; i++) {
     printf("%s\t%s\n", table[i].name, table[i].type);
  }
}
int main() {
  int choice;
  while (1) {
     printf("\n1. Insert\n2. Search\n3. Display\n4. Exit\nEnter choice: ");
     scanf("%d", &choice);
     switch (choice) {
       case 1: insert(); break;
```

```
case 2: search(); break;
case 3: display(); break;
case 4: return 0;
default: printf("Invalid choice!\n");
}
}
```

```
Insert
   Search
3. Display
4. Exit
Enter choice: 1
Enter symbol name: y
Enter type: int
Symbol inserted successfully!

    Insert
    Search

3. Display
4. Exit
Enter choice: 2
Enter symbol name to search: x
Symbol found: x, Type: int
1. Insert
2. Search
Display
4. Exit
Enter choice: 3
Symbol Table:
         Type
int
Name
         int
```

4. All languages have Grammar. When people frame a sentence we usually say whether the sentence is framed as per the rules of the Grammar or Not. Similarly use the same ideology, implement to check whether the given input string is satisfying the grammar or not.

```
(Sample Grammar: S -> aSb | ab)
```

```
#include <stdio.h>
#include <string.h>
#include <ctype.h>
int checkGrammar(char str[], int left, int right) {
  if (left > right) return 0;
  if (left == right - 1 && str[left] == 'a' && str[right] == 'b')
  return 1;
```

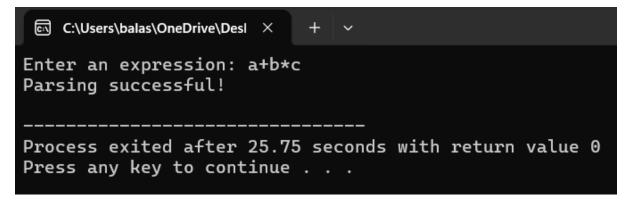
```
if (str[left] == 'a' && str[right] == 'b')
    return checkGrammar(str, left + 1, right - 1);
    return 0;
}
int main() {
    char str[100];
    printf("Enter the input string: ");
    scanf("%s", str);
    int len = strlen(str);
    if (checkGrammar(str, 0, len - 1))
        printf("The string satisfies the grammar.\n");
    else
        printf("The string does not satisfy the grammar.\n");
    return 0;
}
```

## 5. Write a C program to construct recursive descent parsing.

```
{For production ex:
E \rightarrow T E'
E' \rightarrow \pm \, T \; E' \mid \epsilon
T \rightarrow F T'
T' \rightarrow *~F~T'~|~\epsilon
F \rightarrow (E) \mid id \}
#include <stdio.h>
#include <string.h>
#include <ctype.h>
char input[100];
int index = 0;
void E();
void E_prime();
void T();
void T_prime();
void F();
void error() {
  printf("Error in parsing!\n");
  exit(0);
}
void match(char expected) {
  if (input[index] == expected)
      index++;
  else
      error();
}
```

```
void E() {
  T();
  E_prime();
}
void E_prime() {
  if (input[index] == '+') {
     match('+');
     T();
     E_prime();
  }
}
void T() {
  F();
  T_prime();
}
void T_prime() {
  if (input[index] == '*') \{
     match('*');
     F();
    T_prime();
  }
}
void F() {
  if (input[index] == '(') {
     match('(');
     E();
     match(')');
  } else if (isalnum(input[index])) {
     match(input[index]);
  } else {
     error();
```

```
}
int main() {
  printf("Enter an expression: ");
  scanf("%s", input);
  E();
  if (input[index] == '\0')
    printf("Parsing successful!\n");
  else
    printf("Parsing failed!\n");
  return 0;
}
```



```
C:\Users\balas\OneDrive\Desl × + \violet

Enter an expression: a+*

Error in parsing!

------

Process exited after 12.42 seconds with return value 0

Press any key to continue . . .
```