



Compilers

Lexical Analysis

1. Lexical Analysis
2. Parsing
3. Semantic Analysis
4. Optimization
5. Code Generation

```
if (i == j)
    Z = 0;
else
    Z = 1;
```

```
\tif (i == j)\n\t\tz = 0;\n\telse\n\t\tz = 1;
```

- Token Class (or Class)
 - In English:
 - In a programming language:

- Token classes correspond to sets of strings.
- Identifier:
 - *strings of letters or digits, starting with a letter*
- Integer:
 - *a non-empty string of digits*
- Keyword:
 - *“else” or “if” or “begin” or ...*
- Whitespace:
 - *a non-empty sequence of blanks, newlines, and tabs*

- Classify program substrings according to role
- Communicate tokens to the parser

```
\tif (i == j)\n\t\ttz = 0;\n\telse\n\t\ttz = 1;
```

For the code fragment below,
choose the correct number of tokens in
each class that appear in the code fragment

```
x = 0;\n\twhile (x < 10) {\n\t\tx++;\n}
```

- ☐ W = 9; K = 1; I = 3; N = 2; O = 9
- ☐ W = 11; K = 4; I = 0; N = 2; O = 9
- ☐ W = 9; K = 4; I = 0; N = 3; O = 9
- ☐ W = 11; K = 1; I = 3; N = 3; O = 9

W: Whitespace

K: Keyword

I: Identifier

N: Number

O: Other Tokens:

{ } () < ++ ; =

- An implementation must do two things:
 1. Recognize substrings corresponding to tokens
 - The *lexemes*
 2. Identify the token class of each lexeme