

### **Exp. No. 29**

Write a LEX program to identify and count positive and negative numbers.

**Program: (positive\_neg\_nums.l)**

```
%{  
int positive_no = 0, negative_no = 0;  
%}  
%%  
^-][0-9]+ {negative_no++;  
           printf("negative number = %s\n",  
                 yytext);} // negative number  
  
[0-9]+ {positive_no++;  
       printf("positive number = %s\n",  
             yytext);} // positive number  
  
%%  
int yywrap(){}  
int main()  
{  
  yylex();  
  printf ("number of positive numbers = %d,"  
         "number of negative numbers = %d\n",  
         positive_no, negative_no);  
  
  return 0;  
}
```

**INPUT:**

**-10**

**20**

## OUTPUT:

```
Microsoft Windows [Version 10.0.22621.2715]  
(c) Microsoft Corporation. All rights reserved.
```

```
C:\Users\Deepak>D:
```

```
D:\>cd Slots
```

```
D:\Slots>cd Compiler Design
```

```
D:\Slots\Compiler Design>flex Ex14pov_neg.l
```

```
D:\Slots\Compiler Design>gcc lex.yy.c
```

```
D:\Slots\Compiler Design>a.exe
```

```
-10
```

```
negative number = -10
```

```
20
```

```
positive number = 20
```

```
|
```