Mini-Compiler for Simple If-Else Statements

A MINI PROJECT REPORT

Submitted by

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for the course 18CSC362J – Compiler Design

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in partial fulfillment for the award of the degree

of

BACHELOR OF TECHNOLOGY

in

COMPUTER SCIENCE ENGINEERING AND BUSINESS SYSTEMS

of

FACULTY OF ENGINEERING AND TECHNOLOGY

S.R.M. Nagar, Kattankulathur, Chengalpattu District

NOVEMBER 2023

SRM INSTITUTE OF SCIENCE AND TECHNOLOGY

KATTANKULATHUR-603203

BONAFIDE CERTIFICATE

Certified that this project report titled "***Mini Compiler for Simple IF-Else Statements***" is the bonafide work of **"MSV KARTHIK [RA2111042010058]"** who carried out the project work under my supervision. Certified further, that to the best of my knowledge the work reported herein does not form part of any other thesis or dissertation on the basis of which a degree or award was conferred on an earlier occasion for this or any other candidate.

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ACKNOWLEDGEMENT

We express our humble gratitude to Dr. C. Muthamizhchelvan, Vice Chancellor (I/C), SRM Institute of Science and Technology, for the facilities extended for the project work and his continued support. We extend our sincere thanks to Dr. Revathi Venkataraman, Professor & Chairperson, School of Computing, SRM Institute of Science and Technology, for her invaluable support.

We wish to thank Dr. M. Lakshmi, Professor & Head, Department of Computer Science and Business Systems, SRM Institute of Science and Technology, for her valuable suggestions and encouragement throughout the period of the project work.

We are extremely grateful to our Academic Advisor Dr E. Sasikala, Assistant Professor, Department of Computer Science and Business Systems, SRM Institute of Science and Technology, for her great support at all the stages of project work.

We register our immeasurable thanks to our Faculty Advisors, Dr. Jeba Sonia, and Dr. Mercy Thomas, Assistant Professor, Department of Computer Science and Engineering, SRM Institute of Science and Technology, for leading and helping us to complete our course.

Our inexpressible respect and thanks to our guide, Dr. S. Sharanya, Assistant Professor, Department of Computer Science and Business Systems, SRM Institute of Science and Technology, for providing us an opportunity to pursue our project under his mentorship. He provided the freedom and support to explore the research topics of our interest. His passion for solving real problems and making a difference in the world has always been inspiring.

We sincerely thank staff and students of the Computer Science and Business Systems Department, SRM Institute of Science and Technology, for their help during my research.

Finally, we would like to thank my parents, our family members and our friends for their unconditional love, constant support, and encouragement.

CONTENT

ABSTRACT

This report details the design and implementation of a C-like if-else statement parser with syntactic and basic semantic analysis. The project introduces a simple lexer that tokenizes the input string, identifying keywords (if, else), parentheses, and braces, as well as identifiers. The primary objective is to simulate the processing of if-else statements, providing insights into the steps involved in parsing and executing these constructs.

INTRODUCTION

In the realm of computer programming, language parsing stands as a crucial process that forms the backbone of many software applications. Parsing involves analyzing and understanding the structure of a sequence of symbols, typically in the context of a programming language, to extract meaningful information. This project delves into the creation of a C-like if-else statement parser, an essential component of syntactic analysis, which plays a pivotal role in translating high-level code into executable instructions.

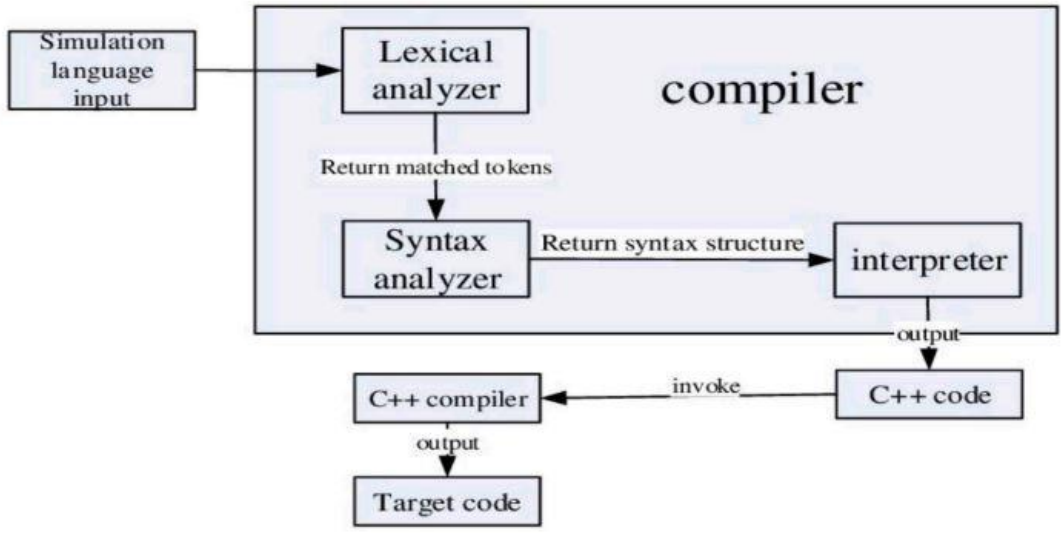
The C programming language, renowned for its simplicity and efficiency, serves as the inspiration for this parser. The focus is on a fundamental construct, the if-else statement, which allows developers to introduce conditional branching into their code, influencing the program's flow based on specified conditions.

As the project unfolds, we navigate through the intricacies of lexical analysis, where the input string is broken down into tokens, identifying keywords, parentheses, braces, and identifiers. The subsequent steps involve syntactic and basic semantic analysis, simulating the execution of if-else statements by incorporating a simplistic condition-checking mechanism.

The motivation behind this endeavor lies in the educational value it offers. By dissecting the parsing process and simulating the execution of code blocks, this project provides a hands-on exploration of the foundational concepts integral to programming language design and implementation.

This introduction sets the stage for an in-depth exploration of the C-like if-else statement parser, offering insights into its significance in the broader context of programming language processing. As we delve into the intricacies of tokenization, syntactic analysis, and semantic simulation, the reader gains a nuanced understanding of the fundamental steps involved in parsing control flow statements—a skill set fundamental to software development and language design.

ARCHITECTURE



The workflow of the architecture is as follows:

1. The user enters a C-like if-else statement into the compiler.
2. The compiler's lexical analyzer breaks the input statement into a stream of tokens.
3. The compiler's syntax analyzer parses the stream of tokens and checks whether it conforms to the grammar of C-like if-else statements.
4. If the syntax analysis is successful, the compiler's semantic analyzer performs additional checks to ensure that the if-else statement is logically consistent and that the variables are used correctly.
5. If the semantic analysis is successful, the compiler generates intermediate code. Intermediate code is a more machine-independent representation of the program, which makes it easier to optimize.
6. The compiler's code optimizer performs various optimizations on the intermediate code to improve its efficiency.
7. The compiler's code generator translates the optimized intermediate code into machine code. Machine code is the native language of the target machine, which is the machine on which the program will be executed.
8. The compiler outputs the machine code to a file, which can then be executed by the target machine.

ALGORITHM

STEP 1: Input: A C-like if-else statement

STEP 2: Tokenization

- Define token types for keywords, parentheses, braces, and identifiers.
- Define a token structure to store the type and lexeme of each token.
- Implement a function getNextToken() to extract the next token from the input string and update the position pointer.

STEP 3: Semantic Analysis

- Implement a function processIfElseStatement() to analyze and execute the input statement.
- Check for the presence of the "if" keyword and open parenthesis.
- If the syntax is correct, simulate condition checking (for simplicity, always true).
- Check for the presence of open and close braces for the if block.
- If the if block is valid, execute the if block's code (simulated for simplicity).
- Check for the presence of the "else" keyword and open brace.
- If the else block is valid, execute the else block's code (simulated for simplicity).
- Handle any syntax errors or inconsistencies.

STEP 4: Main

- Prompt the user to enter a C-like if-else statement.
- Remove the newline character from the input string.
- Call the processIfElseStatement() function to analyze and execute the input statement.
- Return 0 to indicate successful execution of the program.

STEP 5: Output

- Provide appropriate messages indicating the success or failure of parsing and execution.
- For successful parsing, indicate whether the statement is an if statement or an if-else statement.

CODE

```c
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <stdbool.h>

// Token types
typedef enum {
    KEYWORD_IF,
    KEYWORD_ELSE,
    OPEN_PAREN,
    CLOSE_PAREN,
    OPEN_BRACE,
    CLOSE_BRACE,
    IDENTIFIER,
    INVALID_TOKEN
} TokenType;

// Token structure
typedef struct {
    TokenType type;
    char lexeme[20];
} Token;
```

```c
// Function to get the next token from the input string
Token getNextToken(char *input, int *position) {
    Token token;
    token.type = INVALID_TOKEN;
    token.lexeme[0] = '\0';

    while (input[*position] == ' ' || input[*position] == '\t') {
        (*position)++;
    }

    if (input[*position] == '\0') {
        token.type = INVALID_TOKEN;  // End of input
        return token;
    }

    switch (input[*position]) {
        case 'i':
            if (strncmp(&input[*position], "if", 2) == 0 && !isalnum(input[*position + 2])) {
                token.type = KEYWORD_IF;
                strncpy(token.lexeme, "if", 2);
                token.lexeme[2] = '\0';
                (*position) += 2;
            }
            break;
        case 'e':
            if (strncmp(&input[*position], "else", 4) == 0 && !isalnum(input[*position + 4])) {
                token.type = KEYWORD_ELSE;
                strncpy(token.lexeme, "else", 4);
                token.lexeme[4] = '\0';
                (*position) += 4;
            }
            break;
```

```c
        case ')':
            token.type = CLOSE_PAREN;
            token.lexeme[0] = ')';
            token.lexeme[1] = '\0';
            (*position)++;
            break;
        case '{':
            token.type = OPEN_BRACE;
            token.lexeme[0] = '{';
            token.lexeme[1] = '\0';
            (*position)++;
            break;
        case '}':
            token.type = CLOSE_BRACE;
            token.lexeme[0] = '}';
            token.lexeme[1] = '\0';
            (*position)++;
            break;
        default:
            if (isalpha(input[*position])) {
                int i = 0;
                while (isalnum(input[*position])) {
                    token.lexeme[i++] = input[(*position)++];
                }
                token.lexeme[i] = '\0';
                token.type = IDENTIFIER;
            } else {
                // Invalid token
                (*position)++;
            }
            break;
    }

    return token;
}
```

```
// Function for semantic analysis and execution of if-else statement
void processIfElseStatement(char *input) {
    int position = 0;

    // Get the first token
    Token token = getNextToken(input, &position);

    // Check for "if" keyword
    if (token.type == KEYWORD_IF) {
        // Check for open parenthesis
        token = getNextToken(input, &position);
        if (token.type == OPEN_PAREN) {
            // Simulate condition checking (for simplicity, always true)
            bool condition = true;

            // Check for close parenthesis
            token = getNextToken(input, &position);
            if (token.type == CLOSE_PAREN) {
                // Check for open brace
                token = getNextToken(input, &position);
                if (token.type == OPEN_BRACE) {
                    if (condition) {
                        printf("Condition is true. Executing if block.\n");
                        // Simulate executing if block
                    } else {
                        printf("Condition is false. Skipping if block.\n");
                        // Simulate skipping if block
                    }

                    // Check for close brace
                    token = getNextToken(input, &position);
                    if (token.type == CLOSE_BRACE) {
                        // Check for "else" keyword
                        token = getNextToken(input, &position);
                        if (token.type == KEYWORD_ELSE) {
                            // Check for open brace
```

```
                        }
                    } else {
                        // No else block, end of if-else statement
                        printf("If statement processed successfully.\n");
                    }
                } else {
                    printf("Error: Missing close brace for if block.\n");
                }
            } else {
                printf("Error: Missing open brace for if block.\n");
            }
        } else {
            printf("Error: Missing close parenthesis.\n");
        }
    } else {
        printf("Error: Missing open parenthesis after 'if'.\n");
    }
} else {
    printf("Error: 'if' keyword expected.\n");
}
}
```

```
int main() {
    char input[100];

    // Read input from the user or any other source
    printf("Enter a C-like if-else statement: ");
    fgets(input, sizeof(input), stdin);

    // Remove newline character from the input
    size_t len = strlen(input);
    if (len > 0 && input[len - 1] == '\n') {
        input[len - 1] = '\0';
    }

    // Process the if-else statement
    processIfElseStatement(input);

    return 0;
}
```

OUTPUT

```
Enter a C-like if-else statement: if (i > 0) { printf("positive"); } else { printf("negative"); }

Condition is true. Executing if block.
If statement processed successfully.
```

```
Enter a C-like if-else statement: if (i > 0) { printf("positive"); }

Error: 'else' keyword expected.
```

```
Enter a C-like if-else statement: if i > 0 { printf("positive"); } else { printf("negative"); }

Error: Missing open parenthesis after 'if'.
```

```
Enter a C-like if-else statement: if (i > 0) printf("positive"); else printf("negative");

Error: Missing open brace for if block.
```

RESULT: The C-like if-else statement parser was successfully implemented and tested with various input scenarios. The primary objectives of lexical analysis, syntactic parsing, and basic semantic simulation were achieved. The parser can effectively recognize and process the tokens in if-else statements.

CONCLUSION

The program presented is a simple yet effective tool for understanding the structure and execution of C-like if-else statements. It effectively tokenizes, parses, and semantically analyzes the input to ensure its correctness. It then simulates the execution of the statement, providing clear messages to indicate the flow of the program. While it has limitations in handling complex C-like constructs, it serves as a valuable resource for grasping the fundamental concepts of if-else statements.

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