

## CD Lab 7

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```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <ctype.h>
#include "lex.h"

void program();
void declarations();
void data_type();
void identifier_list();
void assign_stat();

struct token curr;
FILE *f1;

void invalid() {
    printf("error");
    exit(0);
}

void program() {
    if (strcmp(curr.lexeme, "ain") == 0) {
        curr = getNextToken(f1);
        if (strcmp(curr.lexeme, "(") == 0) {
            curr = getNextToken(f1);
            if (strcmp(curr.lexeme, ")") == 0) {
                curr = getNextToken(f1);
                if (strcmp(curr.lexeme, "{") == 0) {
                    curr = getNextToken(f1);
                    declarations();
                    assign_stat();
                    if (strcmp(curr.lexeme, "}") == 0) {
                        return;
                    } else {
                        printf("\nMissing } at row:%d and col:%d.\n\n",
                            curr.row, curr.col);
                        exit(0);
                    }
                } else {
                    printf("\nMissing { at row:%d and col:%d.\n\n", curr.row,
                        curr.col);
                    exit(0);
                }
            } else {
                printf("\nMissing ) at row:%d and col:%d.\n\n", curr.row,
                    curr.col);
                exit(0);
            }
        } else {
            printf("\nMissing ( at row:%d and col:%d.\n\n", curr.row, curr.col);
            exit(0);
        }
    } else {
        printf("\nMissing main function\n\n");
        exit(0);
    }
}

void declarations() {
    if (isdtype(curr.lexeme) == 0) {
        return;
    }
}
```

```

data_type();
identifier_list();

if (strcmp(curr.lexeme, ";") == 0) {
    curr = getNextToken(f1);
    declarations();
}
else {
    printf("\nMissing ; at row:%d and col:%d.\n\n", curr.row, curr.col);
    exit(0);
}
}

void data_type() {
    if (strcmp(curr.lexeme, "int") == 0) {
        curr = getNextToken(f1);
        return;
    } else if (strcmp(curr.lexeme, "char") == 0) {
        curr = getNextToken(f1);
        return;
    } else {
        printf("\nMissing data type at row:%d and col:%d.\n\n", curr.row, curr.col);
        exit(0);
    }
}

void identifier_list() {
    if (strcmp(curr.type, "identifier") == 0) {
        curr = getNextToken(f1);

        if (strcmp(curr.lexeme, ",") == 0) {
            curr = getNextToken(f1);
            identifier_list();
        } else {
            return;
        }
    } else {
        printf("\nMissing identifier at row:%d and col:%d.\n\n", curr.row,
            curr.col);
        exit(0);
    }
}

void assign_stat() {
    if (strcmp(curr.type, "identifier") == 0) {
        curr = getNextToken(f1);
        if (strcmp(curr.lexeme, "=") == 0) {
            curr = getNextToken(f1);
            if (strcmp(curr.type, "identifier") == 0) {
                curr = getNextToken(f1);
                if (strcmp(curr.lexeme, ";") == 0) {
                    curr = getNextToken(f1);
                    return;
                }
            } else if (strcmp(curr.type, "number") == 0) {
                curr = getNextToken(f1);
                if (strcmp(curr.lexeme, ";") == 0) {
                    curr = getNextToken(f1);
                    return;
                } else {
                    printf("\nMissing ; at row:%d and col:%d.\n\n", curr.row,
                        curr.col);
                    exit(0);
                }
            }
        } else {
            printf("\nMissing identifier at row:%d and col:%d.\n\n",
                curr.row, curr.col);
        }
    }
}

```

```

        exit(0);
    }
} else {
    printf("\nMissing = at row:%d and col:%d.\n\n", curr.row, curr.col);
    exit(0);
}
} else {
    printf("\nMissing identifier at row:%d and col:%d.\n\n", curr.row,
        curr.col);
    exit(0);
}
}

int main() {
    FILE *fin, *fout;
    char ca, cb;

    fin = fopen("test.c", "r");

    if (fin == NULL) {
        printf("Cannot open file \n");
        return 0;
    }

    fout = fopen("fileout.c", "w");
    ca = getc(fin);

    while (ca != EOF) {
        if (ca == ' ') {
            putc(ca, fout);
            while (ca == ' ') {
                ca = getc(fin);
            }
        }

        if (ca == '/') {
            cb = getc(fin);

            if (cb == '/') {
                while (ca != '\n') {
                    ca = getc(fin);
                }
            } else if (cb == '*') {
                do {
                    while (ca != '*') {
                        ca = getc(fin);
                    }

                    ca = getc(fin);
                } while (ca != '/');
            } else {
                putc(ca, fout);
                putc(cb, fout);
            }
        } else {
            putc(ca, fout);
        }

        ca = getc(fin);
    }

    fclose(fin);
    fclose(fout);

    fin = fopen("fileout.c", "r");

    if (fin == NULL) {
        printf("Cannot open file");
    }
}

```

```

        return 0;
    }

    fout = fopen("temp.c", "w");
    ca = getc(fin);

    while (ca != EOF) {
        if (ca == '#') {
            while (ca != '\n') {
                ca = getc(fin);
            }
        }

        ca = getc(fin);

        if (ca != EOF && ca != '#') {
            putc(ca, fout);
        }
    }

    fclose(fin);
    fclose(fout);

    fin = fopen("temp.c", "r");
    fout = fopen("fileout.c", "w");
    ca = getc(fin);

    while (ca != EOF) {
        putc(ca, fout);
        ca = getc(fin);
    }
    fclose(fin);
    fclose(fout);

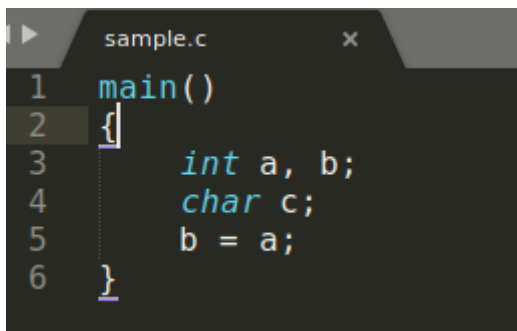
    remove("temp.c");

    f1 = fopen("fileout.c", "r");

    if (f1 == NULL) {
        printf("Error! File cannot be opened!\n");
        return 0;
    }

    struct token tkn;
    curr = getNextToken(f1);
    program();
    printf("---Compiled Successfully---\n");
    fclose(f1);
}

```



The image shows a screenshot of a code editor window titled "sample.c". The code is as follows:

```

1  main()
2  {
3      int a, b;
4      char c;
5      b = a;
6  }

```

The code is written in a dark-themed editor with syntax highlighting. Line numbers 1 through 6 are visible on the left side of the code block.

```
paawan@paawan: ~/Desktop
File Edit View Search Terminal Help
paawan@paawan:~/Desktop$ ./parser
Compiled Successfully
paawan@paawan:~/Desktop$
```

```
sample.c
1 main()
2 {
3     int a, b
4     char c;
5     b = a;
6 }
```

```
paawan@paawan: ~/Desktop
File Edit View Search Terminal Help
paawan@paawan:~/Desktop$ ./parser
Missing ; at row:3 and col:13
paawan@paawan:~/Desktop$
```