

**LEX**

# INTRODUCTION

- Lex is a tool for generating a lexical analyzer for a compiler.
- In Unix, it is available in a package called Flex.
- It processes regular expressions and produces a table-driven lexical analyzer/scanner/lexer which is saved in a file called `lex.yy.c`. The scanner can also be output to any c file.
- The scanner is then used to scan the input and generate the tokens.



Lex source program  
`lex.l`

Lex  
compiler

`lex.yy.c`

`lex.yy.c`

C  
compiler

`a.out`

Input stream

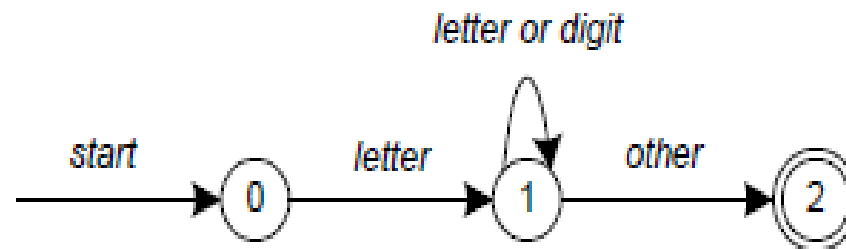
`a.out`

Sequence of tokens



# LEX AND DFA

Example: For identifiers: letter(letter | digit)



Sample code for the above dfa

```
start:  goto state0

state0: read c
        if c = letter goto state1
        goto state0

state1: read c
        if c = letter goto state1
        if c = digit  goto state1
        goto state2

state2: accept string
```



# SPECIAL CHARACTERS

Pattern	Matches
.	any character except newline
\.	literal .
\n	newline
\t	tab
^	beginning of line
\$	end of line



# OPERATORS

Pattern	Matches
<code>?</code>	zero or one copy of the preceding expression
<code>*</code>	zero or more copies of the preceding expression
<code>+</code>	one or more copies of the preceding expression
<code>a   b</code>	a or b
<code>(ab) +</code>	one or more copies of ab (grouping)
<code>"a+b"</code>	literal "a+b" (C escapes still work)
<code>abc</code>	abc
<code>abc*</code>	ab abc abcc abccc ...
<code>"abc*"</code>	literal abc*
<code>abc+</code>	abc abcc abccc ...
<code>a(bc) +</code>	abc abcbcb abcbcbcb ...
<code>a(bc) ?</code>	a abc



# MORE CHARACTERS AND THEIR USES

Characters	Description
-	Used for range of characters. Eg. A-Z,a-z
[ ]	Matches any character from the class of characters within [ ]
[^]	Does not match any character from the class of characters within [ ]
	Or operation
/	Look ahead character. Eg: exp1/exp2 means pattern exp1 is matched only if it is followed by exp2.
( )	Group series of expression to a new expression
{s}	Matches a string already defined for s.

# STRUCTURE OF LEX PROGRAM

- `%{`
  - `//Header files, variable declarations etc. This section //is optional.`
- `%}`
- `%option`
- `%%`
- Regular expressions                      `{action(s)}//`
- `%%`
- Code by user.





# LEX VARIABLES

- yyin: It is of type FILE\*. This points to the current file being parsed by the lexer.
- yyout: It is of type FILE\*. This points to the location where the output of the lexer will be written. By default, both yyin and yyout point to standard input and output.
- yytext: The text of the matched pattern is stored in this variable (char\*).
- yyleng: gives the length of the matched pattern.
- yylineno :It provides current line number information



# DIRECTIVES(SIMILAR TO C KEYWORDS)

- **ECHO:-** This directive copies the value of yytext to the scanner's output.
- **BEGIN:-** This directive followed by the name of the start symbol, places the scanner in the corresponding rules. Lex activates the rules using the directive BEGIN and a start condition.
- **REJECT:-** It directs the scanner to proceed on to the "scanned best" rule which matched the input (or a prefix of the input)..



# SOME LEX FUNCTIONS

- `yylex()`: Entry point for the generating the scanner.
- `int yywrap()`: this function indicates the end of input. It returns 1 if there is no more input. If it returns 0 then `yylex` will assume that another file is opened for processing and hence continues.



# REFERENCES

- “*LEX & YACC TUTORIAL*” by Tom Niemann.
- “*Compiler Design*” by K Muneeswaran.
- “*Compilers: Principles, Techniques and Tools*” by Alfred V Aho, Ravi Sethi and Jeffrey D. Ullman.

