

ACTIVITY 1:

using System;

using System.Collections.Generic;

using System.Text.RegularExpressions;

namespace SemanticAnalyzerLab

{

class Program

{

static List<List<string>> Symboltable = new List<List<string>>();

static List<string> finalArray = new List<string>();

static List<double> Constants = new List<double>();

static Regex variable_Reg = new Regex(@"^[A-Za-z_][A-Za-z0-9]*\$");

static bool if_deleted = false;

static void Main(string[] args)

{

InitializeSymbolTable();

InitializeFinalArray();

PrintLexerOutput();

for (int i = 0; i < finalArray.Count; i++)

{

Semantic_Analysis(i);

}

```

        Console.WriteLine("\nSemantic Analysis Completed.");
        Console.ReadLine();
    }

```

```

static void InitializeSymbolTable()
{
    Symboltable.Add(new List<string> { "x", "id", "int", "0" });
    Symboltable.Add(new List<string> { "y", "id", "int", "0" });
    Symboltable.Add(new List<string> { "i", "id", "int", "0" });
    Symboltable.Add(new List<string> { "l", "id", "char", "0" });
}

```

```

static void InitializeFinalArray()
{
    finalArray.AddRange(new string[] {
        "int", "main", "(", ")", "{",
        "int", "x", ";",
        "x", ";",
        "x", "=", "2", "+", "5", "+", "(", "4", "*", "8", ")", "+", "l", "/", "9.0", ";",
        "if", "(", "x", "+", "y", ")", "{",
        "if", "(", "x", "!=", "4", ")", "{",
        "x", "=", "6", ";",
        "y", "=", "10", ";",
        "i", "=", "11", ";",
        "}", "}",
        "}" // <- no else provided
    });
}

```

```
});  
}
```

```
static void PrintLexerOutput()  
{  
    Console.WriteLine("Tokenizing src/main/resources/tests/lexer02.txt...");  
  
    int row = 1, col = 1;  
  
    foreach (string token in finalArray)  
    {  
        if (token == "int")  
            Console.WriteLine($"INT ({row},{col})");  
  
        else if (token == "main")  
            Console.WriteLine($"MAIN ({row},{col})");  
  
        else if (token == "(")  
            Console.WriteLine($"LPAREN ({row},{col})");  
  
        else if (token == ")")  
            Console.WriteLine($"RPAREN ({row},{col})");  
  
        else if (token == "{")  
            Console.WriteLine($"LBRACE ({row},{col})");  
  
        else if (token == "}")  
            Console.WriteLine($"RBRACE ({row},{col})");  
  
        else if (token == ";")  
            Console.WriteLine($"SEMI ({row},{col})");  
  
        else if (token == "=")  
            Console.WriteLine($"ASSIGN ({row},{col})");  
  
        else if (token == "+")
```

```

        Console.WriteLine($"PLUS ({row},{col})");
    else if (token == "-")
        Console.WriteLine($"MINUS ({row},{col})");
    else if (token == "*")
        Console.WriteLine($"TIMES ({row},{col})");
    else if (token == "/")
        Console.WriteLine($"DIV ({row},{col})");
    else if (token == "!=")
        Console.WriteLine($"NEQ ({row},{col})");
    else if (Regex.IsMatch(token, @"^[0-9]+$"))
        Console.WriteLine($"INT_CONST ({row},{col}): {token}");
    else if (Regex.IsMatch(token, @"^[0-9]+\.[0-9]+$"))
        Console.WriteLine($"FLOAT_CONST ({row},{col}): {token}");
    else if (Regex.IsMatch(token, @"^[a-zA-Z]$"))
        Console.WriteLine($"CHAR_CONST ({row},{col}): {token}");
    else if (variable_Reg.Match(token).Success)
        Console.WriteLine($"ID ({row},{col}): {token}");
    else
        Console.WriteLine($"UNKNOWN ({row},{col}): {token}");

    col += token.Length + 1;

    if (token == ";") row++;
}

Console.WriteLine("EOF ({0},{1})", row, col);
}

```

```

static void Semantic_Analysis(int k)
{
    if (k >= finalArray.Count) return;

    // Arithmetic analysis
    if ((finalArray[k] == "+" || finalArray[k] == "-") && k > 1 && k < finalArray.Count - 1)
    {
        string before = finalArray[k - 1];
        string after = finalArray[k + 1];

        if (variable_Reg.IsMatch(before) && variable_Reg.IsMatch(after))
        {
            int before_i = FindSymbol(before);
            int after_i = FindSymbol(after);

            if (before_i != -1 && after_i != -1)
            {
                string op = finalArray[k];
                double val1 = double.Parse(Symboltable[before_i][3]);
                double val2 = double.Parse(Symboltable[after_i][3]);
                double result = (op == "+") ? val1 + val2 : val1 - val2;

                Constants.Add(result);
            }
        }
    }
}

```

```

// Comparison
if (finalArray[k] == ">")
{
    if (k > 0 && k < finalArray.Count - 1)
    {
        string before = finalArray[k - 1];
        string after = finalArray[k + 1];
        int before_i = FindSymbol(before);
        int after_i = FindSymbol(after);

        if (before_i != -1 && after_i != -1)
        {
            double left = double.Parse(Symboltable[before_i][3]);
            double right = double.Parse(Symboltable[after_i][3]);

            if (left > right)
            {
                RemoveElseBlock();
            }
            else
            {
                RemoveIfBlock();
                if_deleted = true;
            }
        }
    }
}

```

```
    }  
  }  
}
```

```
static int FindSymbol(string name)  
{  
    for (int i = 0; i < Symboltable.Count; i++)  
    {  
        if (Symboltable[i][0] == name)  
            return i;  
    }  
    return -1;  
}
```

```
static void RemoveElseBlock()  
{  
    int start = finalArray.IndexOf("else");  
    if (start == -1) return;  
  
    int braceCount = 0;  
    int end = -1;  
    for (int i = start; i < finalArray.Count; i++)  
    {  
        if (finalArray[i] == "{") braceCount++;  
        if (finalArray[i] == "}") braceCount--;  
        if (braceCount == 0 && finalArray[i] == "}") { end = i; break; }  
    }  
}
```

```
}
```

```
if (end != -1)
```

```
    finalArray.RemoveRange(start, end - start + 1);
```

```
}
```

```
static void RemoveIfBlock()
```

```
{
```

```
    int start = -1;
```

```
    for (int i = 0; i < finalArray.Count; i++)
```

```
    {
```

```
        if (finalArray[i] == "if") { start = i; break; }
```

```
    }
```

```
    if (start == -1) return;
```

```
    int braceCount = 0, end = -1;
```

```
    for (int i = start; i < finalArray.Count; i++)
```

```
    {
```

```
        if (finalArray[i] == "{") braceCount++;
```

```
        if (finalArray[i] == "}") braceCount--;
```

```
        if (braceCount == 0 && finalArray[i] == "}") { end = i; break; }
```

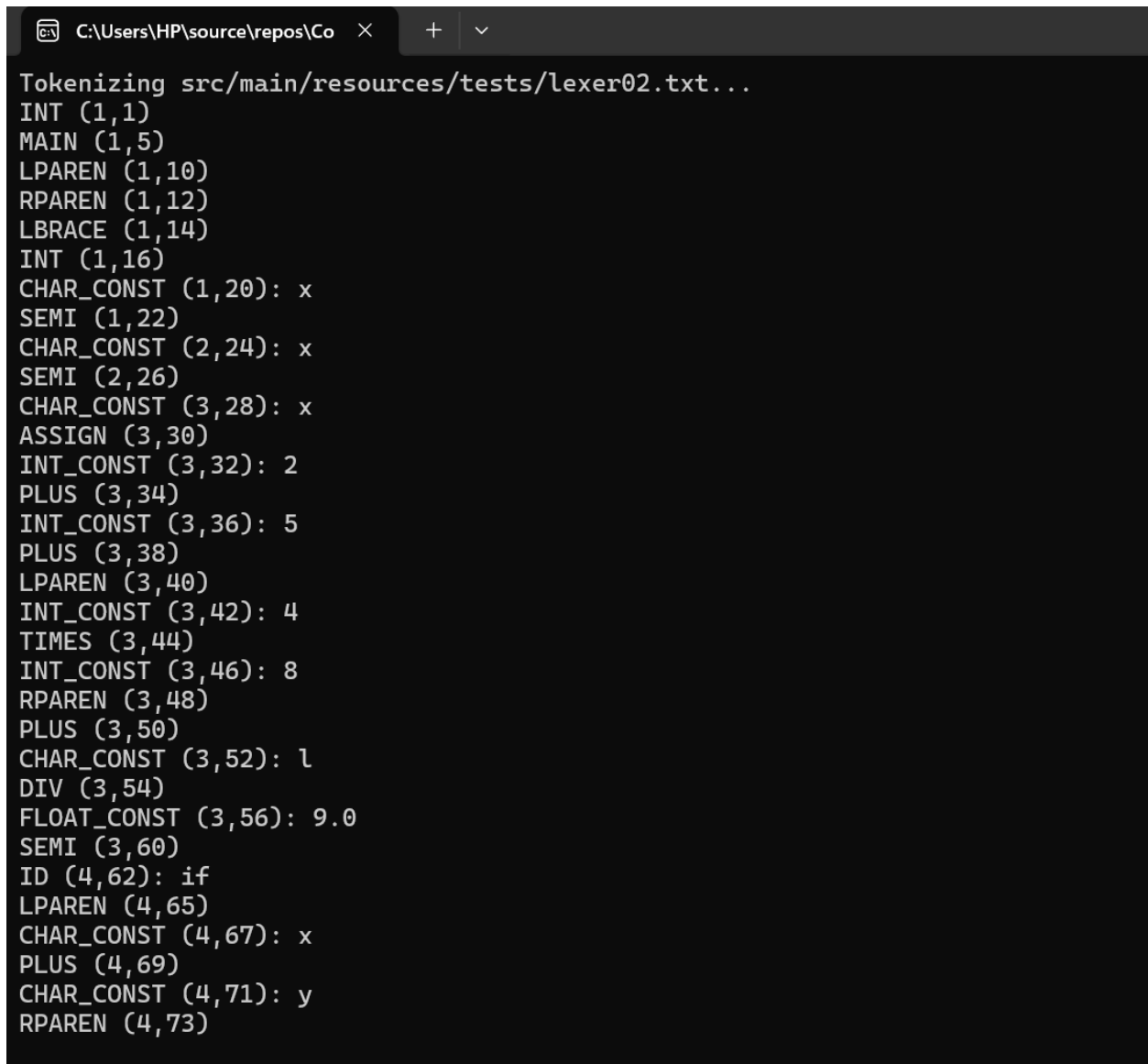
```
    }
```

```
    if (end != -1)
```

```
        finalArray.RemoveRange(start, end - start + 1);
```



```
}  
  
}  
  
}
```



```
C:\Users\HP\source\repos\Co × + v  
Tokenizing src/main/resources/tests/lexer02.txt...  
INT (1,1)  
MAIN (1,5)  
LPAREN (1,10)  
RPAREN (1,12)  
LBRACE (1,14)  
INT (1,16)  
CHAR_CONST (1,20): x  
SEMI (1,22)  
CHAR_CONST (2,24): x  
SEMI (2,26)  
CHAR_CONST (3,28): x  
ASSIGN (3,30)  
INT_CONST (3,32): 2  
PLUS (3,34)  
INT_CONST (3,36): 5  
PLUS (3,38)  
LPAREN (3,40)  
INT_CONST (3,42): 4  
TIMES (3,44)  
INT_CONST (3,46): 8  
RPAREN (3,48)  
PLUS (3,50)  
CHAR_CONST (3,52): l  
DIV (3,54)  
FLOAT_CONST (3,56): 9.0  
SEMI (3,60)  
ID (4,62): if  
LPAREN (4,65)  
CHAR_CONST (4,67): x  
PLUS (4,69)  
CHAR_CONST (4,71): y  
RPAREN (4,73)
```

```
C:\Users\HP\source\repos\Co  × + v
PLUS (4,69)
CHAR_CONST (4,71): y
RPAREN (4,73)
LBRACE (4,75)
ID (4,77): if
LPAREN (4,80)
CHAR_CONST (4,82): x
NEQ (4,84)
INT_CONST (4,87): 4
RPAREN (4,89)
LBRACE (4,91)
CHAR_CONST (4,93): x
ASSIGN (4,95)
INT_CONST (4,97): 6
SEMI (4,99)
CHAR_CONST (5,101): y
ASSIGN (5,103)
INT_CONST (5,105): 10
SEMI (5,108)
CHAR_CONST (6,110): i
ASSIGN (6,112)
INT_CONST (6,114): 11
SEMI (6,117)
RBRACE (7,119)
RBRACE (7,121)
RBRACE (7,123)
EOF (7,125)

Semantic Analysis Completed.
```

LAB TASK:

using System;

using System.Collections.Generic;

using System.Text.RegularExpressions;

class Program

{

 // Symbol table

```
static Dictionary<string, double> SymbolTable = new Dictionary<string, double>();
```

```
static void Main(string[] args)
```

```
{
```

```
    Console.WriteLine("Tokenizing src/main/resources/tests/lexer02.txt...\n");
```

```
    string[] code = {
```

```
        "int x;",
```

```
        "x = 2 + 5 + (4 * 8) + 'l' / 9.0;"
```

```
    };
```

```
    foreach (var line in code)
```

```
    {
```

```
        ParseLine(line);
```

```
    }
```

```
    // Output final values
```

```
    Console.WriteLine("\nFinal Symbol Table:");
```

```
    foreach (var kvp in SymbolTable)
```

```
    {
```

```
        Console.WriteLine($"{kvp.Key} = {kvp.Value}");
```

```
    }
```

```
}
```

```
static void ParseLine(string line)
```

```
{
```

```

line = line.Trim();

if (line.StartsWith("int "))
{
    // Declaration
    string varName = line.Substring(4, line.Length - 5); // remove 'int ' and ';'
    SymbolTable[varName] = 0;
    Console.WriteLine($"Declared variable '{varName}'");
}
else if (line.Contains("="))
{
    // Assignment
    string[] parts = line.Split('=');
    string varName = parts[0].Trim();
    string expr = parts[1].Trim().TrimEnd(';');

    double value = EvaluateExpression(expr);
    if (SymbolTable.ContainsKey(varName))
    {
        SymbolTable[varName] = value;
        Console.WriteLine($"Assigned {varName} = {value}");
    }
    else
    {
        Console.WriteLine($"Error: Undeclared variable {varName}");
    }
}

```

```

    }
}

static double EvaluateExpression(string expr)
{
    // Replace char constants with ASCII
    expr = Regex.Replace(expr, @"'(.{1})'", m => ((int)m.Groups[1].Value[0]).ToString());

    try
    {
        // Use built-in DataTable for simple arithmetic parsing
        return Convert.ToDouble(new System.Data.DataTable().Compute(expr, ""));
    }
    catch (Exception e)
    {
        Console.WriteLine("Error evaluating expression: " + expr);
        return 0;
    }
}
}

```

```
Microsoft Visual Studio Debu  X + v - [ ] X
Tokenizing src/main/resources/tests/lexer02.txt...

Declared variable 'x'
Assigned x = 51

Final Symbol Table:
x = 51

C:\Users\HP\source\repos\ConsoleApp3\ConsoleApp3\bin\Debug\net8.0\ConsoleApp3.exe (process 2148) exited with code 0 (0x0).
To automatically close the console when debugging stops, enable Tools->Options->Debugging->Automatically close the console when debug
ging stops.
Press any key to close this window . . .
```