

## COMPILER DESIGN LAB

### WEEK 3 - EXERCISE

1. Write the Lex Program to find the token and its count from the given input file for the following.
  - a. Identifier & Constant / Number
  - b. Assignment symbol ( := )
  - c. Operator Symbol ( + , - , \* , / )
  - d. Whitespace ( delimiter = space / tab / newline )
  - e. Translating all letter appearances into Capitalize each word
  - f. Append the next matched string to the current value of the yytext rather than replacing the contents of the yytext. Handle it for Uppercase and Lowercase

#### Input:

```
int i, x;
void f ( ) {
    int i;
    i := 3; }

    x := i + 1;

void c ( ) {

    int x := 1;
    a := a * 4;
    printf ( "%d \n" , a);

    }
    if ( i , x ) = 3;
```

2. Write the Lex Program to find the token and its count from the given input file for the following.
  - a. Keyword ( if, then, else, for, while, int, float, real )
  - b. Relational operator symbol ( < , <= , > , >= , <> , = )
  - c. Uppercase and Lowercase letter
  - d. Special characters ( ! , @ , # , \$ , % , ^ , & , \* , ( ) , " , ; )
  - e. Characters, words and lines
  - f. Retain three initial characters in the yytext and returns the remaining characters to the input stream

#### Input :

```
#define c 50
{
    while ( (c = input()) != '*' && c != EOF )
        ;
    if ( c == '*' )
    {
        while ( (c = input()) == '*' )
            ;
        if ( c == '/' )
            break; /* found the end */
    }
    if ( c == EOF )
    {
        error( "EOF in comment" );
        BREAK;
    }
}
while (c != eof)
{
    if (c == 1)
        return "YES";
    else
        return "NO";
}
```