

# Compiler Design Project Report

## Custom Programming Language Implementation Using Flex & Bison

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## 1. Introduction

This project implements a custom programming language compiler using Flex (Lexical Analyzer) and Bison (Parser). The language design focuses on readability and includes features for mathematical operations, control structures, and basic programming constructs.

### 1.1 Project Objectives

- Develop a custom programming language
- Implement lexical analysis using Flex
- Create syntax analysis using Bison
- Support mathematical and logical operations
- Handle variable declarations and operations
- Implement control structures

## 2. Project Overview

### 2.1 Tools Used

- Flex (Fast Lexical Analyzer Generator)

- Bison (Parser Generator)
- GCC (GNU Compiler Collection)
- C Programming Language

## 2.2 System Architecture

```
[Source Code] → [Lexical Analyzer (Flex)] →  
[Parser (Bison)] → [Output]
```

## 3. Language Features

### 3.1 Basic Elements

#### 1. Comments

- a. Single line: `//comment`
- b. Multi-line: `/*comment*/`

#### 2. Data Types

- a. `intg`: Integer type
- b. `float`: Floating-point type
- c. `charac`: Character type
- d. `long`: Long integer type

#### 3. Variable Naming

- a. Format: `Var_[name]?`
- b. Example: `Var_count?`

### 3.2 Operators

#### 1. Arithmetic

- a. `jog`: Addition
- b. `biyog`: Subtraction
- c. `gun`: Multiplication
- d. `vag`: Division
- e. `mod`: Modulus

f. power: Exponentiation

## 2. Comparison

- a. eq: Equal to
- b. neq: Not equal
- c. Gt: Greater than
- d. Lt: Less than
- e. Geq: Greater than or equal
- f. Leq: Less than or equal

## 3. Logical

- a. &&: AND
- b. ||: OR
- c. !!: NOT

## 4. Implementation Details

### 4.1 Lexical Analysis (Flex Implementation)

lex

```
%{
    #include "bison.tab.h"
    #include<stdio.h>
    #include<string.h>
    #include<math.h>
    #include<stdlib.h>
}%

/* Token Definitions */
single_line_comment [/][/].*
multiple_line_comment [/][*][A-Za-z0-9.
\n]*[*][/]
User_Datatype "intg"|"float"|"charac"|"long"
```

```

variable "Var_"[a-zA-Z]([a-zA-Z0-9])*[?]
logical_operator "&&"|"||"|"!!"
digit [0-9]
IDENTIFIER [a-zA-Z]([a-zA-Z0-9])*

%%
/* Token Rules */
{single_line_comment} { /* Handle comments */ }
"intg"      { return INT; }
"float"     { return FLOAT; }
"isit"      { return IF; }
"forl"      { return FOR; }
%%

```

## 4.2 Syntax Analysis (Bison Implementation)

C:

```

%{
    #include<stdio.h>
    #include<string.h>
    #include <math.h>
    int yyparse();
    int yylex();
    int yyerror();
}%

%union {
    float fvalue;
    int number;
    char string[1009];
}

```

```

}

/* Token Declarations */
%token <number> NUM
%token <string> VAR
%type <string> statement
%type <number> expression

%%

/* Grammar Rules */
start: '#' import LT HEADER GT codestart;
statement: if_stmt | expression SC | loop_stmt;
expression: NUM | VAR | expression operator expression;
%%

```

## 5. Sample Programs

### 5.1 Mathematical Operations

Copy

```

#IMPORT Lt stdio.h
Gt start()
Begin intg Var_x?,
    Var_y?;;
    Var_x? := 10;;
    Var_y? := 20;;
show(Var_x? jog Var_y?);;
sin(90);; cos(45);; End

```

Output:

```
add data x 1
add data y 2
value of expression: 30
sin(90) is 1.00000
cos(45) is 0.70739
```

## 5.2 Control Structures

```
#IMPORT Lt stdio.h Gt
start()
Begin
    intg Var_num?;;
    Var_num? := 5;;
    isit (Var_num? Gt 3)
    Begin
        show(1);;
    End
    or
    Begin
        show(0);;
    End
End
```

## 6. Compilation and Execution

### 6.1 Building the Compiler

bash

```
# Generate parser
bison -d app.y
```

```
# Generate lexical analyzer
flex app.l

# Compile
gcc app.tab.c lex.yy.c -o compiler -lm
```

## 6.2 Running Programs

bash

```
# Interactive mode
./compiler

# File mode
./compiler < input.txt
```

## 6.3 Error Handling

The compiler implements error handling for:

- Undefined variables
- Type mismatches
- Syntax errors
- Division by zero
- Variable redeclaration

## 7. Conclusion

### 7.1 Achievements

- Successfully implemented a custom programming language
- Created a working compiler using Flex and Bison
- Implemented comprehensive mathematical operations
- Developed control structures and variable management



- Added support for various data types and operators

## **7.2 Future Enhancements**

1. Add support for:
  - a. Arrays and strings
  - b. User-defined functions
  - c. More data types
  - d. File I/O operations
2. Improve error handling and reporting
3. Implement optimization techniques
4. Add support for modules and libraries

## **8. References**

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  - b. Version used: 2.6.4
2. Bison/Yacc documentation
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  - b. Version used: 3.8.2
3. Compiler Construction: Principles and Practice
  - a. Author: Kenneth C. Loudon
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4. LEX & YACC TUTORIAL
  - a. Author: Tom Niemann
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