

## 1. Implement following Programs Using Lex

## a) Generate Histogram of words

**Code:**

```
%{  
  
#include <stdio.h>  
  
#include <stdlib.h>  
  
#include <string.h>  
  
typedef struct {  
  
    char word[100]; /* Word */  
  
    int count;      /* Frequency of the word */  
  
} WordFreq;  
  
WordFreq wordList[1000]; /* A simple array to hold words and their frequencies */  
  
int wordCount = 0;      /* Number of words processed */  
  
void addWord(char *word) {  
  
    for (int i = 0; i < wordCount; i++) {  
  
        if (strcmp(wordList[i].word, word) == 0) {  
  
            wordList[i].count++;  
  
            return;}}  
  
strcpy(wordList[wordCount].word, word);  
  
wordList[wordCount].count = 1;  
  
wordCount++;}  
  
void printHistogram() {  
  
    printf("\nWord Histogram:\n");  
  
    printf("-----\n");  
  
    for (int i = 0; i < wordCount; i++) {  
  
        printf("%s: ", wordList[i].word);  
  
        for (int j = 0; j < wordList[i].count; j++) {  
  
            printf("*");    }  
  
        printf(" (%d)\n", wordList[i].count);}}  
  
%}  
  
%%  
  
[ \t\n]+    { /* Do nothing, skip whitespace */ }
```

```
[a-zA-Z]+    { addWord(yytext); }

%%

int main() {

    printf("Enter text (Ctrl+D to end input):\n");

    yylex(); /* Start the lexer */

    printHistogram(); /* Print the histogram */

    return 0;}
```

## Output:

```
Enter text (Ctrl+D to end input):
This is Compiler Design Viva
Ankit Vyas is teacher of Compiler Design subject

Word Histogram:
-----
This: * (1)
is: ** (2)
Compiler: ** (2)
Design: ** (2)
Viva: * (1)
Ankit: * (1)
Vyas: * (1)
teacher: * (1)
of: * (1)
subject: * (1)
```

## b) Ceasar Cypher

### Code:

```
%{

#include <stdio.h>

#include <ctype.h>

int shift = 3; // Default shift value for Caesar Cipher

char caesarShift(char ch, int shift) {

    if (isupper(ch)) {

        return ((ch - 'A' + shift) % 26) + 'A';

    } else if (islower(ch)) {

        return ((ch - 'a' + shift) % 26) + 'a';

    }

    return ch; // Non-alphabetic characters remain unchanged

}

%%

[a-zA-Z] { putchar(caesarShift(yytext[0], shift)); } /* Shift alphabetic characters */

.    { putchar(yytext[0]); } /* Print other characters as they are */

\n    { putchar('\n'); } /* Preserve newlines */

%%

int main(int argc, char *argv[]) {
```

```
if (argc > 1) {  
    shift = atoi(argv[1]); // Optional shift argument from the command line  
  
    printf("Enter text for Caesar Cipher (Ctrl+D to end input):\n");  
  
    yylex(); // Start the lexer  
  
    return 0;}  

```

## Output:

```
Enter text for Caesar Cipher (Ctrl+D to end input):  
Hello World  
Khoor Zruog  

```

## c) Extract single and multiline comments from C Program

### Code:

```
%{  
  
#include <stdio.h>  
  
void printComment(const char *comment) {  
    printf("%s\n", comment);}  
  
%}  
  
%%  
  
"//".*      { printComment(yytext); } /* Match single-line comments starting with // */  
  
"/*"(.|\n)*?"*/" { printComment(yytext); } /* Match multi-line comments, allowing  
newlines */  
  
.          { /* Ignore other characters */ }  
  
\n         { /* Ignore newlines unless part of a comment */ }  
  
%%  
  
int main() {  
    printf("Enter C code to extract comments (Ctrl+D to end input):\n");  
  
    yylex(); // Start lexical analysis  
  
    return 0;}  

```

## Output:

```
Enter C code to extract comments (Ctrl+D to end input):  
#include <stdio.h>  
  
// This is a single-line comment  
int main() // This is a single-line comment  
{  
    /* This is a  
    multi-line comment */  
    printf("Hello World!\n"); // Another comment  
    return 0;  
}  
  
/* This is a  
    multi-line comment */  
// Another comment  

```

## 2. Implement following Programs Using Lex

### a) Convert Roman to Decimal

#### Code:

```
%{
#include <stdio.h>

int total = 0; // To store the result of Roman to Decimal conversion

void addValue(char roman) {
    switch (roman) {
        case 'I': total += 1; break;
        case 'V': total += 5; break;
        case 'X': total += 10; break;
        case 'L': total += 50; break;
        case 'C': total += 100; break;
        case 'D': total += 500; break;
        case 'M': total += 1000; break;  }}

void subtractValue(char roman) {
    switch (roman) {
        case 'I': total -= 1; break;
        case 'X': total -= 10; break;
        case 'C': total -= 100; break;  }}

}%
%%

"IV"  { subtractValue('I'); addValue('V'); } /* 4 */
"IX"  { subtractValue('I'); addValue('X'); } /* 9 */
"XL"  { subtractValue('X'); addValue('L'); } /* 40 */
"XC"  { subtractValue('X'); addValue('C'); } /* 90 */
"CD"  { subtractValue('C'); addValue('D'); } /* 400 */
"CM"  { subtractValue('C'); addValue('M'); } /* 900 */
"I"   { addValue('I'); }
"V"   { addValue('V'); }
"X"   { addValue('X'); }
"L"   { addValue('L'); }
"C"   { addValue('C'); }
"D"   { addValue('D'); }
```

```
"M"    { addValue('M'); }

\n    { printf("Decimal value: %d\n", total); total = 0; } /* On newline, print the result and
reset total */

.      { /* Ignore other characters */ }

%%

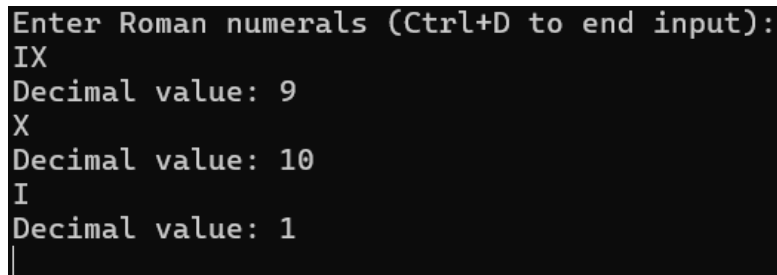
int main() {

    printf("Enter Roman numerals (Ctrl+D to end input):\n");

    yylex(); // Start lexical analysis

    return 0; }
```

## Output:



```
Enter Roman numerals (Ctrl+D to end input):
IX
Decimal value: 9
X
Decimal value: 10
I
Decimal value: 1
|
```

b) Check whether given statement is compound or simple

## Code:

```
%{

#include <stdio.h>

#include <string.h>

int conjunction_count = 0; // Variable to track the number of conjunctions

%}

%%

"and"|"or"|"but"    { conjunction_count++; } // Match conjunctions and increment counter

[a-zA-Z]+          { /* Ignore simple words */ }

[ \t\n]+           { /* Ignore whitespaces and newlines */ }

%%

int main() {

    char input[256];

    while (1) {

        printf("\nEnter a statement (type 'exit' to quit):\n");

        fgets(input, sizeof(input), stdin); // Read user input

        if (strncmp(input, "exit", 4) == 0) {

            break;}

    }
```

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```
conjunction_count = 0; // Reset conjunction count for the new input

yy_scan_string(input); // Pass the input to the lexical analyzer

yylex(); // Begin scanning the input

if (conjunction_count > 0) {

    printf("The given statement is a compound statement.\n");

} else {

    printf("The given statement is a simple statement.\n"); }

printf("Program exited.\n");

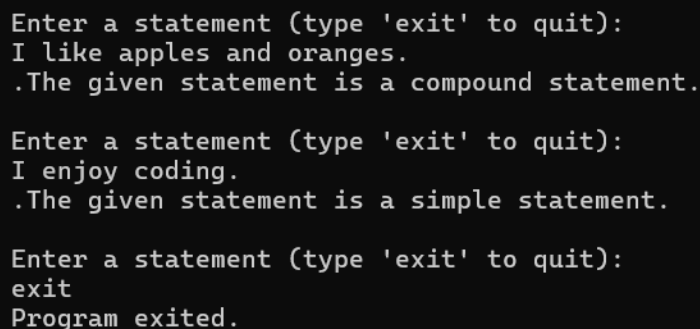
return 0;}

int yywrap() {

    return 1;

}
```

## Output:



```
Enter a statement (type 'exit' to quit):
I like apples and oranges.
.The given statement is a compound statement.

Enter a statement (type 'exit' to quit):
I enjoy coding.
.The given statement is a simple statement.

Enter a statement (type 'exit' to quit):
exit
Program exited.
```

## c) Extract html tags from .html file

### Code:

```
%{

#include <stdio.h>

%}

%%

"<"[^>]*">" { printf("Tag found: %s\n", yytext); } // Match HTML tags and print them

[^<]+      { /* Ignore text outside of tags */ }

%%

int main(int argc, char *argv[]) {

    if (argc < 2) {

        printf("Usage: %s <html_file>\n", argv[0]);

        return 1; }

    FILE *html_file = fopen(argv[1], "r");

    if (!html_file) {
```

```

printf("Error: Could not open file %s\n", argv[1]);

return 1; }

yyin = html_file;

yylex(); // Start the lexical analysis

fclose(html_file);

return 0;}

int yywrap() {

return 1;}

```

## Output:

```

Tag found: <!DOCTYPE html>
Tag found: <html lang="en">
Tag found: <head>
Tag found: <meta charset="UTF-8">
Tag found: <meta name="viewport" content="width=device-width, initial-scale=1.0">
Tag found: <title>
Tag found: </title>
Tag found: </head>
Tag found: <body>
Tag found: <h1>
Tag found: </h1>
Tag found: <p>
Tag found: </p>
Tag found: <a href="https://example.com">
Tag found: </a>
Tag found: 
Tag found: <br />
Tag found: <p>
Tag found: </p>
Tag found: </body>
Tag found: </html>

```

**3. Implementation of Recursive Descent Parser without backtracking**  
**Input:** The string to be parsed. **Output:** Whether string parsed successfully or not. **Explanation:** Students have to implement the recursive procedure for RDP for a typical grammar. The production no. are displayed as they are used to derive the string.

## Code:

```

#include <stdio.h> #include <ctype.h> #include <string.h>

char input[100]; // To store the input string

int idx = 0; // Current index in the input string

void E(); // For Expression

void E_prime(); // For Expression Prime

void T(); // For Term

void T_prime(); // For Term Prime

void F(); // For Factor

void display_rule(int rule) {

```

```
printf("Using production: %d\n", rule); }

int match(char terminal) {
    if (input[idx] == terminal) {
        idx++; // Move to the next character
        return 1; }
    return 0; }

void E() {
    display_rule(1); // Production: E -> T E'
    T();
    E_prime(); }

void E_prime() {
    if (input[idx] == '+') {
        display_rule(2); // Production: E' -> + T E'
        match('+');
        T();
        E_prime(); // Recursive call for E'
    } else { display_rule(3); // Production: E' -> ε (empty) }}

void T() {
    display_rule(4); // Production: T -> F T'
    F();
    T_prime(); }

void T_prime() {
    if (input[idx] == '*') {
        display_rule(5); // Production: T' -> * F T'
        match('*');
        F();
        T_prime(); // Recursive call for T'
    } else { display_rule(6); // Production: T' -> ε (empty) }}

void F() {
    if (input[idx] == '(') {
        display_rule(7); // Production: F -> ( E )
        match('(');
        E();
        if (!match('')) {
```



```

printf("Error: expected ')\n");

return; }

} else if (isalpha(input[idx])) { // Match an identifier (id)

    display_rule(8); // Production: F -> id

    while (isalnum(input[idx])) { idx++; // Move to the next character }

} else { printf("Error: expected id or '(\n"); } }

int main() {

    printf("Enter the string to be parsed: ");

    scanf("%s", input); // Read input string

    E(); // Start parsing with the start symbol E

    if (input[idx] == '\0') {

        printf("String parsed successfully!\n");

    } else {

        printf("Error: unparsed input remaining at index %d: '%s'\n", idx, &input[idx]); } return 0;}

```

## Output:

```

Enter the string to be parsed: id+id*id
Using production: 1
Using production: 4
Using production: 8
Using production: 6
Using production: 2
Using production: 4
Using production: 8
Using production: 5
Using production: 8
Using production: 6
Using production: 3
String parsed successfully!

```

## 4. Introduction to YACC and generate Calculator Program

### Code:

#### calc.y

```

%{

#include <stdio.h>

#include <stdlib.h>

int yylex(void);

void yyerror(const char *);

int result; /* Variable to store the result */

}%

```

```
%token NUMBER

%left '+' '-'

%left '*' '/'

%%

calculation:

    expression '\n' { printf("Result = %d\n", $1); result = $1; }

    | /* empty */

;

expression:

    expression '+' expression { $$ = $1 + $3; }

    | expression '-' expression { $$ = $1 - $3; }

    | expression '*' expression { $$ = $1 * $3; }

    | expression '/' expression {

        if ($3 == 0) {

            yyerror("Division by zero");

            $$ = 0;

        } else {

            $$ = $1 / $3;        }}

    | '(' expression ')'      { $$ = $2; }

    | NUMBER                  { $$ = $1; }

;

%%

void yyerror(const char *s) {

    fprintf(stderr, "Error: %s\n", s); }

int main(void) {

    printf("Enter an expression:\n");

    yyparse();

    return 0; }
```

## Output:

```
root@DESKTOP-JQ6HHOC: /mnt/p/Sem 7/Compiler Designing/Practicals/Practical 4$ yacc -d calc.y
root@DESKTOP-JQ6HHOC: /mnt/p/Sem 7/Compiler Designing/Practicals/Practical 4$ lex calc.l
root@DESKTOP-JQ6HHOC: /mnt/p/Sem 7/Compiler Designing/Practicals/Practical 4$ gcc y.tab.c lex.yy.c -o calc -ll
root@DESKTOP-JQ6HHOC: /mnt/p/Sem 7/Compiler Designing/Practicals/Practical 4$ ./calc
Enter an expression:
2+5
Result = 7
```

**5. Finding “First” set Input: The string consists of grammar symbols.**

**Output: The First set for a given string. Explanation: The student has to assume a typical grammar. The program when run will ask for the string to be entered. The program will find the First set of the given string.**

**Code:**

```
// C program to calculate the First and
```

```
// Follow sets of a given grammar
```

```
#include <ctype.h>
```

```
#include <stdio.h>
```

```
#include <string.h>
```

```
void followfirst(char, int, int);
```

```
void follow(char c);
```

```
void findfirst(char, int, int);
```

```
int count, n = 0;
```

```
char calc_first[10][100];
```

```
char calc_follow[10][100];
```

```
int m = 0;
```

```
char production[10][10];
```

```
char f[10], first[10];
```

```
int k;
```

```
char ck;
```

```
int e;
```

```
int main(int argc, char** argv)
```

```
{
```

```
    int jm = 0;
```

```
    int km = 0;
```

```
    int i, choice;
```

```
    char c, ch;
```

```
    count = 8;
```

```
    strcpy(production[0], "X=TnS");
```

```
    strcpy(production[1], "X=Rm");
```

```
    strcpy(production[2], "T=q");
```

```
    strcpy(production[3], "T=#");
```

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```
strcpy(production[4], "S=p");
strcpy(production[5], "S=#");
strcpy(production[6], "R=om");
strcpy(production[7], "R=ST");
int kay;
char done[count];
int ptr = -1;
for (k = 0; k < count; k++) {
    for (kay = 0; kay < 100; kay++) {
        calc_first[k][kay] = '!';    }}
int point1 = 0, point2, xxx;
for (k = 0; k < count; k++) {
    c = production[k][0];
    point2 = 0;
    xxx = 0;
    for (kay = 0; kay <= ptr; kay++)
        if (c == done[kay])
            xxx = 1;
    if (xxx == 1)
        continue;void follow(char c)
{
    int i, j;
    if (production[0][0] == c) {
        f[m++] = '$';    }
    for (i = 0; i < 10; i++) {
        for (j = 2; j < 10; j++) {
            if (production[i][j] == c) {
                if (production[i][j + 1] != '\0') {
                    // Calculate the first of the next
                    // Non-Terminal in the production
                    followfirst(production[i][j + 1], i,
                                (j + 2));
                }
            }
        }
    }
}
```

```
if (production[i][j + 1] == '\0')
    && c != production[i][0]) {
    follow(production[i][0]); }}
```

```
void findfirst(char c, int q1, int q2)
return;
```

## Output:

```
First(X) = { q, n, o, p, #, }
First(T) = { q, #, }
First(S) = { p, #, }
First(R) = { o, p, q, #, }

-----

Follow(X) = { $, }
Follow(T) = { n, m, }
Follow(S) = { $, q, m, }
Follow(R) = { m, }
```

## 6. Extract Predecessor and Successor from given Control Flow Graph

### Code:

```
#include <stdio.h>
#include <stdlib.h>

struct Node {
    int vertex;
    struct Node* next;
};

struct AdjacencyList {
    struct Node* head;
};

struct Graph {
    int numVertices;
    struct AdjacencyList* array;
};

struct Node* newNode(int vertex) {
    struct Node* new_node = (struct Node*)malloc(sizeof(struct Node));
    new_node->vertex = vertex;
    new_node->next = NULL;
    return new_node;}
```

```
new_node->next = graph->array[dest].head;

graph->array[dest].head = new_node;}

void printPredecessorsSuccessors(struct Graph* graph) {

    printf("Predecessors:\n");

    for (int i = 0; i < graph->numVertices; i++) {

        printf("%d: ", i);

        struct Node* current = graph->array[i].head;

        int first = 1; // To format output

        while (current != NULL) {

            if (current->vertex != i) { // Exclude self-loops

                if (!first) {

                    printf(", ");
                }

                printf("%d", current->vertex);

                first = 0;}

            current = current->next;

        }

        printf("\n");
    }
```

self-loops

```
        if (!first) {

            printf(", ");

            printf("%d", current->vertex);

            first = 0;}

        current = current->next;}

    printf("\n"); }
```

```
int main() {

    int vertices = 6; // Define the number of vertices

    struct Graph* graph = createGraph(vertices);

    addEdge(graph, 0, 1);

    addEdge(graph, 0, 2);

    addEdge(graph, 1, 3);

    addEdge(graph, 2, 3);
```

```
addEdge(graph, 3, 4);

printPredecessorsSuccessors(graph);

for (int i = 0; i < vertices; i++) {

    struct Node* current = graph->array[i].head;

    while (current != NULL) {

        struct Node* temp = current;

        current = current->next;

        free(temp); }}

free(graph->array);

free(graph);

return 0;

}
```

## Output:

```
Predecessors:
0: 2, 1
1: 3, 0
2: 3, 0
3: 4, 2, 1
4: 3
5:

Successors:
0: 2, 1
1: 3, 0
2: 3, 0
3: 4, 2, 1
4: 3
5:
```