

Aim

Design & Implement a lexical analyzer for given language using C & The lexical analyzer should ignore redundant spaces, tabs & new lines.

THEORETICAL BACKGROUND

A lexical analyzer, also known as a lexer or a scanner, is the first phase of a compiler or interpreter. Its main task is to read the source code of a program & break it down into meaningful units called tokens. These tokens are the building blocks of the program & represent different types of elements such as keywords, identifiers, literals, operators & punctuation.

(i) Tokenization:-

- * process of dividing the source code into tokens.
- * tokens can include keywords, identifiers, literals, operators & special symbols.

(ii) Regular expressions:-

- * Regular expressions are used to define search patterns that match tokens in the source code.

(iii) Lexical Rules:-

- * They specify how tokens are recognized & constructed.
- * These rules specify how ~~tokens~~ characters for different tokens types & the order in which they should appear.

(iv) Ignoring white spaces

- * One crucial function of the lexer is to ignore redundant whitespace characters like spaces, tabs & newlines.
- * Whitespace is essential for code readability but doesn't

impact the meaning of the program.

- * Ignoring whitespace ensures the code's formatting doesn't interfere with tokenization.

CONCLUSION

The program was successfully implemented & executed.

ALGORITHM

1. Start
2. Include necessary header files.
3. Define a function 'iskeyword' to check if a given string is a keyword in C. It takes a character array as input & returns 1 if it's a keyword, 0 otherwise.
4. In the main function:-
 - 4.1 Declare necessary variables
 - 4.2 Open a file named "expression.txt" for reading.
 - 4.3 Start a loop to read characters from the file until EOF.
 - 4.4 Check for '\n'. If then, increment newline counter.
 - 4.5 Check for alphanumeric:-
 - * If first character digit:- error
 - * else, add to buffer.
 - 4.6 Check the buffer if it's keyword or identifier.
 - 4.7 Close the file
5. Stop.