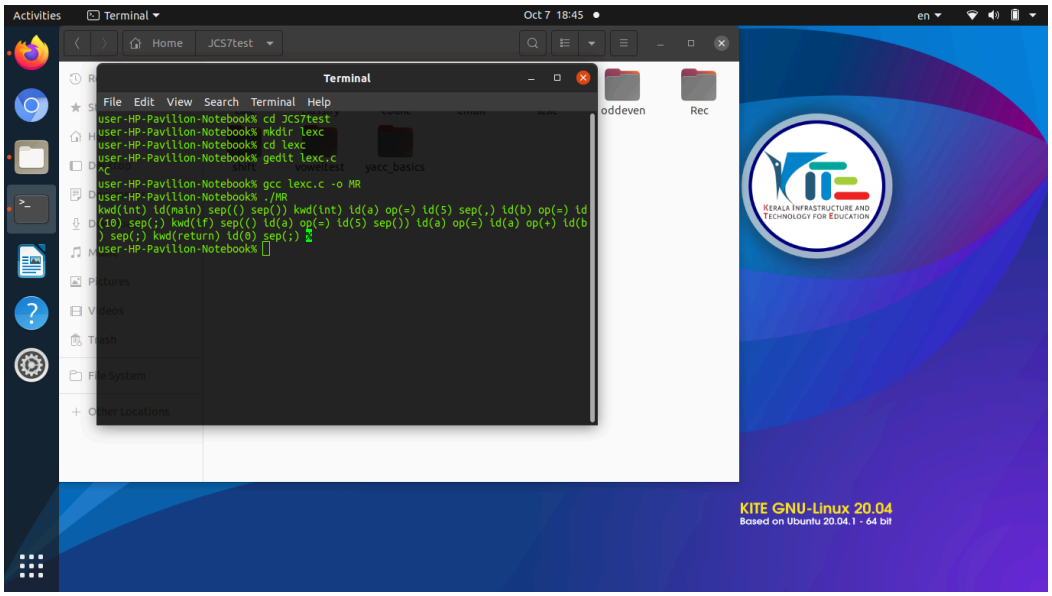
Experiment 1 Lexical Analyzer using C

Code:

```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <ctype.h>
// Check if a word is a keyword
int isKeyword(char word[]) {
	char *keywords[] = {"int", "if", "while", "return", "else", "for"};
	for (int i = 0; i < 6; i++) {
	if (strcmp(word, keywords[i]) == 0)
	return 1;
	}return 0;
}

int main() {
	FILE *fp;
	char ch, word[20];
	int i = 0;

	fp = fopen("input.txt", "r");
	if (fp == NULL) {
	printf("Could not open input.txt\n");
	return 1;
	}

	while ((ch = fgetc(fp)) != EOF) {
	if (isalnum(ch)) {
	word[i++] = ch;  // build word
	} else {
	if (i > 0) {
		word[i] = '\0';  // end string
		if (isKeyword(word))
		printf("kwd(%s) ", word);
		else
		printf("id(%s) ", word);
		i = 0;
	}

	// Check single-character tokens
	if (ch == '+' || ch == '-' || ch == '=')
		printf("op(%c) ", ch);
```

```
        else if (ch == ';' || ch == ',' || ch == '(' || ch == ')')
                printf("sep(%c) ", ch);
        }
        }

        fclose(fp);
        return 0;
}
```

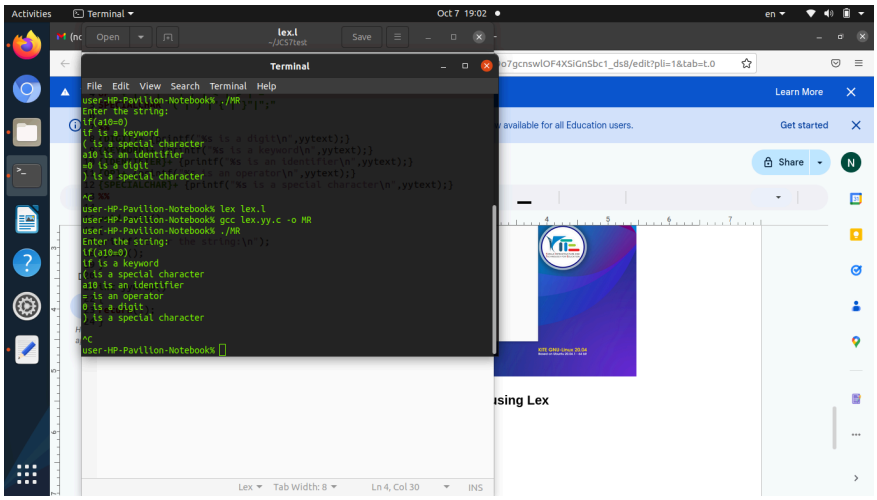


Experiment 2 Lexical Analyzer using Lex

Code:

```
DIGIT[0-9]
IDENTIFIER[a-zA-Z][a-zA-Z0-9]*
KEYWORD "if"|"else"|"int"|"while"|"main"
OP "+"|"-"|"*"|"/"|"<"|">"|"="
SPECIALCHAR "("|")"|"{"|"}"|";"

%%
{DIGIT}+ {printf("%s is a digit\n",yytext);}
{KEYWORD}+ {printf("%s is a keyword\n",yytext);}
{IDENTIFIER}+ {printf("%s is an identifier\n",yytext);}
{OP}+ {printf("%s is an operator\n",yytext);}
{SPECIALCHAR}+ {printf("%s is a special character\n",yytext);}
%%
```

```
void main()
{
printf("Enter the string:\n");
yylex();
}

int yywrap()
{
return(1);
}
```

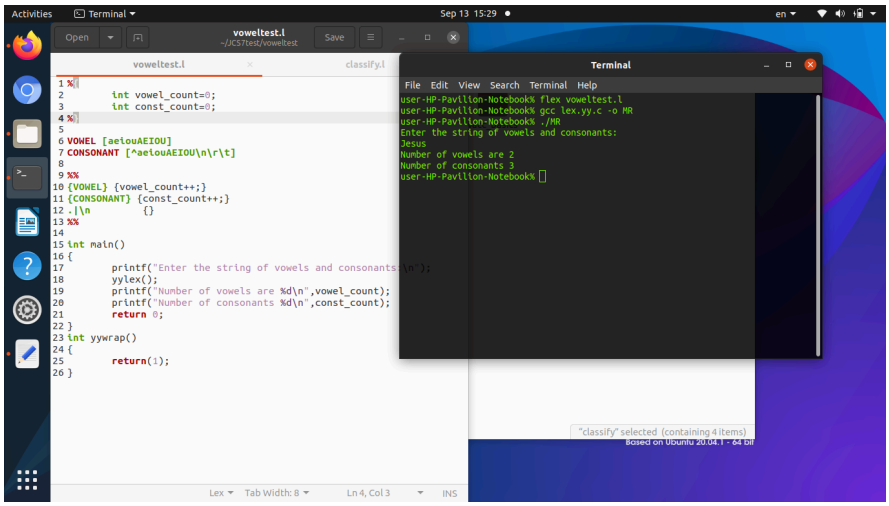


Experiment 3(a) Count number of vowels and consonants using Lex

Code:

```
%{
   int vowel_count=0;
   int const_count=0;
%}

VOWEL [aeiouAEIOU]
CONSONANT [^aeiouAEIOU\n\r\t]

%%
{VOWEL} {vowel_count++;}
{CONSONANT} {const_count++;}
.|\n       {}
```

```
%%

int main()
{
    printf("Enter the string of vowels and consonants:\n");
    yylex();
    printf("Number of vowels are %d\n",vowel_count);
    printf("Number of consonants %d\n",const_count);
    return 0;
}
int yywrap()
{
    return(1);
}
```

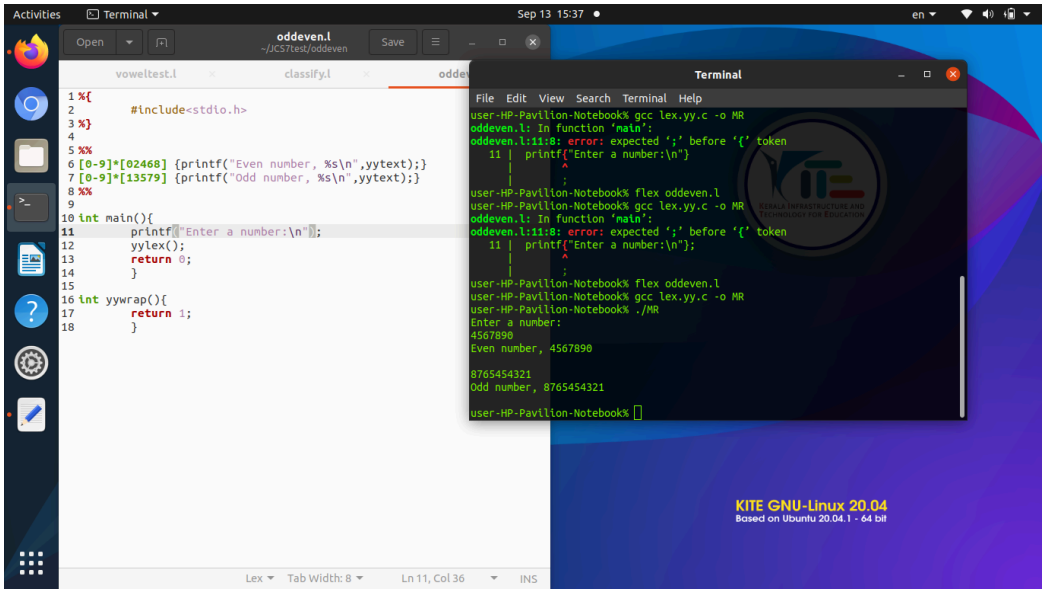


Experiment 3(b) Check if a number is odd or even using Lex

Code:

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

%%
[0-9]*[02468] {printf("Even number, %s\n",yytext);}
[0-9]*[13579] {printf("Odd number, %s\n",yytext);}
%%

int main(){
    printf("Enter a number:\n");
    yylex();
```

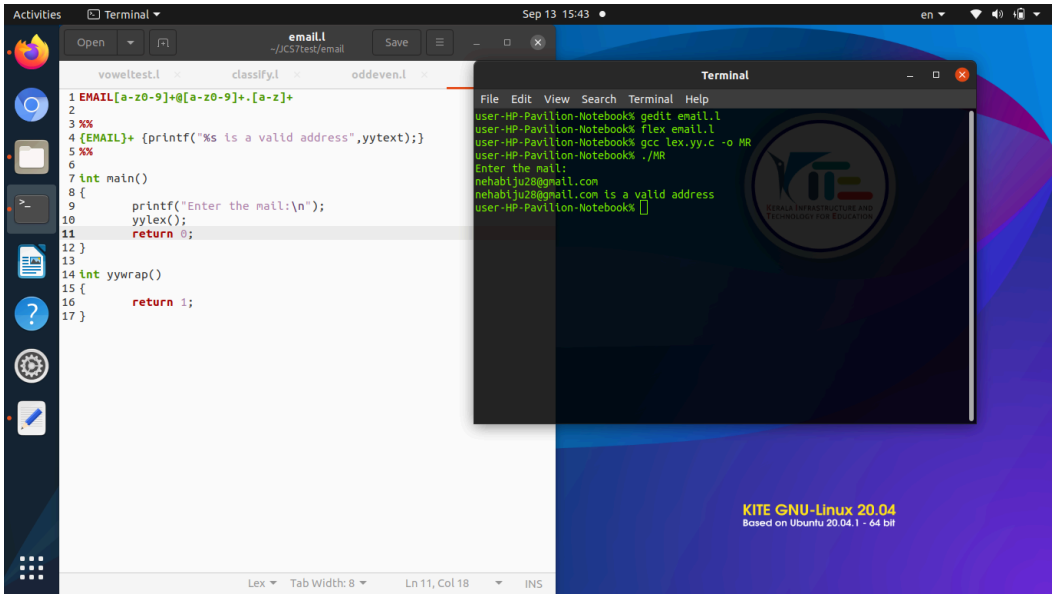
```
    return 0;
    }

int yywrap(){
    return 1;
    }
```



Experiment 3(c) Check if an email is valid using Lex

Code:

```
EMAIL[a-z0-9]+@[a-z0-9]+.[a-z]+

%%
{EMAIL}+ {printf("%s is a valid address",yytext);}
%%

int main()
{
    printf("Enter the mail:\n");
    yylex();
    return 0;
}

int yywrap()
{
    return 1;
}
```

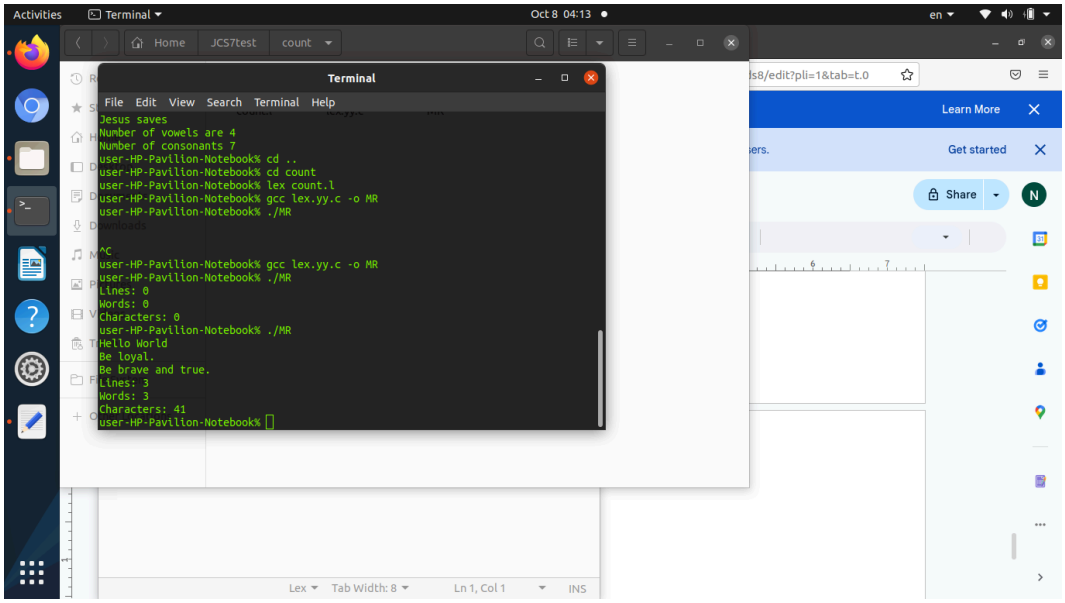


Experiment 4(a) Count number of lines,words,characters using Lex

Code:

```
%{
   #include<stdio.h>
   int lines=0;
   int words=0;
   int characters=0;
%}

%%
\n    {lines++;characters++;}
[\t]+   {characters+=yyleng;}
[^\t\n]+ {words++;characters+=yyleng;}
%%

int main(int argc, char **argv)
{
   yylex();
   printf("Lines: %d\n",lines);
   printf("Words: %d\n",words);
   printf("Characters: %d\n",characters);
   return 0;
}

int yywrap(){
```

```
    return 1;
}
```

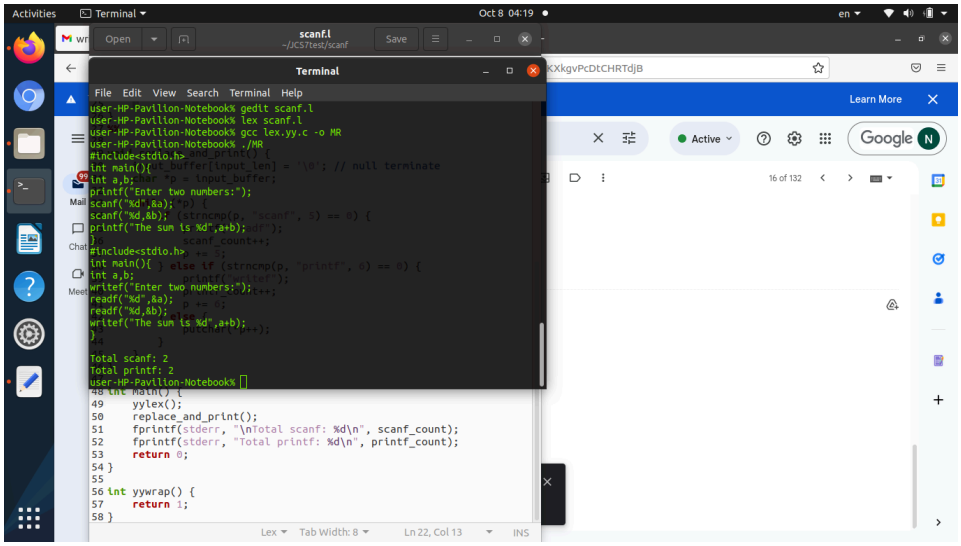


Experiment 4(b) Count and replace scanf and printf using Lex

Code:

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

#define MAX_INPUT_SIZE 1000000  // 1 MB max input size for simplicity

char input_buffer[MAX_INPUT_SIZE];
int input_len = 0;

int scanf_count = 0;
int printf_count = 0;

void replace_and_print();
%}

%%
.|\n      {
          if (input_len + yyleng < MAX_INPUT_SIZE) {
```

```
        memcpy(input_buffer + input_len, yytext, yyleng);
        input_len += yyleng;
        } else {
        fprintf(stderr, "Input too large!\n");
        exit(1);
        }
}
%%

void replace_and_print() {
        input_buffer[input_len] = '\0'; // null terminate
        char *p = input_buffer;

        while (*p) {
        if (strncmp(p, "scanf", 5) == 0) {
        printf("readf");
        scanf_count++;
        p += 5;
        } else if (strncmp(p, "printf", 6) == 0) {
        printf("writef");
        printf_count++;
        p += 6;
        } else {
        putchar(*p++);
        }
        }
}

int main() {
        yylex();
        replace_and_print();
        fprintf(stderr, "\nTotal scanf: %d\n", scanf_count);
        fprintf(stderr, "Total printf: %d\n", printf_count);
        return 0;
}

int yywrap() {
        return 1;
}
```

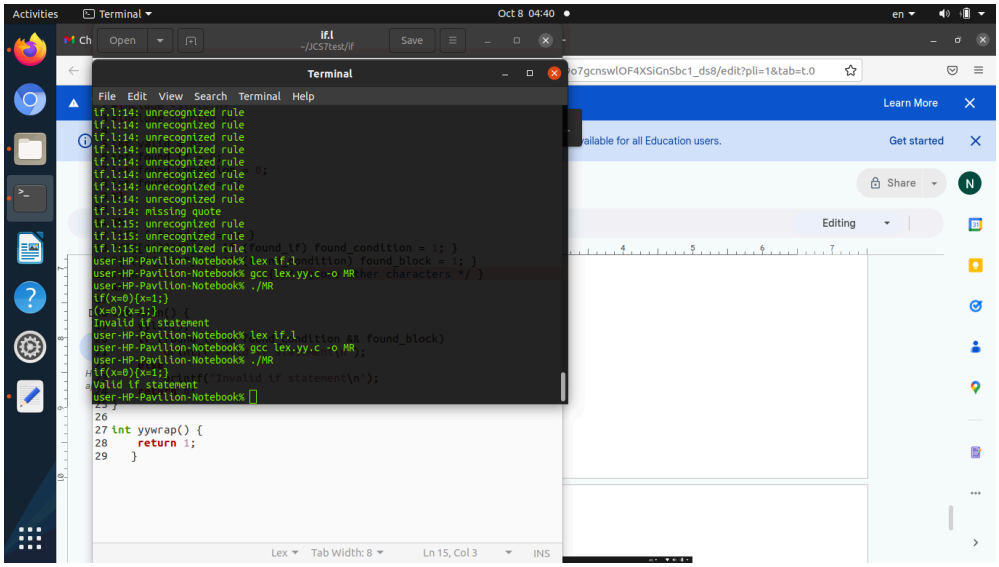


Experiment 4(c) Validity of if using Lex

Code:

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

int valid = 0;
int found_if = 0;
int found_condition = 0;
int found_block = 0;
%}

%%
"if" { found_if = 1; }
"("([^()])*")" { if (found_if) found_condition = 1; }
"{"([^{}])*"}" { if (found_condition) found_block = 1; }
.|\n                { /* ignore other characters */ }
%%

int main() {
        yylex();
        if (found_if && found_condition && found_block)
        printf("Valid if statement\n");
        else
        printf("Invalid if statement\n");
        return 0;
```

```
}

int yywrap() {
        return 1;
  }
```

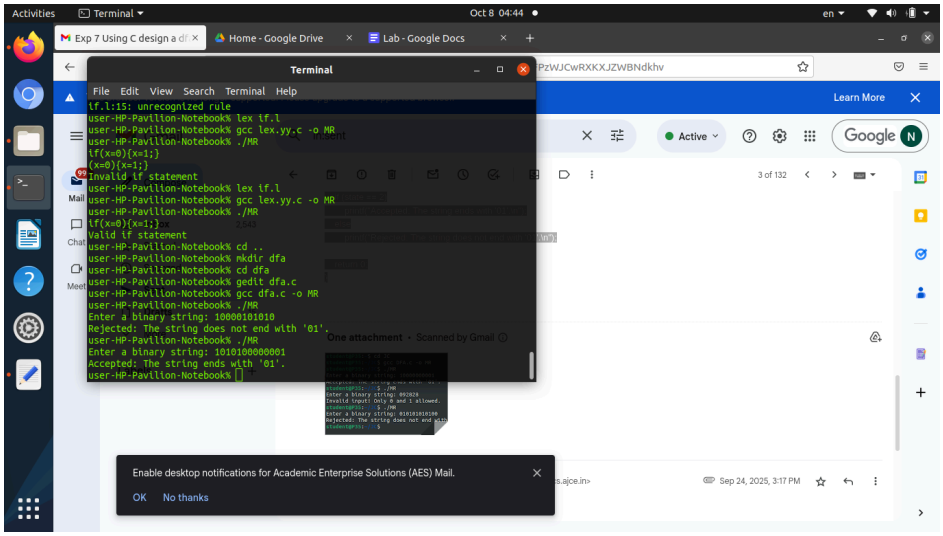


Experiment 5 DFA accepting {0,1} with ending 01

Code:

```
#include <stdio.h>

int main() {
        char input[100];
        int state = 0;  // 0 = q0, 1 = q1, 2 = q2 (accept)
        int i = 0;

        printf("Enter a binary string: ");
        scanf("%s", input);

        while (input[i] != '\0') {
        if (input[i] != '0' && input[i] != '1') {
        printf("Invalid input! Only 0 and 1 allowed.\n");
        return 1;
        }

        switch (state) {
        case 0:
```

```
            if (input[i] == '0')
            state = 1;
            else
            state = 0;
            break;

        case 1:
            if (input[i] == '0')
            state = 1;
            else
            state = 2;
            break;

        case 2:
            if (input[i] == '0')
            state = 1;
            else
            state = 0;
            break;
        }

        i++;
        }

        if (state == 2)
        printf("Accepted: The string ends with '01'.\n");
        else
        printf("Rejected: The string does not end with '01'.\n");

        return 0;
}
```



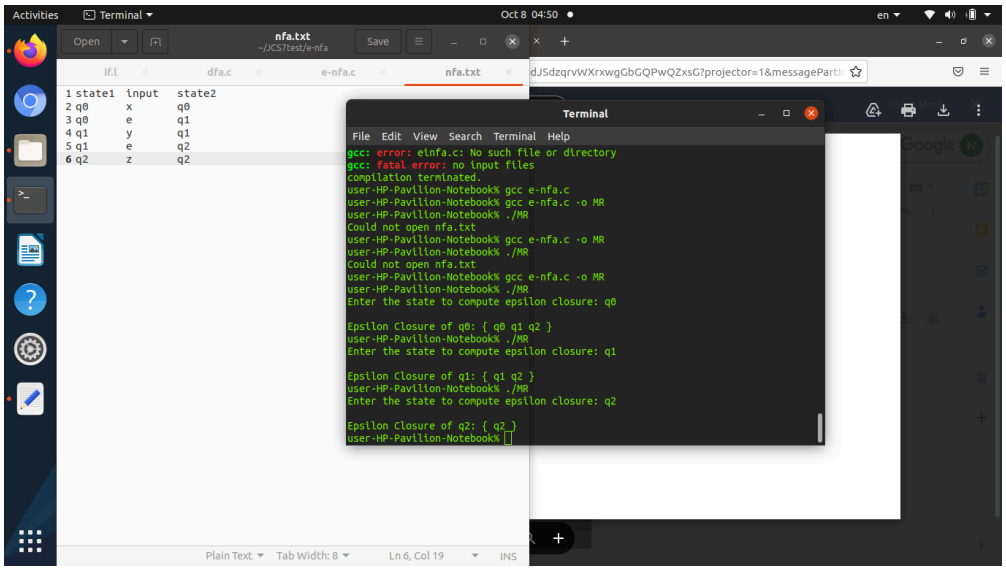
Experiment 6 e-closure of an NFA

Code:

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

#define MAX 100

char transitions[MAX][3][20]; // transitions[i][0]=state1, [1]=input, [2]=state2
int t_count = 0;
char closure[20][20]; // store epsilon closure states
int closure_count = 0;

// Check if state already in closure
int is_in_closure(const char *state) {
        for (int i = 0; i < closure_count; i++) {
        if (strcmp(closure[i], state) == 0)
        return 1;
        }
        return 0;
}

// Add state to closure if not already present
void add_to_closure(const char *state) {
```

```
        if (!is_in_closure(state)) {
        strcpy(closure[closure_count++], state);
        }
}

// Recursively find epsilon closure
void find_epsilon_closure(const char *state) {
        add_to_closure(state);
        for (int i = 0; i < t_count; i++) {
        if (strcmp(transitions[i][0], state) == 0 && strcmp(transitions[i][1], "e") == 0) {
        if (!is_in_closure(transitions[i][2])) {
                find_epsilon_closure(transitions[i][2]);
        }
        }
        }
}

int main() {
        FILE *fp = fopen("nfa.txt", "r");
        if (fp == NULL) {
        printf("Could not open nfa.txt\n");
        return 1;
        }

        // Read transitions from file
        while (fscanf(fp, "%s %s %s", transitions[t_count][0], transitions[t_count][1],
transitions[t_count][2]) == 3) {
        t_count++;
        }

        fclose(fp);

        char start_state[20];
        printf("Enter the state to compute epsilon closure: ");
        scanf("%s", start_state);

        closure_count = 0; // reset global closure count
        find_epsilon_closure(start_state);

        printf("\nEpsilon Closure of %s: { ", start_state);
        for (int i = 0; i < closure_count; i++) {
        printf("%s ", closure[i]);
        }
        printf("}\n");
```

```
        return 0;
}
```



Experiment 7 Valid Identifier using YACC

Code:

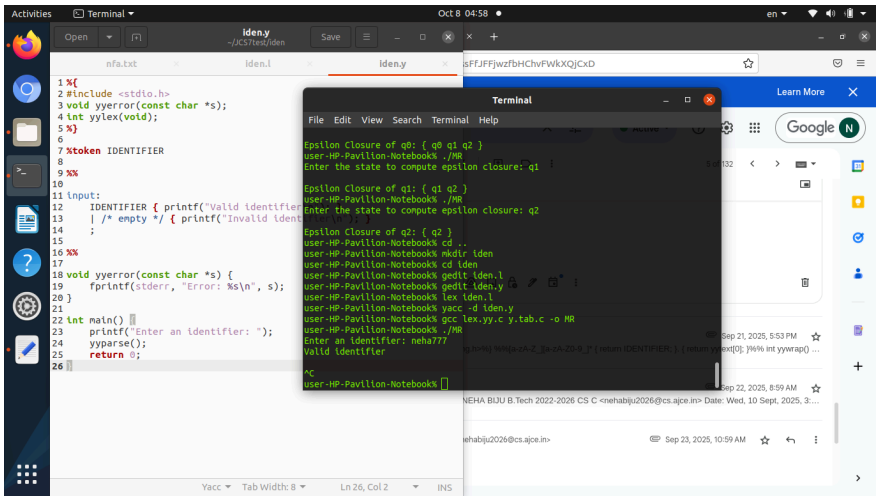
Iden.l

```
%{
#include "y.tab.h"
#include <string.h>
%}

%%
[a-zA-Z_][a-zA-Z0-9_]*          { return IDENTIFIER; }
.                       { return yytext[0]; }
%%

int yywrap() {
return 1;
}
```

Iden.y

```
%{
```

```
#include <stdio.h>
void yyerror(const char *s);
int yylex(void);
%}

%token IDENTIFIER

%%

input:
        IDENTIFIER { printf("Valid identifier\n"); }
        | /* empty */ { printf("Invalid identifier\n"); }
        ;

%%

void yyerror(const char *s) {
        fprintf(stderr, "Error: %s\n", s);
}

int main() {
        printf("Enter an identifier: ");
        yyparse();
        return 0;
}
```



Experiment 8 Calculator using YACC

Code:

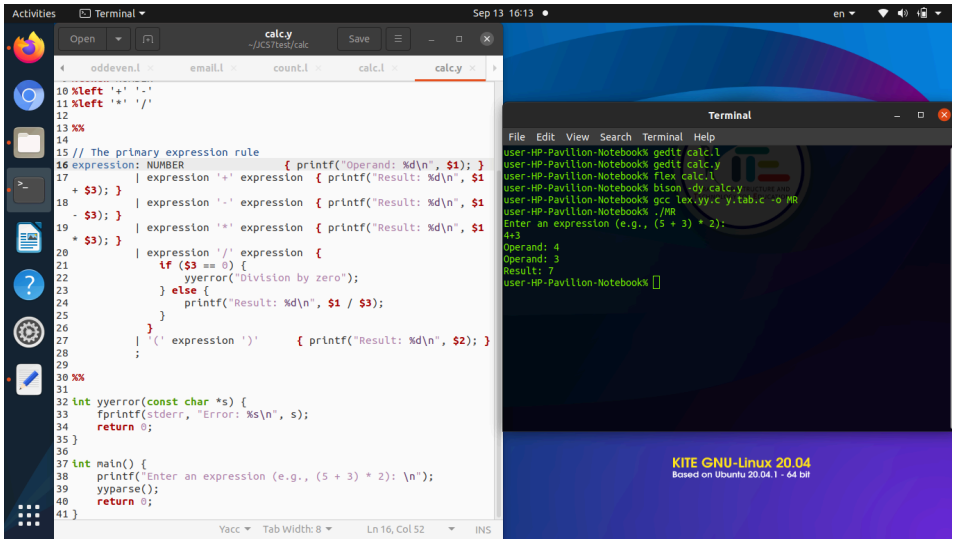
Calc.l

```
%{
#include "y.tab.h"
%}

%%

[0-9]+              { yylval = atoi(yytext); return NUMBER; }
[ \t]       ;
\n          { return 0; }
.           { return yytext[0]; }

%%
int yywrap(){
return(1);
}
```

Calc.y

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

extern int yylex();
extern int yyerror(const char *s);
%}

%token NUMBER
%left '+' '-'
%left '*' '/'

%%

// The primary expression rule
expression: NUMBER              { printf("Operand: %d\n", $1); }
          | expression '+' expression  { printf("Result: %d\n", $1 + $3); }
          | expression '-' expression  { printf("Result: %d\n", $1 - $3); }
          | expression '*' expression  { printf("Result: %d\n", $1 * $3); }
          | expression '/' expression  {
          if ($3 == 0) {
                    yyerror("Division by zero");
          } else {
```

```
                printf("Result: %d\n", $1 / $3);
        }
        }
        | '(' expression ')'        { printf("Result: %d\n", $2); }
        ;

%%

int yyerror(const char *s) {
        fprintf(stderr, "Error: %s\n", s);
        return 0;
}

int main() {
        printf("Enter an expression (e.g., (5 + 3) * 2): \n");
        yyparse();
        return 0;
}
```



Experiment 9 Recursive Descent Parser

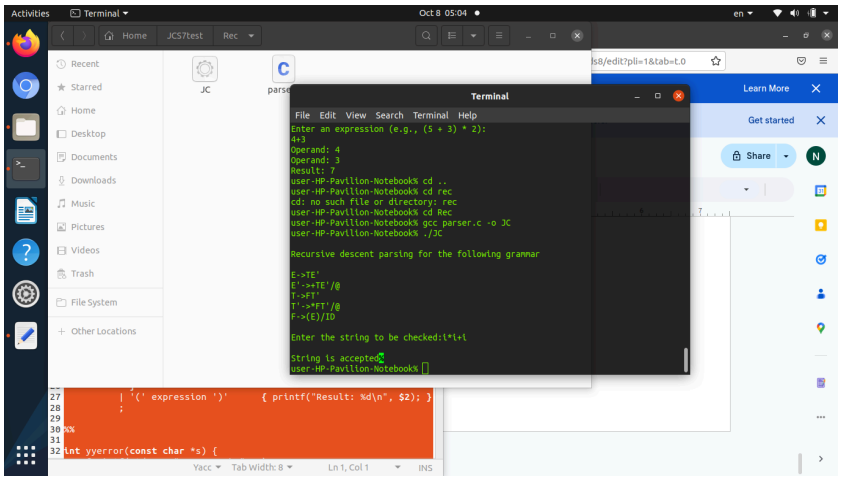
Code:

```
// C program to Construct of recursive descent parsing for
// the following grammar
// E->TE'
// E'->+TE/@
// T->FT'
// T`->*FT'/@
// F->(E)/id where @ represents null character
```

```
#include<stdio.h>
#include<ctype.h>
#include<string.h>
char input[100];
int i, l;

int E();
int EP();
int T();
int TP();
int F();


void main()
{
        printf("\nRecursive descent parsing for the following grammar\n");
        printf("\nE->TE'\nE'->+TE'/@\nT->FT'\nT'->*FT'/@\nF->(E)/ID\n");
        printf("\nEnter the string to be checked:");
        scanf("%s", input);
        if (E())
        {
        if (input[i + 1] == '\0')
        printf("\nString is accepted");
        else
        printf("\nString is not accepted");
        }
        else
        printf("\nString not accepted");
}
int E()
{
        if (T())
        {
        if (EP())
        return (1);
        else
        return (0);
        }
        else
        return (0);
}
int EP()
{
```

```
        if (input[i] == '+')
        {
        i++;
        if (T())
        {
        if (EP())
                return (1);
        else
                return (0);
        }
        else
        return (0);
        }
        else
        return (1);
}
int T()
{
        if (F())
        {
        if (TP())
        return (1);
        else
        return (0);
        }
        else
        return (0);
}
int TP()
{
        if (input[i] == '*')
        {
        i++;
        if (F())
        {
        if (TP())
                return (1);
        else
                return (0);
        }
        else
        return (0);
        }
        else
```

```
        return (1);
}
int F()
{
        if (input[i] == '(')
        {
        i++;
        if (E())
        {
        if (input[i] == ')')
        {
                i++;
                return (1);
        }
        else
                return (0);
        }
        else
        return (0);
        }
        else if (input[i] >= 'a' && input[i] <= 'z' || input[i] >= 'A' && input[i] <= 'Z')
        {
        i++;
        return (1);
        }
        else
        return (0);
}
```



Experiment 10 Shift Reduce Parser

Code:

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

int k = 0, z = 0, i = 0, j = 0, c = 0;
char a[16], ac[20], stk[15], act[10];

void check();
void printResult(int accepted);

int main() {
        // Grammar definitions
        puts("\nGRAMMAR is E->E+E \n E->E*E \n E->(E) \n E->id");
        puts("Enter input string: ");

        // Safe input reading using fgets instead of gets
        fgets(a, sizeof(a), stdin);
        a[strcspn(a, "\n")] = '\0';  // Remove newline character if fgets reads it
        c = strlen(a);  // Update the length of the string
        strcpy(act, "SHIFT->");

        puts("stack \t input \t action");

        // Main loop to parse the input
        for (k = 0, i = 0; j < c; k++, i++, j++) {
        if (a[j] == 'i' && a[j + 1] == 'd') {  // Check for 'id'
        stk[i] = a[j];
        stk[i + 1] = a[j + 1];
        stk[i + 2] = '\0';  // Null-terminate the string
        a[j] = ' ';
        a[j + 1] = ' ';
        printf("\n$%s\t%s$\t%sid", stk, a, act);
        check();
        } else {  // For other symbols
        stk[i] = a[j];
        stk[i + 1] = '\0';
        a[j] = ' ';
        printf("\n$%s\t%s$\t%ssymbol", stk, a, act);
        check();
        }
        }

        // Final check if the input is accepted or rejected
```

```
        if (stk[0] == 'E' && stk[1] == '\0' && a[0] == ' ') {
        printResult(1);  // Accepted
        }
        // Rule 5: Check if stack has E and input is fully processed
        else if (stk[0] == 'E' && a[0] == ' ') {
        printResult(1);  // Accepted
        } else {
        printResult(0);  // Rejected
        }

        return 0;
}

// Function to check and apply reduction rules
void check() {
        strcpy(ac, "REDUCE TO E");

        // Rule 1: E -> id
        for (z = 0; z < c; z++) {
        if (stk[z] == 'i' && stk[z + 1] == 'd') {
        stk[z] = 'E';
        stk[z + 1] = '\0';
        printf("\n$%s\t%s$\t%s", stk, a, ac);
        j++;
        }
        }

        // Rule 2: E -> E + E
        for (z = 0; z < c; z++) {
        if (stk[z] == 'E' && stk[z + 1] == '+' && stk[z + 2] == 'E') {
        stk[z] = 'E';
        stk[z + 1] = '\0';
        stk[z + 2] = '\0';
        printf("\n$%s\t%s$\t%s", stk, a, ac);
        i = i - 2;
        }
        }

        // Rule 3: E -> E * E
        for (z = 0; z < c; z++) {
        if (stk[z] == 'E' && stk[z + 1] == '*' && stk[z + 2] == 'E') {
        stk[z] = 'E';
        stk[z + 1] = '\0';
        stk[z + 2] = '\0';
```

```
            printf("\n$%s\t%s$\t%s", stk, a, ac);
            i = i - 2;
            }
            }

            // Rule 4: E -> ( E )
            for (z = 0; z < c; z++) {
            if (stk[z] == '(' && stk[z + 1] == 'E' && stk[z + 2] == ')') {
            stk[z] = 'E';
            stk[z + 1] = '\0';
            stk[z + 2] = '\0';
            printf("\n$%s\t%s$\t%s", stk, a, ac);
            i = i - 2;
            }
            }
}

// Function to print the result (Accepted or Rejected)
void printResult(int accepted) {
            if (accepted) {
            printf("\nInput string is ACCEPTED.");
            } else {
            printf("\nInput string is REJECTED.");
            }
}
```