

COURSE NO: CSE 3212

Project Name: Compiler design using flex and Bison

SUBMITTED BY

MD MOSHARAF HOSSAN

ROLL:1307053

INPUT FILE :

```
main()
{

    integer x eq 3 #
    integer y eq 4 #
    integer z eq 7 #

    z eq x * 5 + y * 3 #
    if(2<3) x eq 6 #
    if (1<2) z eq z + 2 #
    else z eq 10 #

    switch ( z) {

        case 5 :
            y eq y + 5 #
        case 9 :
            y eq y + 7 #
        case 10 :
            y eq y + 10 #
        default :
            y eq y + 4 #
    }

    integer m eq 10 #
}
```

FLEX FILE :

```
%{
    #include<stdio.h>
    #include "main.tab.h"
```

```

#include<stdlib.h>
extern int yylval;

%}

%%

[0-9]+ {
    yylval = atoi(yytext);
    return NUM;
}

[a-z]  {
    yylval = *yytext - 'a';
    return VAR;
}

"if"   {
    return IF;
}

"else" {
    return ELSE;
}

[<>,(){}:] {
    yylval = yytext[0];
    return *yytext;
}

"#"      { return ';'      ;}
"/"      { return '/'      ;}
"_"      { return '-'      ;}
"*"      { return '*'      ;}
"+"      { return '+'      ;}
"eq"     { return '='      ;}

"main"   { return(VOIDMAIN) ;}

"print"  { return PRINT      ;}

"integer" { return(INT)      ;}

"float"  { return(FLOAT)     ;}

"character" { return(CHAR)   ;}

```

```

"case"      { return CASE      ;}

"default"   {return DEFAULT    ;}

"switch"    { return SWITCH    ;}

[ \t\n]*;

.          {

                yyerror("Unknown Character.\n");

        }

%%

main(){
    yyin = freopen("in.txt","r",stdin);
    //yyout = freopen("out.txt","w",stdout);
    yyparse();
}

```

BISON FILE :

```

/* C Declarations */

```

```

%{
    #include<stdio.h>

```

```

#include <math.h>
#define YYSTYPE int
int varinfo1[100],varinfo2[100],varinfo3[100],opara[100] ;
int p = 0 ,s= 0;

int symbolara[26];
int freq[26];
int if_flag = 1, if_else_flag = 1, check = 1;
int value ;

int f1 = 0 ;
    int casevalue[100] ;
int casestatement[100];

int switchfunc(int i)
{
    if(opara[i]==1)
        symbolara[varinfo1[i]] = symbolara[varinfo2[i]]
+varinfo3[i];

    if (opara[i]==2)
        symbolara[varinfo1[i]] = symbolara[varinfo2[i]]
-varinfo3[i];

    if (opara[i]==3)
        symbolara[varinfo1[i]] = symbolara[varinfo2[i]]
*varinfo3[i];

    if (opara[i]==4)
    {
        symbolara[varinfo1[i]] = symbolara[varinfo2[i]] /
varinfo3[i];
    }
}

```

```
        return symbolara[varinfo1[i]] ;
    }
```

```
%}
```

```
/* bison declarations */
```

```
%token NUM VAR IF ELSE VOIDMAIN INT FLOAT CHAR ID PRINT  
LOOP CASE DEFAULT SWITCH
```

```
%nonassoc IFX
```

```
%nonassoc ELSE
```

```
%left '<' '>'
```

```
%left '+' '-'
```

```
%left '*' '/'
```

```
/* Grammar rules and actions follow. */
```

```
%%
```

```
program: VOIDMAIN '(' ')' '{' bstatement '}' //{printf("void main function");}  
        ;
```

```
bstatement: /* empty */                //{printf("start\n");}
```

```

| bstatement statement          //{printf("b s \n");}
;

statement: ';'                  //{printf("sem\n");}

| declaration ';'              //{printf("d sem\n");}

| expression ';'              {
                                /*if(check == 0)
                                {
                                    printf("value of expression:
%d\n", $1);
                                }*/
                                }
;

| SWITCH '(' expression ')' '{' caseinstructions '}' {

                                value = $3 ;

                                int v =0 ;
                                int f2 = 1 ;

                                for ( v=0;v<p;v++)
                                {

                                    if (value == casevalue[v] )
                                    {

                                        printf("result of
evaluation is : %d\n",switchfunc(v) );

```

```

                                f2 =0 ;
                                }
                                }
                                if (f2==1) {
                                printf("default value is :
%d\n",switchfunc(p));
                                }
                                }
;

```

```

| IF '(' expression ')' statement %prec IFX {
                                if($3)
                                {
                                //printf("\nonly if true and
value: %d",$3);
                                printf("\nvalue of
expression in if: %d\n",$5);
                                //if_else_flag = 0;
                                if_flag = 1;
                                check = 1;
                                }
                                else
                                {
                                if(if_flag == 1)
                                {
                                printf("condition
value zero in IF block\n");
                                if_flag = 0;

```



```

        if_else_flag = 0;
        check = 1;
    }
}
}

```

```

| IF '(' expression ')' statement ELSE statement {
    if($3 )
    {
        if_flag = 0;
        if_else_flag = 0;
        //printf("\nonly else if
true and value: %d", $3);

        printf("\nvalue of
expression in if: %d\n", $5);

        check = 1;
    }
    else
    {
        if(if_else_flag == 1)
        {
            check = 1;
            if_flag = 0;
            if_else_flag = 0;
            //printf("\nonly
else else true");

            printf("\nvalue
of expression in else: %d\n", $7);

        }
    }
}
;

```

```
| '{' statement_list '}' { $$ = $2; }  
;
```

```
dowork : VAR '=' VAR '+' NUM ';' {  
        varinfo1[s] = $1      ;  
        varinfo2[s] = $3      ;  
        varinfo3[s] = $5;  
        opara[s] = 1   ;  
        s++ ;  
    }
```

```
| VAR '=' VAR '-' NUM ';' {  
  
        varinfo1[s] = $1      ;  
        varinfo2[s] = $3      ;  
        varinfo3[s] = $5;  
        opara[s] = 2   ;  
        s++ ;  
    }
```

```
| VAR '=' VAR '*' NUM ';' {  
  
        varinfo1[s] = $1      ;  
        varinfo2[s] = $3      ;  
        varinfo3[s] = $5;  
        opara[s] = 3   ;  
    }
```

```
        s++ ;
    }
```

```
| VAR '=' VAR '/' NUM ';' {
```

```
        varinfo1[s] = $1      ;
        varinfo2[s] = $3      ;
        varinfo3[s] = $5;
        opara[s] = 4    ;
        s++ ;
```

```
    }
```

```
;
```

```
declaration: TYPE ID1
            ;
```

```
TYPE : INT           //{printf("int\n");}
    | FLOAT          //{printf("flt\n");}
    | CHAR            //{printf("char\n");}
    ;
```

```
ID1: ID1 ',' expression {
        if (freq[$3]==0) freq[$3]++;
        else printf("this was declared before ");
    }
```

```
| expression {
    if (freq[$1]==0) freq[$1]++;
```

```
else printf("this was declared before ");
```

```
}
```

```
;
```

```
statement_list: statement_list statement          //{printf("inside if or else  
up\n");}
```

```
|statement
```

```
{ $$ = $1; // printf("inside if or else down\n");  
}
```

```
;
```

```
expression:      NUM                { $$ = $1; }
```

```
| VAR                { $$ = symbolara[$1]; //printf("e:var  
%d \n",$1);  
}
```

```
| VAR '=' expression {  
    $$ = $3 ;  
    symbolara[$1] = $3;  
    printf("var = exp Value of the variable:  
%d hash \t\n",$3);  
}
```

```
| expression '+' expression { $$ = $1 + $3; }
```

```
| expression '-' expression { $$ = $1 - $3; }
```

```
| expression '*' expression { $$ = $1 * $3; }
```

```
| expression '/' expression { if($3)  
    {
```

```

        $$ = $1 / $3;
    }
    else
    {
        $$ = 0;
        printf("\ndivision by zero\t");
    }
}

| expression '<' expression { $$ = $1 < $3 ;}

| expression '>' expression { $$ = $1 > $3 ;}

| '(' expression ')' { $$ = $2 ;}
;

```

```

caseinstructions : steps caseinstructions {
                                }

| DEFAULT ':' dowork {

    //printf("in default\n");

}
;

steps : CASE NUM ':' dowork {
                                casevalue[p] = $2 ;

                                p++ ;

                                }
;

```

%%

```

int yywrap()
{

```

```
return 1;  
}
```

```
yyerror(char *s){  
    printf( "%s\n", s);  
}
```

OUTPUT FILE :

```
var = exp Value of the variable: 3 hash  
var = exp Value of the variable: 4 hash  
var = exp Value of the variable: 7 hash  
var = exp Value of the variable: 27 hash  
var = exp Value of the variable: 6 hash
```

```
value of expression in if: 6  
var = exp Value of the variable: 29 hash  
var = exp Value of the variable: 10 hash
```

```
value of expression in if: 29  
result of evaluation is : 14  
var = exp Value of the variable: 10 hash
```