## Ex No: 1 Date:

### IMPLEMENT CODE TO RECOGNIZE TOKENS IN C

#### AIM:

To implement the program to identify C keywords, identifiers, operators, end statements like [], {} using C tool.

## **ALGORITHM:**

- We identify the basic tokens in c such as keywords, numbers, variables, etc.
- Declare the required header files.
- Get the input from the user as a string and it is passed to a function for processing.
- The functions are written separately for each token and the result is returned in the form of bool either true or false to the main computation function.
- Functions are issymbol() for checking basic symbols such as () etc , isoperator() to check for operators like +, -, \*, /, isidentifier() to check for variables like a,b, iskeyword() to check the 32 keywords like while etc., isInteger() to check for numbers in combinations of 0-9, isnumber() to check for digits and substring().
- Declare a function detecttokens() that is used for string manipulation and iteration then the result is returned from the functions to the main. If it's an invalid identifier error must be printed.
- Declare main function get the input from the user and pass to detecttokens() function.

### **PROGRAM:**

```
#include<stdio.h>
int main(){
  int count=0,k=0,i=0;
  char a[25];
  printf("Enter expression : ");
  fgets(a,25,stdin);
  while (a[i]!=\0]
     if(isalpha(a[i])){
        printf("%c - identifier\n",a[i]);
     else if(a[i]=='+' || a[i]=='-'||a[i]=='*'||a[i]=='/'){
        printf("%c - arithmetic operator\n",a[i]);
     else if(a[i]=='='){
        printf("%c - assignment operator\n",a[i]);
     else if(isdigit(a[i])){
        char b[k];
        while(isdigit(a[i])){
          b[k++]=a[i];
          i++;
        printf("%s - digit\n",b);
        k=0;
```

# **OUTPUT:**

```
[root@localhost -live 210701277]# vi ex1.c
[root@localhost -live 210701277]# cc ex1.c
[root@localhost -live 210701277]# ./a.out
Enter expression: a=b+c
a -identifier
= - assignment operator
b -identifier
+ -arithimetic operator
c -identifier
```

# **RESULT:**