

**Ex No: 2**

**Date:**

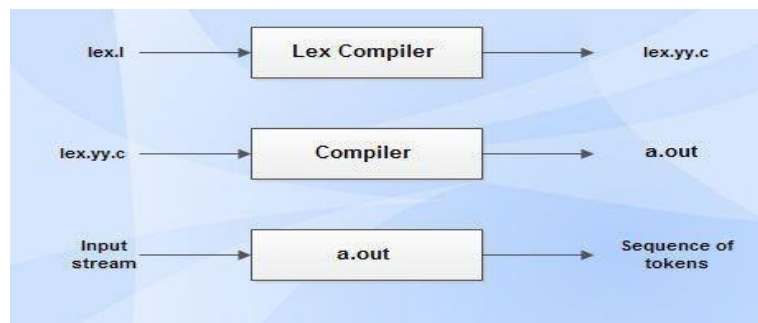
## **IMPLEMENT A LEXICAL ANALYZER TO COUNT THE NUMBER OF WORDS USING LEX TOOL**

### **AIM:**

To implement the program to count the number of words in a string using LEX tool.

### **STUDY:**

Lex is a tool in lexical analysis phase to recognize tokens using regular expression. Lex tool itself is a lex compiler.



- lex.l is an input file written in a language which describes the generation of lexical analyzer. The lex compiler transforms lex.l to a C program known as lex.yy.c.
- lex.yy.c is compiled by the C compiler to a file called a.out.
- The output of C compiler is the working lexical analyzer which takes stream of input characters and produces a stream of tokens.
- yylval is a global variable which is shared by lexical analyzer and parser to return the name and an attribute value of token.
- The attribute value can be numeric code, pointer to symbol table or nothing.
- Another tool for lexical analyzer generation is Flex.

### **STRUCTURE OF LEX PROGRAMS:**

Lex program will be in following form

declarations

%%

translation rules

%%

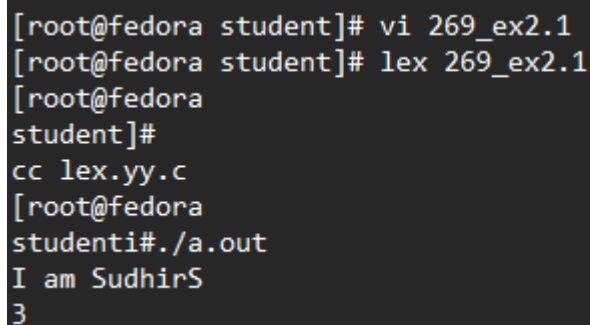
auxiliary functions

**ALGORITHM:**

- Declare necessary header files and variables in the beginning.
- Define rules in the form of regular expressions to identify words and newline characters.
- Increment a counter each time a word is matched.
- Reset the counter when encountering a newline character and print the count.
- Implement the main function to initiate lexical analysis and return 0.

**PROGRAM:**

```
% {  
#include<stdio.h>  
#include<string.h>  
int i = 0;  
% }  
/* Rules Section*/  
%%  
([a-zA-Z0-9])* {i++;} /* Rule for counting  
number of words*/  
"\n" {printf("%d\n", i); i = 0;}  
%%  
int yywrap(void){ }  
int main()  
{  
// The function that starts the analysis  
yylex();  
return 0;  
}
```

**OUTPUT:**

```
[root@fedora student]# vi 269_ex2.1  
[root@fedora student]# lex 269_ex2.1  
[root@fedora  
student]#  
cc lex.yy.c  
[root@fedora  
student]# ./a.out  
I am SudhirS  
3
```

**RESULT:**