

Exercise 1: Lexical Analyser

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Assignment	1
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1 Program

```
#include<stdio.h>
#include<string.h>
#include <sys/types.h>
#include <sys/stat.h>
#include <fcntl.h>
#include <unistd.h>
#include <stdlib.h>
#include <ctype.h>

void main()
{
FILE * fp;
int count=0;
char * line = NULL;
size_t len = 0;
ssize_t linelen;
char store1[10][100];
char store2[10][100];
fp = fopen("./in.c", "r");

while ((linelen = getline(&line, &len, fp)) != -1) {
if(line[0] == '#'){
for(int i=0;i<strlen(line);i++){
if(line[i] != '\n') printf("%c",line[i]);
}
printf(" - preprocessor directive\n");
}
char* int1 = strstr(line,"int ");
char* for1 = strstr(line,"for(");
```

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char* if1 = strstr(line,"if(");
char* else1 = strstr(line,"else");

int declare = 0;
int conditional = 0;

if(int1 != NULL){
declare = 1;
printf("int - keyword\n");
char* p = int1;
char str[2];
char*t=p;
int jumplen=strlen("int ");
t=t+4;
while(*t!='\0')
{
char c=*t;
str[0]=c;
str[1]='\0';
strcpy(store1[count],str);
t=t+1;
if(isalnum(*(t)))
{
char c=*t;
str[0]=c;
str[1]='\0';
strcat(store1[count],str);
t=t+1;
}
if(*t=='=')
{
t=t+1;
while(isdigit(*(t)))
{
char c=*t;
str[0]=c;
str[1]='\0';
strcat(store2[count],str);
t=t+1;
}
}
if((*(t))==',' | *t==';' )
{
count=count+1;
t=t+1;
}
}

```

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    }
}
if(for1 != NULL)
printf("for - keyword\n");
if(if1 != NULL){
printf("if - keyword\n");
conditional = 1;
}
if(else1 != NULL)
printf("else - keyword\n");

char* templine;
templine = line;

int first = 1;
if(declare == 1){
while(templine != NULL){
if(first == 1){
templine = strstr(templine, " ");
first = 0;
}
else{
printf(", - special character\n");
}

int equindex;
for(int z=0;z<strlen(templine);z++){
if(*(templine+z) == '='){
equindex=z;
break;
}
}

for(int j=1;j<equindex; j++){
printf("%c",*(templine+j));
}

printf(" - variable\n");

printf("= - assignment operator\n");
templine = strstr(templine, "=");

int commaindex;
for(int z=0;z<strlen(templine);z++){
if(*(templine+z) == ','){

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    commaindex=z;
    break;
}
}

for(int j=1;j<commaindex; j++){
    printf("%c",*(templine+j));
}
printf("- constant\n");
templine = strstr(templine, ",");
}

}

char* main1 = strstr(line, "main(");
char* printf1 = strstr(line, "printf(");

if(main1 != NULL || printf1 != NULL){
    for(int i=0;i<strlen(line);i++){
        if(line[i]=='\t' || line[i]==';' || line[i] == '\n'){

        }
        else{
            printf("%c",line[i]);
        }
    }
    printf(" - function call\n");
}
char* popen = strstr(line, "{");
if(popen != NULL) printf("{ - special character\n");

char* semicolon = strstr(line, ";");
if(semicolon != NULL)printf("; - special character\n");

char* pclose = strstr(line, "}");
if(pclose != NULL) printf("} - special character\n");

char* bracket_open = strstr(line, "(");
if(bracket_open != NULL && main1 == NULL && printf1 == NULL)
    printf("(- special character\n");

char* tempvar;
if(conditional == 1){
    tempvar = strstr(line, "(");
    int i;

```

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int condition;
for(int z=0;z<strlen(tempvar);z++){
if(*(tempvar+z) == '<' || *(tempvar+z) == '>'){
condition=z;
break;
}
}
for(int j=1;j<condition;j++){
printf("%c",*(tempvar+j));
}
printf(" - variable\n");
char* tempvar1 = strstr(tempvar,"<");
char* tempvar2 = strstr(tempvar,">");
if(tempvar1!=NULL)tempvar = tempvar1;
if(tempvar2!=NULL)tempvar = tempvar2;

printf("%c - condition\n",*(tempvar));

for(int z=1;z<strlen(tempvar);z++){
if(*(tempvar+z) == ')'){
condition=z;
break;
}
else{
printf("%c",*(tempvar+z));
}
}

printf(" - variable\n");
}

char* bracket_close = strstr(line, ")");
if(bracket_close != NULL && main1 == NULL && printf1 == NULL) printf(") - special character")

}

printf("\n\n\nSYMBOL TABLE\n");
int base = 1000;
for(int i=0;i<count;i++)
{
printf(" %d \t int \t %s \t %s \t %d\n",i+1,store1[i],store2[i],base);
base+=2;
}

```

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        fclose(fp);
    }

```

2 Output

```

#include<stdio.h> - preprocessor directive
main() - function call
{ - special character
int - keyword
a - variable
= - assignment operator
10- constant
, - special character
b - variable
= - assignment operator
20- constant
; - special character
if - keyword
(- special character
a - variable
> - condition
b - variable
) - special character
printf( a is greater ) - function call
; - special character
else - keyword
printf( b is greater ) - function call
; - special character
} - special character

```

SYMBOL TABLE

1	int	a	10	1000
2	int	b	20	1002