

# Lexical Analyser for a subset of the C language



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## Introduction

A compiler is a computer program that transforms source code written in a programming language (the source language) into a machine language (the target language), with the latter often having a binary form known as object code. When executing, the compiler first parses all of the language statements syntactically one after the other and then, in one or more successive stages or passes, builds the output code, making sure that statements that refer to other statements are referred to correctly in the final code.

Lexical analysis is the first phase of a compiler. It takes the modified source code from language preprocessors that are written in the form of sentences. The lexical analyzer breaks these syntaxes into a series of tokens, by removing any whitespace or comments in the source code. Symbol table is an important data structure created and maintained by compilers in order to store information about the occurrence of various entities such as variable names, function names etc. Symbol table is used by both the analysis and the synthesis parts of a compiler. We have designed a lexical analyzer for the C language using lex. It takes as input a C code and outputs a stream of tokens. The tokens displayed as part of output include Keyword, Identifier, Constant, Operator (along with type), Special Character, Header, Format Specifier, Array, Single Line Comment, Multi Line Comment, Preprocessor Directive, Pre Defined Function, User Defined Function and Main Function.

The token, the type of token and the line number of the token in the C code are being displayed. The line number is displayed so that it is easier to debug the code for errors. Errors in single line comments, multi line comments, unmatched parenthesis and incomplete strings are displayed along with line numbers.

The lexical analyser also generates and displays a symbol table and a constant table. The symbol table has the columns Serial Number, Token, Attribute for all the identifiers and user defined functions in the program. The constant table contains all the constants in the program along with their type (integer constant, floating point constant or string literal)

## Abstract

### Aim

To design and implement a lexical analyser using lex for a subset of the C language.

### Features supported

1. Variable data types - int, char along with its sub types - short, long, signed, unsigned.
2. Looping constructs - while loops along with nested while loops.
3. Identification and classification of tokens.
4. Identification of functions accepting a single parameter.
5. Maintenance of a symbol table and a constant table using hashing techniques.
6. Error detection for multi-line comments and nested comments that are not terminated before the end of the program.
7. Checking for strings that does not end before the end of a statement and displaying corresponding error message.

### Nature of output

1. Error messages for the errors handled.
2. The token will be displayed along with the type:
  - Keyword
  - Identifier
  - Literal
  - Operator
  - Punctuator
3. Symbol table
4. Constant table

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## Introduction

### Lexical Analysis

In computer science, lexical analysis is the process of converting a sequence of characters (such as in a computer program or web page) into a sequence of tokens (strings with an identified "meaning"). A program that performs lexical analysis may be called a lexer, tokenizer, or scanner (though "scanner" is also used to refer to the first stage of a lexer). Such a lexer is generally combined with a parser, which together analyze the syntax of programming languages, web pages, and so forth.

### Flex Script

The script written by us is a program that generates lexical analyzers ("scanners" or "lexers"). Lex reads an input stream specifying the lexical analyzer and outputs source code implementing the lexer in the C programming language.

The structure of our flex script is intentionally similar to that of a yacc file; files are divided into three sections, separated by lines that contain only two percent signs, as follows:

#### ***Definition section***

***%%***

#### ***Rules section***

***%%***

#### ***C code section***

The definition section defines macros and imports header files written in C. It is also possible to write any C code here, which will be copied verbatim into the generated source file.

The rules section associates regular expression patterns with C statements. When the lexer sees text in the input matching a given pattern, it will execute the associated C code.

The C code section contains C statements and functions that are copied verbatim to the generated source file. These statements presumably contain code called by the rules in the rules section. In large programs it is more convenient to place this code in a separate file linked in at compile time.

### C Program

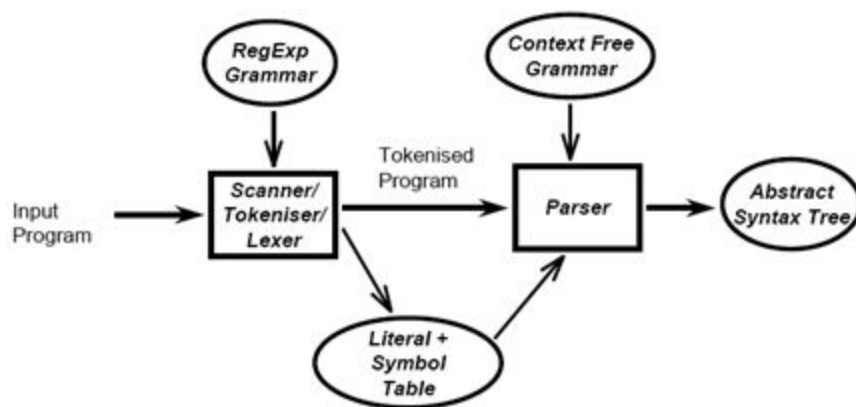
This section describes the input C program which is fed to the flex script in order to generate the lex file after taking all the rules mentioned in account. Finally, a file called `lex.yy.c` is generated, which when executed recognizes the tokens present in the C program

which was given as an input.

Lexical analysis only takes care of parsing the tokens and identifying their type. For this reason, we have assumed the C program to be syntactically correct and we generate the stream of tokens as well as the symbol table from it.

## Design of Programs

### Flow



Lexical Analyzer generates the tokenized program and symbol table for the input C program.

### Code

Lex Code : (scanner.l file)

```

%{
    int yylineno;

//Keywords
#define WHILE 1
#define VOID 2
#define RETURN 3
#define MAINFUNC 4
#define BREAK 5
#define CONTINUE 7
#define IF 8
#define INT 10
#define CHAR 11
#define UNSIGNED 12
#define SIGNED 13
#define LONG 14
#define SHORT 15
#define ELSE 16
  
```

```
#define FOR 17
#define STRUCT 18

//Identifier and Constant
#define ID 20
#define CONST 21

//Operators
//Comparators
#define LE 22
    // Less than equal to
#define GE 23
    // Greater than equal to
#define EQ 24
    // Check for equality
#define NE 25
    // Not equal to check
#define L 77
    // Less than
#define G 78
    // Greater than

//Logical
#define OR 26
#define AND 27
#define NOT 28

//Assignment
#define ASS 29
    // =      Simple assignment operator.
#define ADDASS 30
    // +=     Add AND assignment operator.
#define SUBASS 31
    // -=     Subtract AND assignment operator.
#define MULASS 32
    // *=     Multiply AND assignment operator.
#define DIVASS 33
    // /=     Divide AND assignment operator.
#define MODASS 34
    // %=     Modulus AND assignment operator.

//Arithmetic
#define PLUS 35
#define SUB 36
#define MULT 37
#define DIV 38
#define MOD 39
#define PP 40
    // ++
#define MM 41
    // --

//Bitwise Ops
#define BA 42
    // Bitwise and
#define BO 43
    // Bitwise or
#define BC 44
    // Bitwise complement
#define OC 45
    //one's complement
```

```

#define LS 46
// left shift
#define RS 47
//right shift

// Miscellaneous tokens
#define SEMICOLON 53
#define BA1 54
// '(' bracket
#define BA2 55
// ')' bracket
#define BB1 56
// '[' bracket
#define BB2 57
// ']' bracket
#define BC1 58
// '{' bracket
#define BC2 59
// '}' bracket
#define COMMA 60
// ','
#define Q 61
// Quote "
#define SQ 62
// Single Quote '
#define HEAD 63
// Header file
#define ARR 64
// Array
#define SLC 65
// Single comment '/'
#define MLCO 66
// Multiline Comment Open '/*'
#define MLCC 67
// Multilien Comment Close '*/'
#define DEF 68
// Macro
#define PRINTF 69
#define SCANF 70
#define FUNC 71
#define STRING 72
#define INTCONST 73
#define FLOATCONST 74
#define CHARCONST 75
#define INVALIDSTRING 76
#define DOT 80
%}

alpha [A-Z|a-z]
digit [0-9]
und [_]
space [ ]

%%
\n      {yylineno++;}
"main(void)" return MAINFUNC;
"main()" return MAINFUNC;
"main(int argc, char **argv)" return MAINFUNC;
"main(int argc, char *argv[])" return MAINFUNC;
"return" return RETURN;
void return VOID;

```



```

break    return BREAK;
if return IF;
while return WHILE;
printf return PRINTF;
continue return CONTINUE;
scanf return SCANF;
int return INT;
char return CHAR;
signed return SIGNED;
unsigned return UNSIGNED;
long return LONG;
short return SHORT;
const return CONST;
else return ELSE;
struct return STRUCT;

#include<{alpha}{alpha}*.h> return HEAD;

#define{space}{alpha}({alpha}{{digit}}{und})*{space}{digit}+ return DEF;
#define{space}{alpha}({alpha}{{digit}}{und})*{space}{(digit)+}\.({digit}+) return DEF;
#define{space}{alpha}({alpha}{{digit}}{und})*{space}{alpha}({alpha}{{digit}}{und})* return DEF;

{alpha}({alpha}{{digit}}{und})* return ID;
{alpha}({alpha}{{digit}}{und})*[{digit}]* return ARR;
{digit}+ return INTCONST;
({digit}+)\.({digit}+) return FLOATCONST;

\[^\n|^"]*\[n] return INVALIDSTRING;

{alpha}({alpha}{{digit}}{und})*({alpha}({alpha}{{digit}}{und}){space})*\ return FUNC;

\[^\n]*\ return STRING;
\{alpha}\ return CHARCONST;

"<=" return LE;
">=" return GE;
"==" return EQ;
"!=" return NE;
">" return G;
"<" return L;

"[]" return OR;
"&&" return AND;
"!" return NOT;

"=" return ASS;
"+=" return ADDASS;
"-=" return SUBASS;
"*=" return MULASS;
"/=" return DIVASS;
"%=" return MODASS;

"+" return PLUS;
"-" return SUB;
"*" return MULT;
"/" return DIV;
"%" return MOD;
"++" return PP;
"--" return MM;

"&" return BA;

```

```

"[]" return BO;
"~" return OC;
"<<" return LS;
">>" return RS;

"/" return SLC;
"/*" return MLCO;
"*/" return MLCC;

";" return SEMICOLON;
"(" return BA1;
")" return BA2;
"[" return BB1;
"]" return BB2;
{" return BC1;
}" return BC2;
"," return COMMA;
"\\"" return Q;
"" return SQ;
\t;
"." return DOT;
%%

//Data Structure for the symbol and constant table
struct symbol
{
    char token[100]; // Name of the token
    char type[100]; // Token type: Identifier, string constant, floating point constant etc
}symbolTable[100000], constantTable[100000];

int i=0; // Number of symbols in the symbol table
int c=0; // Number of constants in the constant table

//Insert function for symbol/constant table
void symbolInsert(struct symbol table[], int index, char* tokenName, char* tokenType)
{
    strcpy(table[index].token, tokenName);
    strcpy(table[index].type, tokenType);
}

int main(void)
{
    int newToken, // The current token being processed
    j,k, // Iterators
    ba_c=0,ba_o=0,ba_l, // Number of open and close paranthesis, last line where the open paranthesis was used
    bb_o=0,bb_c=0,bb_l, // Number of open and close square braces, last line where the open square brace was used
    bc_o=0,bc_c=0,bc_l, // Number of open and close curly braces, last line where the open curly brace was used
    rep=0; // Flag to denote whether the current token is already in symbol table

    //Taking the input program
    yyin= fopen("test.c","r");

    //Reading a single token from the program
    newToken = yylex();
    printf("\n");

    int mlc=0, // Flag to denote whether current token is part of a multiline comment
    slcline=0, // Line number of the single line comment
    mlcline; // Starting line number of multi line comment

    while(newToken)

```

```

{
    rep = 0;

    if(yylineno==slcline) // If token belongs to a single line comment, ignore all the tokens
    {
        newToken=yylex();
        continue;
    }

    for(k=0;k<i;k++) // Checking whether token already exists in symbol table
    {
        if(!(strcmp(symbolTable[k].token,yytext)))
        {
            rep = 1;
            break;
        }
    }

    for(k=0;k<c;k++) // Checking whether token already exists in constant table
    {
        if(!(strcmp(constantTable[k].token,yytext)))
        {
            rep = 1;
            break;
        }
    }

    if(ba_c > ba_o)
        printf("\n-----ERROR : UNMATCHED ']' at Line %d-----\n", yylineno);

    if(bb_c>bb_o)
        printf("\n-----ERROR : UNMATCHED '[' at Line %d-----\n", yylineno);

    if(bc_c>bc_o)
        printf("\n-----ERROR : UNMATCHED '{' at Line %d-----\n", yylineno);

    if(rep==0 && newToken!=65 && newToken!=66 && newToken!=67 && mlc==0)
    {
        strcpy(symbolTable[i].token,yytext);
    }

    if(newToken ==1 && mlc==0)
    {
        printf("%s\t\tWhile Loop-----Line %d\n",yytext,yylineno);
    }

    else if(newToken ==4 && mlc==0)
    {
        printf("%s\t\tMain function-----Line %d\n",yytext,yylineno);
    }

    else if(newToken ==8 && mlc==0)
    {
        printf("%s\t\tIf statement-----Line %d\n",yytext,yylineno);
    }

    else if(newToken ==16 && mlc==0)
    {
        printf("%s\t\tElse statement-----Line %d\n",yytext,yylineno);
    }
}

```

```

else if(newToken ==17 && mlc==0)
{
    printf("%s\t\tFor Loop-----Line %d\n",yytext,yylineno);
}

else if(newToken ==18 && mlc==0)
{
    printf("%s\t\tStruct definition/declaration-----Line %d\n",yytext,yylineno);
}

else if(((newToken>=1 && newToken<=15)) && mlc==0) // Keywords
{
    printf("%s\t\tKeyword-----Line %d\n",yytext,yylineno);
}

else if(newToken==20 && mlc==0) // Identifiers
{
    if(rep == 0)
    {
        symbolInsert(symbolTable, i, yytext, "ID");
        i++;
    }
    printf("%s\t\tIdentifier-----Line %d\n",yytext,yylineno);
}

else if(newToken==73 && mlc==0)
{
    if(rep==0)
    {
        symbolInsert(constantTable, c, yytext, "int");
        c++;
    }
    printf("%s\t\tInteger Constant-----Line %d\n",yytext,yylineno);
}

else if(newToken==74 && mlc==0)
{
    if(rep==0)
    {
        symbolInsert(constantTable, c, yytext, "float");
        c++;
    }
    printf("%s\t\tFloating Point Constant-----Line %d\n",yytext,yylineno);
}

else if(((newToken>=22 && newToken<=25)|| (newToken>=77 && newToken<=78)) && mlc==0)
{
    printf("%s\t\tComparision Operator-----Line %d\n",yytext,yylineno);
}

else if(newToken>=26 && newToken<=28 && mlc==0)
{
    printf("%s\t\tLogical Operator-----Line %d\n",yytext,yylineno);
}

else if(newToken>=29 && newToken<=34 && mlc==0)
{
    printf("%s\t\tAssignment Operator-----Line %d\n",yytext,yylineno);
}

else if(newToken>=35 && newToken<=41 && mlc==0)
{

```

```

    printf("%s\t\tArithmetic Operator-----Line %d\n",yytext,yylineno);
}

else if(newToken>=42 && newToken<=47 && mlc==0)
{
    printf("%s\t\tBitwise Operator-----Line %d\n",yytext,yylineno);
}

else if(((newToken>=53 && newToken<=62)||newToken==80) && mlc==0)
{
    if(newToken==54)
    {
        ba_o++;
        ba_l = yylineno;
    }
    if(newToken==55)
        ba_c++;
    if(newToken==56)
    {
        bb_o++;
        bb_l = yylineno;
    }
    if(newToken==57)
        bb_c++;
    if(newToken==58)
    {
        bc_o++;
        bc_l = yylineno;
    }
    if(newToken==59)
        bc_c++;
    printf("%s\t\tSpecial Character-----Line %d\n",yytext,yylineno);
}

else if(newToken==63 && mlc==0)
{
    printf("%s\t\tHeader-----Line %d\n",yytext,yylineno);
}

else if(newToken==64 && mlc==0)
{
    char id[100] = "";
    for(int t = 0; ; t++)
    {
        if(yytext[t] == '\0')
            break;
        id[t] = yytext[t];
    }

    for(k=0;k<i;k++) // Checking whether token already exists in symbol table
    {
        if(!(strcmp(symbolTable[k].token,id)))
        {
            rep = 1;
            break;
        }
    }

    if(rep == 0)
    {
        symbolInsert(symbolTable, i, id, "ID");
    }
}

```

```

        i++;
    }
    printf("%s\t\tArray Identifier-----Line %d\n",yytext,yylineno);
}

else if(newToken==65 && mlc==0)
{
    printf("%s\t\tSingle Line Comment-----Line %d\n",yytext,yylineno);
    slcline=yylineno;
}

else if(newToken==66)
{
    mlc=1;
    printf("%s\t\tMulti Line Comment Start-----Line %d\n",yytext,yylineno);
    mlcline = yylineno;
}

else if(newToken==66 && mlc==1)
{
    printf("%s\t\tNested multi Line Comment Start-----Line %d\n",yytext,yylineno);
}

else if(newToken==67 && mlc==1)
{
    mlc=0;
    printf("%s\t\tMulti Line Comment End-----Line %d\n",yytext,yylineno);
    mlcline=0;
}

else if(newToken==67 && mlc==0)
    printf("\n-----ERROR : UNMATCHED NESTED END COMMENT-----\n");

else if(newToken==68 && mlc==0)
{
    printf("%s\t\tPreprocessor Directive-----Line %d\n",yytext,yylineno);
    newToken=yylex();
    continue;
}

else if(newToken>=69 && newToken<=70 && mlc==0)
{
    printf("%s\t\tPre Defined Function-----Line %d\n",yytext,yylineno);
}

else if(newToken==71 && mlc==0)
{
    char id[100] = "";
    for(int t = 0; ; t++)
    {
        if(yytext[t] == '(')
            break;
        id[t] = yytext[t];
    }

    for(k=0;k<i;k++) // Checking whether token already exists in symbol table
    {
        if(!(strcmp(symbolTable[k].token,id)))
        {
            rep = 1;

```

```

        break;
    }
}

if(rep == 0)
{
    symbolInsert(symbolTable, i, id, "ID");
    i++;
}

printf("%s\t\tUser Defined Function-----Line %d\n", yytext, yylineno);
}

else if(newToken==72 && mlc==0)
{
    if(rep==0)
    {
        symbolInsert(constantTable, c, yytext, "string");
        c++;
    }
    printf("%s\t\tString literal-----Line %d\n", yytext, yylineno);
}

else if(newToken==75 && mlc==0)
{
    if(rep==0)
    {
        symbolInsert(constantTable, c, yytext, "char");
        c++;
    }
    printf("%s\t\tCharacter Constant-----Line %d\n", yytext, yylineno);
}

else if(newToken==76 && mlc==0)
{
    printf("\n-----ERROR : INCOMPLETE STRING starting at Line %d-----\n", yylineno);
}

newToken=yylex();
}

if(mlc==1)
    printf("\n-----ERROR : UNMATCHED COMMENT starting at Line %d-----\n", mlcline);

if(ba_c<ba_o)
    printf("\n-----ERROR : UNMATCHED '(' at Line %d -----\n", ba_l);

if(bb_c<bb_o)
    printf("\n-----ERROR : UNMATCHED '[' at Line %d -----\n", bb_l);

if(bc_c<bc_o)
    printf("\n-----ERROR ! UNMATCHED '{' at Line %d -----\n", bc_l);

printf("\n-----Symbol Table-----\n\nSNo\tToken\t\tAttribute\n\n");

for(j=0;j<i;j++)
    printf("%d\t%s\t\t< %s >\t\t\n", j+1, symbolTable[j].token, symbolTable[j].type);

printf("\n-----Constant Table-----\n\nSNo\tToken\t\tAttribute\n\n");

for(j=0;j<c;j++)

```

```

printf("%d\t%s\t\t< %s >\t\t\n",j+1,constantTable[j].token,constantTable[j].type);

return 0;
}

int yywrap(void)
{
    return 1;
}

```

## Explanation

Files :

1. scanner.l : Lex file which generates the stream of tokens and symbol table.
2. test.c : The input C program

The flex script recognises the following classes of tokens from the input:

- Pre-processor instructions  
Statements processed : #include<stdio.h>, #define var1 var2  
Token generated : Header / Preprocessor Directive
- Single-line comments  
Statements processed : //.....  
Token generated : Single Line Comment
- Multi-line comments  
Statements processed : /\*.....\*/ , /\*.../\*...\*/  
Token generated : Multi Line Comment
- Errors for unmatched comments  
Statements processed : /\*.....  
Token generated : Error with line number
- Errors for nested comments  
Statements processed : /\*...../\*...\*/...\*/  
Token generated : Error with line number
- Parentheses (all types)  
Statements processed : (.), {..}, [..] (without errors)



(..).., {...}.., [..].., (... , {..., [... (with errors)

Tokens generated : Parenthesis (without error) / Error with line number (with error)

- Operators

- Literals

Statements processed : int, float

Tokens generated : Keyword

- Errors for incomplete strings

Statements processed : char a[] = "abcd

Tokens generated : Error Incomplete string and line number

- Keywords

Statements processed : if, else, void, while, do, int, float, break, return and so on.

Tokens generated : Keyword

- Identifiers

Statements processed : a, abc, a\_b, a12b4

Tokens generated : Identifier

## Test Cases

### Test Case 1:

- Identification of array identifiers
- Single Line Comment
- Unary operator matching

Code:

```
#include<stdio.h>
```

```
int main()
{
    //Program to add 2 numbers and increment by 1
    int a[3] = { 1, 2 };
    a[2] = a[1] + a[2];
    a[2]++;
}
```

```

printf("%d", a[2]);

return 0;
}

```

Output :

```

#include<stdio.h>          Header-----Line 1
int                        Keyword-----Line 3
main()                    Main function-----Line 3
{                          Special Character-----Line 4
    //                    Single Line Comment-----Line 5
    int                  Keyword-----Line 6
    a[3]                Array Identifier-----Line 6
    =                   Assignment Operator-----Line 6
    {                   Special Character-----Line 6
    1                   Integer Constant-----Line 6
    ,                   Special Character-----Line 6
    2                   Integer Constant-----Line 6
    }                   Special Character-----Line 6
    ;                   Special Character-----Line 6
    a[2]                Array Identifier-----Line 7
    =                   Assignment Operator-----Line 7
    a[1]                Array Identifier-----Line 7
    +                   Arithmetic Operator-----Line 7
    a[2]                Array Identifier-----Line 7
    ;                   Special Character-----Line 7
    a[2]                Array Identifier-----Line 8
    ++                  Arithmetic Operator-----Line 8
    ;                   Special Character-----Line 8
    printf              Pre Defined Function-----Line 10
    (                   Special Character-----Line 10
    "%d"                String literal-----Line 10
    ,                   Special Character-----Line 10
    a[2]                Array Identifier-----Line 10
    )                   Special Character-----Line 10
    ;                   Special Character-----Line 10
    return              Keyword-----Line 12
    0                   Integer Constant-----Line 12
    ;                   Special Character-----Line 12
    }                   Special Character-----Line 13

```

-----Symbol Table-----

SNo	Token	Attribute
1	a	< ID >

-----Constant Table-----

SNo	Token	Attribute
1	1	< int >
2	2	< int >
3	"%d"	< string >
4	0	< int >

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## Test Case 2:

- Identification of loops
- Verifying validity of correctly balanced brackets

Code

```
#include<stdio.h>
```

```
int main()
{
    int a = 5;
    while(a>0)
    {
        printf("Hello world");
        a--;
    }

    a=4;
    while(a>0)
    {
        printf("%d",a);
        a--;
        int b = 4;
        while(b>0)
        {
            printf("%d", a*b);
            b--;
        }
    }
}
```

Output :

```

#include<stdio.h>                                     Header-----Line 1
int Keyword-----Line 3
    main() Main function-----Line 3
{ Special Character-----Line 4
int Keyword-----Line 5
    a Identifier-----Line 5
    = Assignment Operator-----Line 5
    5 Integer Constant-----Line 5
    ; Special Character-----Line 5
    while While Loop-----Line 6
    ( Special Character-----Line 6
    a Identifier-----Line 6
    > Comparision Operator-----Line 6
    0 Integer Constant-----Line 6
    ) Special Character-----Line 6
    { Special Character-----Line 7
printf Pre Defined Function-----Line 8
( Special Character-----Line 8
    "Hello world" String literal-----Line 8
    ) Special Character-----Line 8
    ; Special Character-----Line 8
    a Identifier-----Line 9
    -- Arithmetic Operator-----Line 9
    ; Special Character-----Line 9
    } Special Character-----Line 10
    a Identifier-----Line 12
    = Assignment Operator-----Line 12
    4 Integer Constant-----Line 12
    ; Special Character-----Line 12
    while While Loop-----Line 13
    ( Special Character-----Line 13
    a Identifier-----Line 13
    > Comparision Operator-----Line 13
    0 Integer Constant-----Line 13
    ) Special Character-----Line 13
    { Special Character-----Line 14
printf Pre Defined Function-----Line 15
( Special Character-----Line 15
    "%d" String literal-----Line 15
    , Special Character-----Line 15
    a Identifier-----Line 15
    ) Special Character-----Line 15
    ; Special Character-----Line 15
    a Identifier-----Line 16
    -- Arithmetic Operator-----Line 16
    ; Special Character-----Line 16
int Keyword-----Line 17
    b Identifier-----Line 17
    = Assignment Operator-----Line 17
    4 Integer Constant-----Line 17
    ; Special Character-----Line 17

```

```

while      While Loop-----Line 18
(          Special Character-----Line 18
b          Identifier-----Line 18
>          Comparision Operator-----Line 18
0          Integer Constant-----Line 18
)          Special Character-----Line 18
{          Special Character-----Line 19
printf     Pre Defined Function-----Line 20
(          Special Character-----Line 20
"%d"      String literal-----Line 20
,          Special Character-----Line 20
a          Identifier-----Line 20
*          Arithmetic Operator-----Line 20
b          Identifier-----Line 20
)          Special Character-----Line 20
;          Special Character-----Line 20
b          Identifier-----Line 21
--         Arithmetic Operator-----Line 21
;          Special Character-----Line 21
}          Special Character-----Line 22
}          Special Character-----Line 23
}          Special Character-----Line 24

```

-----Symbol Table-----

SNo	Token	Attribute
1	a	< ID >
2	b	< ID >

-----Constant Table-----

SNo	Token	Attribute
1	5	< int >
2	0	< int >
3	"Hello world"	< string >
4	4	< int >
5	"%d"	< string >

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### Test Case 3:

- Identification of multiline comments
- Error identification on unclosed nested comments
- Error identification on unbalanced brackets

Code

```
#include<stdio.h>
```

```
int main()
```

```
{
```

```
    int a = 2;
```

```
    // printf(“%d”,a);
```

```
    a++;
```

```
    /* int b = 4;
```

```
    int c = 3 */
```

```
    int b = 8;
```

```
    int c = 3;
```

```
    int d = c*(a+b;
```

```
    /* printf(“%d”,a);
```

```
    a++;
```

```
    /* int b = 4;
```

```
    int c = 3 */
```

```
    a--; */
```

```
}
```

Output:



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```
#include<stdio.h>          Header-----Line 1
int      Keyword-----Line 3
main()   Main function-----Line 3
{        Special Character-----Line 4
int      Keyword-----Line 5
a        Identifier-----Line 5
=        Assignment Operator-----Line 5
2        Integer Constant-----Line 5
;        Special Character-----Line 5
//       Single Line Comment-----Line 6
"a       Identifier-----Line 7
++       Arithmetic Operator-----Line 7
;        Special Character-----Line 7
/*       Multi Line Comment Start-----Line 8
    */    Multi Line Comment End-----Line 9
int      Keyword-----Line 11
b        Identifier-----Line 11
=        Assignment Operator-----Line 11
8        Integer Constant-----Line 11
;        Special Character-----Line 11
int      Keyword-----Line 12
c        Identifier-----Line 12
=        Assignment Operator-----Line 12
3        Integer Constant-----Line 12
;        Special Character-----Line 12
int      Keyword-----Line 13
d        Identifier-----Line 13
=        Assignment Operator-----Line 13
c        Identifier-----Line 13
*        Arithmetic Operator-----Line 13
(        Special Character-----Line 13
a        Identifier-----Line 13
+        Arithmetic Operator-----Line 13
b        Identifier-----Line 13
;        Special Character-----Line 13
/*       Multi Line Comment Start-----Line 15
    "/*   Multi Line Comment Start-----Line 17
    */    Multi Line Comment End-----Line 18
a        Identifier-----Line 19
--       Arithmetic Operator-----Line 19
;        Special Character-----Line 19

-----ERROR : UNMATCHED NESTED END COMMENT-----
}        Special Character-----Line 20

-----ERROR : UNMATCHED '(' at Line 13 -----
```

#### -----Symbol Table-----

SNo	Token	Attribute
1	a	< ID >
2	b	< ID >
3	c	< ID >
4	d	< ID >

#### -----Constant Table-----

SNo	Token	Attribute
1	2	< int >
2	8	< int >
3	3	< int >

## Test Case 4:

- Identification of user defined functions
- Identification of string literals

Code:

```
#include<stdio.h>
```

```
int square(int a)
```

```
{  
    return(a*a);  
}
```

```
int main()
```

```
{  
    int num=2;  
    int num2 = square(num);
```

```
    printf("Square of %d is %d", num, num2);
```

```
    return 0;  
}
```

Output :



```

#include<stdio.h>          Header-----Line 1
int                        Keyword-----Line 3
square(int a)              User Defined Function-----Line 3
{
    return                 Keyword-----Line 5
    (                      Special Character-----Line 5
    a                      Identifier-----Line 5
    *                      Arithmetic Operator-----Line 5
    a                      Identifier-----Line 5
    )                      Special Character-----Line 5
    ;                      Special Character-----Line 5
    }                      Special Character-----Line 6
int                        Keyword-----Line 8
main()                     Main function-----Line 8
{
    int                    Keyword-----Line 10
    num                    Identifier-----Line 10
    =                      Assignment Operator-----Line 10
    2                      Integer Constant-----Line 10
    ;                      Special Character-----Line 10
    int                    Keyword-----Line 11
    num2                   Identifier-----Line 11
    =                      Assignment Operator-----Line 11
    square(num)            User Defined Function-----Line 11
    ;                      Special Character-----Line 11
    printf                 Pre Defined Function-----Line 13
    (                      Special Character-----Line 13
    "Square of %d is %d"    String literal-----Line 13
    ,                      Special Character-----Line 13
    num                    Identifier-----Line 13
    ,                      Special Character-----Line 13
    num2                   Identifier-----Line 13
    )                      Special Character-----Line 13
    ;                      Special Character-----Line 13
    return                 Keyword-----Line 15
    0                      Integer Constant-----Line 15
    ;                      Special Character-----Line 15
    }                      Special Character-----Line 16

```

-----Symbol Table-----

SNo	Token	Attribute
1	square	< ID >
2	a	< ID >
3	num	< ID >
4	num2	< ID >

-----Constant Table-----

SNo	Token	Attribute
1	2	< int >
2	"Square of %d is %d"	< string >
3	0	< int >

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## Test Case 5:

- Identification of preprocessor directives
- Differentiating between a preprocessor directive and a string literal having same pattern
- Error detection for incomplete string along with line number corresponding to the error
- Identification of floating point constants

Code

```
#include<stdio.h>
```

```
#define NUM 5
```

```
int main()
```

```
{
```

```
    char A[] = "#define MAX 10";
```

```
    char B[] = "Hello;
```

```
    char ch = 'B';
```

```
    unsigned int a = 1;
```

```
    printf("String = %s Value of Pi = %f", A, 3.14);
```

```
    return 0;
```

```
}
```

Output:

```

#include<stdio.h>           Header-----Line 1
#define NUM 5               Preprocessor Directive-----Line 3
    int                    Keyword-----Line 5
    main()                 Main function-----Line 5
{                           Special Character-----Line 6
char                        Keyword-----Line 7
    A[]                   Array Identifier-----Line 7
    =                     Assignment Operator-----Line 7
    "#define MAX 10"      String literal-----Line 7
;                           Special Character-----Line 7
char                        Keyword-----Line 8
    B                     Identifier-----Line 8
[                           Special Character-----Line 8
]                           Special Character-----Line 8
=                           Assignment Operator-----Line 8

-----ERROR : INCOMPLETE STRING starting at Line 8-----
char                        Keyword-----Line 8
    ch                     Identifier-----Line 8
    =                     Assignment Operator-----Line 8
    'B'                   Character Constant-----Line 8
;                           Special Character-----Line 8
    unsigned              Keyword-----Line 9
    int                   Keyword-----Line 9
    a                     Identifier-----Line 9
    =                     Assignment Operator-----Line 9
    1                     Integer Constant-----Line 9
;                           Special Character-----Line 9
printf                     Pre Defined Function-----Line 10
(                           Special Character-----Line 10
"String = %s Value of Pi = %f" String literal-----Line 10
,                           Special Character-----Line 10
    A                     Identifier-----Line 10
,                           Special Character-----Line 10
    3.14                  Floating Point Constant-----Line 10
)                           Special Character-----Line 10
;                           Special Character-----Line 10
    return                Keyword-----Line 12
    0                     Integer Constant-----Line 12
;                           Special Character-----Line 12
}                           Special Character-----Line 13

```

-----Symbol Table-----

SNo	Token	Attribute
1	A	< ID >
2	B	< ID >
3	ch	< ID >
4	a	< ID >

-----Constant Table-----

SNo	Token	Attribute
1	"#define MAX 10"	< string >
2	'B'	< char >
3	1	< int >
4	"String = %s Value of Pi = %f"	< string >
5	3.14	< float >
6	0	< int_ >

## Test Case 6:

- Identification of structure definitions and structure variable declarations
- Identification of if and else conditional statements
- Detection of unmatched multiline comments along with line number corresponding to the error
- Detection of unmatched brackets along with line number corresponding to the error

Code:

```
#include<stdio.h>
```

```
struct student
```

```
{
```

```
    int rollNum;
```

```
    int marks;
```

```
}student1;
```

```
int main()
```

```
{
```

```
    int a = 1, b=0;
```

```
    student1.rollNum = 1;
```

```
    student1.marks = 90;
```

```
    if(a >= 1 && a <= 10)
```

```
        b++;
```

```
    else
```

```
        { b--;
```

```
        /* }
```

```
}
```

Output:

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```

#include<stdio.h>          Header-----Line 1
struct                    Struct definition/declaration-----Line 3
    student              Identifier-----Line 3
{
    Special Character-----Line 4
int
    rollNum              Identifier-----Line 5
;
    Special Character-----Line 5
int
    marks                Identifier-----Line 6
;
    Special Character-----Line 6
}
    Special Character-----Line 7
student1                 Identifier-----Line 7
;
    Special Character-----Line 7
int
    main()               Main function-----Line 9
{
    Special Character-----Line 10
int
    a                    Keyword-----Line 11
    Identifier-----Line 11
    =                    Assignment Operator-----Line 11
    1                    Integer Constant-----Line 11
    ,                    Special Character-----Line 11
    b                    Identifier-----Line 11
    =                    Assignment Operator-----Line 11
    0                    Integer Constant-----Line 11
;
    student1             Identifier-----Line 13
    .                    Special Character-----Line 13
    rollNum              Identifier-----Line 13
    =                    Assignment Operator-----Line 13
    1                    Integer Constant-----Line 13
;
    student1             Identifier-----Line 14
    .                    Special Character-----Line 14
marks
    Identifier-----Line 14
    =                    Assignment Operator-----Line 14
    90                   Integer Constant-----Line 14
;
    Special Character-----Line 14
if
    If statement-----Line 16
(
    Special Character-----Line 16
a
    Identifier-----Line 16
>=
    Comparision Operator-----Line 16
1
    Integer Constant-----Line 16
&&
    Logical Operator-----Line 16
a
    Identifier-----Line 16
<=
    Comparision Operator-----Line 16
10
    Integer Constant-----Line 16
)
    Special Character-----Line 16
b
    Identifier-----Line 17
++
    Arithmetic Operator-----Line 17
;
    Special Character-----Line 17
else
    Else statement-----Line 19
{
    Special Character-----Line 20
b
    Identifier-----Line 20
--
    Arithmetic Operator-----Line 20
;
    Special Character-----Line 20
/*
    Multi Line Comment Start-----Line 21

-----ERROR : UNMATCHED COMMENT starting at Line 21-----
-----ERROR ! UNMATCHED '{' at Line 20 -----

```

-----Symbol Table-----		
SNo	Token	Attribute
1	student	< ID >
2	rollNum	< ID >
3	marks	< ID >
4	student1	< ID >
5	a	< ID >
6	b	< ID >

-----Constant Table-----		
SNo	Token	Attribute
1	1	< int >
2	0	< int >
3	90	< int >
4	10	< int >

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## Implementation

- The Regular Expressions for most of the features of C are fairly straightforward. However, a few features require a significant amount of thought, such as:
- The Regex for Identifiers: The lexer must correctly recognize all valid identifiers in C, including the ones having one or more underscores.

$\{\text{alpha}\}\{\text{alpha}\}|\{\text{digit}\}|\{\text{und}\}\}^*$

Where,

alpha [A-Za-z]

digit [0-9]

und [\_]

space [ ]

- Multiline comments are supported: This has been supported by checking the occurrence of `/*` and `*/` in the code. The statements between them has been excluded. Errors for unmatched and nested comments have also been displayed.
- Literals: Different regular expressions have been implemented in the code to support all kinds of literals, i.e integers, floats, etc.

Float :  $\{\text{digit}\}^+\}\.\{\text{digit}\}^+\}$

- User Defined Functions :
- $\{\text{alpha}\}\{\text{alpha}\}|\{\text{digit}\}|\{\text{und}\}\}^*\backslash(\{\text{alpha}\}|\{\text{digit}\}|\{\text{und}\}|\{\text{space}\}\}^*\backslash$



- Arrays:

```
{alpha}({alpha} | {digit} | {und})*\[{digit}*]
```

Where,

alpha [A-Za-z]

digit [0-9]

und [ ]

space [ ]

- Error Handling for Incomplete String: Open and close quote missing, both kind of errors have been handled in the rules written in the script.

- Error Handling for Nested Comments: This use-case has been handled by checking for occurrence of multiple successive `/*` or `*/` in the C code, and by omitting the text in between them.

At the end of the token recognition, the lexer prints a list of all the tokens present in the program. We use the following technique to implement this:

- We have assigned unique integers to all different kinds of tokens present in the C code.
- Based on these integers, we have displayed the type of the token.
- For storing these tokens and their attributes in the symbol table, we have defined a structure.

//Data Structure for the symbol and constant table

```
struct symbol
```

```
{
```

```
    char token[100];    // Name of the token
```

```
    char type[100];    // Token type: Identifier, string constant, floating point constant etc
```

```
}symbolTable[100000], constantTable[100000];
```

- As and when successive tokens are encountered, their respective values are stored in the structure and then later displayed.
- We also have functionalities for checking and accordingly omitting duplicate entries in the symbol table.
- In the end, each token is printed along with its type and line number.
- Errors like unmatched multi line comment, nested multi line comments, incomplete strings and unmatched parenthesis are also displayed along with their line numbers.
- The symbol table is displayed, having columns Serial Number, Token and attribute.

## Results

1. Token ---- Token Type ---- Line Number
2. Symbol Table :  
    Serial Number ---- Token ---Attribute
3. Constant table  
    Serial Number ---- Token ----Attribute

## Future Work

The flex script presented in this report takes care of all the rules of C language, but is not fully exhaustive in nature. Our future work would include making the script even more robust in order to handle all aspects of C language and making it more efficient.

Features to be added :

1. Nested if else statement
2. enum

## References

1. Compilers – Principles, Techniques and Tools By Alfred V. Aho, Monica S. Lam, Ravi Sethi, Jeffrey D. Ullman
2. Lex and Yacc By John R. Levine, Tony Mason, Doug Brown
3. [http://www.slideshare.net/Tech\\_MX/symbol-table-design-compiler-construction](http://www.slideshare.net/Tech_MX/symbol-table-design-compiler-construction)
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