EVENT 2

YACC PROOGRAMS!!

- → Create lex file (command: vi file.l)
- → Create Yacc file (command: vi file.y)
- → **NOTE:** Lex and yacc file should have the same file name!!
- → Compilation: (You can compile either lex or yacc file first) Use these Commands for Compilation:

```
lex file.l
yacc -d file.y
gcc lex.yy.c y.tab.c
```

1. Yacc Program to check for valid Expression

```
LEX Code:
%{
#include "y.tab.h"
%}

%%

[0-9]+ { yylval = atoi(yytext); return num; }

[_a-zA-Z] {return id;}

[\t];
.|\n { return yytext[0]; }
%%
```

YACC Code:

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

int yywrap(){ return 1; }

```
%token id num
%left '+"-'
%left '*'
%left '/'
%%
stat:exp'\n' {printf("valid\n");exit(0);}
exp:exp'+'exp|exp'-'exp|exp'*'exp|exp'/'exp|'('exp')'|id|num;
%%
int main()
{
printf("Enter the exp\n");
yyparse();
return 0;
}
int yyerror()
{
printf("Invalid\n");
exit(0);
}
```

SAMPLE OUTPUT (Ignore the Warning)

2. Yacc program to check for the correctness of valid identifier

```
LEX Code:
%{
#include "y.tab.h"
%}
%%
[0-9]+ { return digit; }
[_] { return under_score; }
[a-zA-Z] { return letter; }
.|\n { return yytext[0]; }
%%
int yywrap(){ return 1; }
YACC Code:
%{
#include<stdio.h>
#include<stdlib.h>
%}
%token digit letter under_score
%%
id: exp'\n' { printf( "Valid identifier\n"); exit(0); }
 ;
exp: letter x
 | under_score x
```

```
x : digit x
 | letter x
 | under_score x
%%
int main()
{
 printf("Enter variable name \n");
yyparse();
return 0;
}
int yyerror()
{
printf("invalid identifier\n");
 exit(0);
return 0;
}
```

3. Yacc program to Evaluation of valid mathematical expression

```
LEX Code:
%{
#include "y.tab.h"
%}
%%
[0-9]+ { yylval = atoi(yytext); return NUMBER; }
[\t];
.\\n { return yytext[0]; }
%%
int yywrap(){ return 1; }
```

YACC Code:

```
%{
#include<stdio.h>
#include<stdlib.h>
%}
%token NUMBER
%left '+' '-'
%left '*'
%left '/'

%%
stmt:E'\n'{ printf("Valid Expression evaluates to %d \n", $$ ); exit(0); };
E: E '+' E { $$ = $1 + $3; }
```

```
| E '-' E { $$ = $1 - $3; }

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

| E '/' E { if($3==0){ printf("Division by 0 \n"); exit(1); } $$ = $1 / $3; }

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

| NUMBER { $$ = $1; }

;

%%

int main(){

printf("Enter the Expression in terms of integers\n");

yyparse();

return 0;

}

int yyerror(){ printf("Invalid Expression\n"); exit(0); return 0; }
```

4. Yacc program to check for the pattern for A^nB^n

LEX Code:

```
%{
#include "y.tab.h"
%}
%%
[aA] { return A; }
[bB] { return B;}
\n { return '\n'; }
. { return yytext[0];}
%%
int yywrap() { return 1; }
```

YACC Code:

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

%token A B

```
%%
stmt:s'\n' \{ printf("valid string\n"); exit(0); \}
 ;
s:A s B
%%
int main(){
 printf("Enter the string\n");
yyparse();
return 0;
}
int yyerror(char *msg)
{
 printf("Invalid String\n");
exit(0);
}
```

5. Yacc program to implement a Calculator and recognize a valid Arithmetic expression

```
LEX Code:
%{
/* Definition section */
#include<stdio.h>
#include "y.tab.h"
extern int yylval;
%}
/* Rule Section */
%%
[0-9]+{
             yylval=atoi(yytext);
             return NUMBER;
      }
[\t];
[\n] return 0;
. return yytext[0];
%%
int yywrap()
{
return 1;
}
```

```
YACC Code:
%{
/* Definition section */
#include<stdio.h>
int flag=0;
%}
%token NUMBER
%left '+' '-'
%left '*' '/' '%'
%left '(' ')'
/* Rule Section */
%%
ArithmeticExpression: E{
             printf("\nResult=\%d\n", $$);
             return 0;
             };
E:E'+'E {$$=$1+$3;}
|E'-'E {$$=$1-$3;}
|E'*'E {$$=$1*$3;}
```

```
|E'/'E {$$=$1/$3;}
|E'%'E {$$=$1%$3;}
|'('E')' {$$=$2;}
| NUMBER {$$=$1;}
;
%%
//driver code
void main()
{
printf("\nEnter Any Arithmetic Expression which can have operations Addition, Subtraction,
Multiplication, Division, Modulus and Round brackets:\n");
yyparse();
if(flag==0)
printf("\nEntered arithmetic expression is Valid\n\n");
}
void yyerror()
{
printf("\nEntered arithmetic expression is Invalid\n\n");
flag=1;
}
```