

**1. WAP in C to implement the combined transition diagram for i) identifiers: BEGIN, END, IF, THEN, ELSE ii) integer constants and iii) relational operators: <, <=, =, < >, >, >= that are commonly used in any high level language.**

```
#include<iostream>
using namespace std;

int main()
{
    string s;
    cin>>s;
    int n = s.length();

    int i=0;

    if(s[i]>='0' && s[i]<='9')
    {
        i++;
        while(i<n)
        {
            if(s[i]>='0' && s[i]<='9')
                i++;
            else
                break;
        }

        if(i==n)
        {
            cout<<"Integer Constant"<<endl;
        }
        else
        {
            cout<<"Not a valid token"<<endl;
        }
    }
    else
    {
        switch(s[i])
        {
            case 'b':
            {
                i++;
                if(s[i]=='e')
                {
                    i++;
                    if(s[i]=='g')
                    {
                        i++;;
                        if(s[i]=='i')
                        {
                            i++;
                            if(s[i]=='n')
                            {
                                i++;
                            }
                        }
                    }
                }
            }
        }
    }
}
```

```

        }
    }

    if(i==n)
    {
        cout<<"Valid Keyword"<<endl;
        break;
    }
    else
    {
        cout<<"Not a valid token"<<endl;
        break;
    }
}
case 'e':
{
    i++;
    if(s[i]=='l')
    {
        i++;
        if(s[i]=='s')
        {
            i++;
            if(s[i]=='e')
            {
                i++;
            }
        }
    }
    else if(s[i]=='n')
    {
        i++;
        if(s[i]=='d')
        {
            i++;
        }
    }

    if(i==n)
    {
        cout<<"Valid Keyword"<<endl;
        break;
    }
    else
    {
        cout<<"Not a valid token"<<endl;
        break;
    }
}
case 'i':
{
    i++;
    if(s[i]=='f')
    {
        i++;
    }
}

```

```

        if(i==n)
        {
            cout<<"Valid Keyword"<<endl;
            break;
        }
        else
        {
            cout<<"Not a valid token"<<endl;
            break;
        }
    }
case 't':
{
    i++;
    if(s[i]=='h')
    {
        i++;
        if(s[i]=='e')
        {
            i++;
            if(s[i]=='n')
            {
                i++;
            }
        }
    }

    if(i==n)
    {
        cout<<"Valid Keyword"<<endl;
        break;
    }
    else
    {
        cout<<"Not a valid token"<<endl;
        break;
    }
}
case '<':
{
    i++;
    if(i==n)
    {
        cout<<"Valid Relational Operator"<<endl;
        break;
    }
    else if(i!=n && (s[i]=='=' || s[i]=='>'))
    {
        cout<<"Valid Relational Operator"<<endl;
        break;
    }
    else
    {
        cout<<"Not a valid token"<<endl;
        break;
    }
}

```

```

        }
    }
    case '=':
    {
        i++;
        if(i==n)
        {
            cout<<"Valid Relational Operator"<<endl;
            break;
        }
        else
        {
            cout<<"Not a valid token"<<endl;
            break;
        }
    }
    case '>':
    {
        i++;
        if(i==n)
        {
            cout<<"Valid Relational Operator"<<endl;
            break;
        }
        else if(s[i]=='=')
        {
            cout<<"Valid Relational Operator"<<endl;
            break;
        }
        else
        {
            cout<<"Not a valid token"<<endl;
            break;
        }
    }
    default:
    {
        cout<<"Not a valid token"<<endl;
        break;
    }
}
}

return 0;
}

```

2. Using flex, write a lexical analyzer for the following specifications of the tokens:

a. Comments are surrounded by /\* and \*/

b. Blanks between tokens are optional, with the exception that keywords must be surrounded by blanks and newlines.

c. Identifier:

letter → [a-z, A-Z]

digit → [0-9]

id → letter (letter | digit)\*

The lexer shall recognize identifiers. An identifier is a sequence of letters and digits, starting with a letter. The underscore ‘\_’ counts as a letter.

d. Keywords:

**begin, end, if, then, else, for, do, while, switch, case, default, break, continue, goto**

```
%{
}%
```

```
DIGIT [0-9]
```

```
ID [a-z][a-zA-Z0-9]*
```

```
NOTID [0-9]*[a-zA-Z0-9]*
```

```
COMMENTMULTI [/{1}{*}{1}{^}*{1}{*}{1}/]
```

```
COMMENTSINGLE [/{1}/]{1}{^}*
```

```
FRACTION [0-9]*{1}[.]{1}[0-9]*
```

```
SINGLEDIGIT [0-9]
```

```
%%
```

```
{DIGIT}+ {printf("An Integer: %s(%d)\n",yytext);}
```

```
if|then|begin|end|procedure|function { printf("A Keyword: %s\n",yytext); }
```

```
{ID} { printf("An identifier: %s\n",yytext);}
```

```
"<"|"<="|">"|">+"|"=="|"!=" {printf("A relational operator: %s\n",yytext); }
```

```
{COMMENTMULTI} {printf("Comment MultiLine: %s\n",yytext);}
```

```
{COMMENTSINGLE} {printf("Comment Single Line: %s\n",yytext);}
```

```
{FRACTION} {printf("Fraction: %s\n",yytext);}
```

```
{NOTID} {printf("Invalid Identifier: %s\n",yytext);}
```

```
%%
```

```
int main()
```

```
{
```

```
  yylex();
```

```
}
```

**16. Write a YACC program that recognizes strings with balanced parenthesis. Consider all the three types of braces i.e. "{", "]" and "(" .**

## Lex

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

%%
[\t] {}
 "(" return OPEN1;
 ")" return CLOSE1;
 "{" return OPEN2;
 "}" return CLOSE2;
 "[" return OPEN3;
 "]" return CLOSE3;
 \n|. { return yytext[0];}
:%
```

## Yacc

```
%{
#include<ctype.h>
#include<stdio.h>
#include "y.tab.h"
extern int yydebug;
%}

%token OPEN1 OPEN2 OPEN3 CLOSE1 CLOSE2 CLOSE3

%%
lines :s '\n' {printf("Balanced\n"); }
;

S :
|OPEN1 s CLOSE1 s
|OPEN2 s CLOSE2 s
|OPEN3 s CLOSE3 s
;
%%

void yyerror(char* s)
{
    printf("error !\n");
}

int yywrap() {return 1; }
int main ()
{
    yydebug = 1;
    return yyparse();
}
```

**14. Write a YACC program to parse if-then-else statement following the grammar**

**$S \rightarrow iCtS \mid iCtSeS \mid a$**

**$C \rightarrow b$**

**Lex**

```
%{
#include<stdio.h>
#include"y.tab.h"
extern int yylval;
}%

%%

[a] {
    yylval = atoi(yytext);
    return a;
}
[b] {
    yylval = atoi(yytext);
    return b;
}
[i] {return 'i';}
[t] {return 't';}
[e] {return 'e';}
[\t];
[\n] return 0;
. return yytext[0];

%%

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

**Yacc**

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

%token a b
%left 'i' 't' 'e'

%%

stmt:S {printf("Statement belongs to this grammer\n"); }

S:'i'C't'S {}
|i'C't'S'e'S {}
|S1 {}

S1:a {}

C:b {}
;

%%
```

```

main()
{
    printf("Enter statement for the grammer\n");
    yyparse();
}

yyerror()
{
    printf("Invalid Statement\n");
}

```

**5. Consider the following regular expressions:**

**a)  $((a + b)^*(c+d)^*) + ab^*c^*d$**

**b)  $(0 + 1)^* + 0^*1^*$**

**c)  $(01^*2 + 0^*2+1)^+$**

**Write flex programs for above regular expressions mentioned above.**

```

%{
%}

A [ab]*[cd]*
E [a][b]*[c]*[d]
B [01]*
C [0]*[1]*
D [0][1]*[2]||[0]*[2]||[1]

%%

{A}+|{E} {printf("String Pattern valid for given R.E-1: %s(%d)\n", yytext); }
{B}|{C} {printf("String Pattern valid for given R.E-2: %s(%d)\n", yytext); }
{D}+ {printf("String Pattern valid for given R.E-3: %s(%d)\n", yytext); }

%%

int main()
{
    yylex();
}

```



**13. Write a YACC program to parse an arithmetic expression following the grammar:**

$E \rightarrow E + E \mid E - E \mid E * E \mid E / E \mid E \uparrow E \mid (E) \mid - E \mid id$

**Also, evaluate the arithmetic expression.**

Yacc

```
%{
    #include<stdio.h>
}%
%token NUM
%left '+' '-'
%left '*' '/'
%left '(' ')'
%left '^'
%%
expr: e{
    printf("result:%d\n",$$);
    return 0;
}
e: e '+' e {$$=$1+$3;}
  | e '-' e {$$=$1-$3;}
  | e '*' e {$$=$1*$3;}
  | e '/' e {$$=$1/$3;}
  | '(' e ')' {$$=$2;}
  | e '^' e {$$=$1^$3;}
  | NUM {$$=$1;}
;
%%

main()
{
    printf("\n enter the arithmetic expression:\n");
    yyparse();
    printf("\nvalid expression\n");
}
yyerror()
{
    printf("\n invalid expression\n");
    exit(0);
}
```

**Lex**

```
%{
    #include<stdio.h>
    #include"y.tab.h"
    extern int yylval;
}%

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

**4. Write a program to generate precedence function for the following grammar assuming that the precedence table is given:**

**$E \rightarrow E + E \mid E - E \mid E * E \mid E / E \mid E \uparrow E \mid (E) \mid id$**

```
#include<vector>
using namespace std;

vector<int> vec[10];
bool visit[10];

int dfs(int v)
{
    int i,val;
    int ln = vec[v].size();
    int maxm = 0;
    for(i = 0;i<ln;i++)
    {
        val = dfs(vec[v][i]);
        if(val>maxm)
        {
            maxm = val;
        }
    }
    return maxm+1;
}

int main()
{
    int p_table[5][5],i,j,n;
    cin>>n;
    cout<<"Enter precedence table\n";
    for(i = 1;i<=n;i++)
    {
        for(j = 1;j<=n;j++)
        {
            cin>>p_table[i][j];
        }
    }

    for(i = 1;i<=n;i++)
    {
        for(j = 1;j<=n;j++)
        {
            if(p_table[i][j] == 2)
            {
                vec[i].push_back(n+j);
            }
        }
    }
    return maxm+1;
}

int main()
{
    int p_table[5][5],i,j,n;
    cin>>n;
    cout<<"Enter precedence table\n";
    for(i = 1;i<=n;i++)
    {
        for(j = 1;j<=n;j++)
```

```

{
cin>>p_table[i][j];
}
}

for(i = 1;i<=n;i++)
{
for(j = 1;j<=n;j++)
{
if(p_table[i][j] == 2)
{
vec[i].push_back(n+j);
}
else if(p_table[i][j] == 1)
{
vec[n+j].push_back(i);
}
}
}
int f[5],g[5];
for(i = 1;i<=n;i++)
{
f[i] = dfs(i)-1;
}
for(i = 1;i<=n;i++)
{
g[i] = dfs(i+n)-1;
}
cout<<"f: ";
for(i = 1;i<=n;i++)
cout<<f[i]<<" ";
cout<<"\n";
cout<<"g: ";
for(i = 1;i<=n;i++)
cout<<g[i]<<" ";
}

```

**7. Write a program for FIRST and FOLLOW computations for the following grammar:**

**E → E + T | T**

**T → T \* F | F**

**F → (E) | id**

```

#include<stdio.h>
#include<ctype.h>
char a[8][8];

struct firTab
{
    int n;
    char firT[5];
};
struct folTab
{
    int n;
    char folT[5];
};
struct folTab follow[5];
struct firTab first[5];
int col;
void findFirst(char,char);
void findFollow(char,char);

```

```

void folTabOperation(char,char);
void firTabOperation(char,char);
main()
{
    int i,j,c=0,cnt=0;
    char ip;
    char b[8];
    printf("\nFIRST AND FOLLOW SET \n\nenter 8 productions in format A->B+T\n");
    for(i=0;i<8;i++)
    {
        scanf("%s",&a[i]);
    }
    for(i=0;i<8;i++)
    {
        c=0;
        for(j=0;j<i+1;j++)
        {
            if(a[i][0] == b[j])
            {
                c=1;
                break;
            }
        }
        if(c !=1)
        {
            b[cnt] = a[i][0];
            cnt++;
        }
    }
    printf("\n");

    for(i=0;i<cnt;i++)
    {
        col=1;
        first[i].firT[0] = b[i];
        first[i].n=0;
        findFirst(b[i],i);
    }
    for(i=0;i<cnt;i++)
    {
        col=1;
        follow[i].folT[0] = b[i];
        follow[i].n=0;
        findFollow(b[i],i);
    }

    printf("\n");
    for(i=0;i<cnt;i++)
    {
        for(j=0;j<=first[i].n;j++)
        {
            if(j==0)
            {
                printf("First(%c) : {" ,first[i].firT[j]);
            }
            else
            {
                printf(" %c",first[i].firT[j]);
            }
        }
        printf(" } ");
        printf("\n");
    }
    printf("\n");
    for(i=0;i<cnt;i++)
    {
        for(j=0;j<=follow[i].n;j++)

```

```

{
    if(j==0)
    {
        printf("Follow(%c) : {" ,follow[i].folT[j]);
    }
    else
    {
        printf(" %c",follow[i].folT[j]);
    }
}
printf(" } ");

printf("\n");
}

}
void findFirst(char ip,char pos)
{
    int i;
    for(i=0;i<8;i++)
    {
        if(ip == a[i][0])
        {
            if(isupper(a[i][3]))
            {
                findFirst(a[i][3],pos);
            }
            else
            {
                first[pos].firT[col]=a[i][3];
                first[pos].n++;
                col++;
            }
        }
    }
}

void findFollow(char ip,char row)
{
    int i,j;
    if(row==0 && col==1)
    {
        follow[row].folT[col]= '$';
        col++;
        follow[row].n++;
    }
    for(i=0;i<8;i++)
    {
        for(j=3;j<7;j++)
        {
            if(a[i][j] == ip)
            {
                if(a[i][j+1] == '\0')
                {
                    if(a[i][j] != a[i][0])
                    {
                        folTabOperation(a[i][0],row);
                    }
                }
                else if(isupper(a[i][j+1]))
                {
                    if(a[i][j+1] != a[i][0])
                    {
                        firTabOperation(a[i][j+1],row);
                    }
                }
            }
        }
    }
}

```

```

        {
            follow[row].folT[col] = a[i][j+1];
            col++;
            follow[row].n++;
        }
    }
}

void folTabOperation(char ip,char row)
{
    int i,j;
    for(i=0;i<5;i++)
    {
        if(ip == follow[i].folT[0])
        {
            for(j=1;j<=follow[i].n;j++)
            {
                follow[row].folT[col] = follow[i].folT[j];
                col++;
                follow[row].n++;
            }
        }
    }
}

void firTabOperation(char ip,char row)
{
    int i,j;
    for(i=0;i<5;i++)
    {
        if(ip == first[i].firT[0])
        {
            for(j=1;j<=first[i].n;j++)
            {
                if(first[i].firT[j] != '0')
                {
                    follow[row].folT[col] = first[i].firT[j];
                    follow[row].n++;
                    col++;
                }
            }
            else
            {
                folTabOperation(ip,row);
            }
        }
    }
}
}

```

**11. Write a YACC program to check whether given string  $a^nb^n$  is accepted by the grammar. Also write a YACC program to recognize a valid variable which starts with a letter followed by a digit.**

```
%{
#include<stdio.h>
%}
%token a b
%%
stmt: S {printf("\n string belongs to grammer..\n"); exit(0);}
      |error { printf("\n" string does not belongs to grammer..\n"); exit(0); }
      ;
S: a S b
  |
  ;
%%
main()
{
printf("Enter String for Grammer a^nb^n:\n");
yyparse();
}

yylex()
{
char ch;
while((ch=getchar())!=' ')
if(ch=='a')
return a;
if(ch=='b')
return b;
return ch;
}
yyerror(char *S)
{
printf("%s",S);
}
```

**3. Using flex write a lexical analyzer for the following specifications of the tokens:**

- a. Keywords: else, int, void, if, else, while, return. For each one of them, the lexer shall return the tokens INT, CHAR, VOID, IF, ELSE, WHILE, RETURN respectively.**
- b. It recognizes integer numbers. An integer number is a sequence of digits, possibly starting with a + or -.**

- c. It recognizes real numbers. A real number is a sequence of digits, possibly starting with a + or – and / or with . and E notations. For each real number, it shall return the token REAL.
- d. The lexer shall recognize the operators ‘->’, ‘&&’, ‘||’, ‘.’ for which it shall return the tokens PTR\_OP, AND\_OP, OR\_OP, and DOT\_OP respectively.
- e. It recognizes operators ‘-’, ‘+’, ‘\*’, ‘/’ for which it shall return the same character as token.
- f. It recognizes separators ‘;’, ‘{’, ‘}’, ‘,’, ‘=’, ‘(’, ‘)’, ‘&’, ‘~’, ‘[’ and ‘]’ for which it shall return the same character as token.

```
%{
}%
```

```
DIGIT [0-9]
%%
```

```
(\+|-)*({DIGIT}+) {printf("An integer %s\n",yytext);}
(\+|-)*({DIGIT}+(\.){DIGIT}+) {printf("A fraction %s\n",yytext);}
(\+|-)*{DIGIT}*\.){DIGIT}+(E)*(\+|-)*{DIGIT}+ {printf("A fraction %s\n",yytext);}
(-|*|/|\+ ) {printf("An operator %s\n",yytext);}
(->) {printf("PTR_OP\n");}
(&&) {printf("AND_OP\n");}
(\|\|) {printf("OR_OP");}
(\.) {printf("DOT_OP");}
```

```
%%
```

```
int main()
{
    yylex();
}
```

**8. Write a YACC program to check whether given string is palindrome or not by the grammar.**

### Lex

```
%{
}%
```

```
%option noyywrap
```

```
%%
a  return A;
b  return B;
\n return '\n';
.  {fprintf(stderr, "Error\n"); exit(1);}
%%
```

### Yacc

```
%{
#include <stdio.h>
int i=0;
```



```

%}

%token A B
%glr-parser

%%
S : pal '\n' {i=1; return 1 ;}
  | error '\n' {i=0; return 1 ;}

pal: A pal A
    | B pal B
    | A
    | B
    |
    ;
%%
#include "lex.yy.c"

int main() {
    yyparse();
    if(i==1) printf("Valid\n");
    else    printf("inValid\n");
    return 0;
}
int yyerror(char* s) { return 0; }

```

**12. Write a YACC program to recognize a valid variable which starts with a letter followed by a letter.**

Lex

```

%{
%}

%option noyywrap

%%

a {return A; }
b {return B; }
\n {return '\n'; }
. {fprintf(stderr, "Error\n"); }

%%

```

Yacc

```

%{
#include<stdio.h>
int i=0;

```

```
%}
```

```
%token A B  
%glr-parser
```

```
%%
```

```
stmt : S '\n' {i=1; return 1;}  
      | error '\n' {i=0; return 1;}
```

```
S : A S B  
  |  
  ;
```

```
%%
```

```
#include "lex.yy.c"
```

```
int main()  
{  
    yyparse();  
    if(i==1)  
        printf("Valid String\n");  
    else  
        printf("Invalid String\n");  
    return 0;  
}
```

```
int yyerror(char *s)  
{  
    return 0;  
}
```

**17. Write a YACC program to implement a top-down parsing by recursive procedures for the grammar.**

**S --> ABC**  
**A --> abA | ab**  
**B --> b | BC**  
**C --> c | cC**

**Lex**

```
%{  
%}
```

```
%option noyywrap
```

```
%%
```

```
a {return X; }  
b {return Y; }  
c {return Z; }
```

```
\n {return '\n'; }  
. {fprintf(stderr, "Error\n"); }
```

%%

Yacc

```
%{
#include<stdio.h>
#include<math.h>
int i=0;
%}
```

%token X Y Z

%glr-parser

%%

```
stmt : S '\n' {i=1; return 1;}
      | error '\n' {i=0; return 1;}
```

S : A B C

A : X Y  
| X Y A

B : Y D

D : C D  
|

C : Z  
| Z C  
;

%%

#include "lex.yy.c"

```
int main()
{
    yyparse();
    if(i==1)
        printf("Valid Grammer\n");
    else
        printf("Invalid Grammer\n");
    return 0;
}
```

```
int yyerror(char *s)
{
    return 0;
}
```

**9. Write a program to implement a top-down parsing by recursive procedures for the grammar:**

$S \rightarrow Aa \mid b$

$A \rightarrow Ac \mid Sd \mid f$

```

#include<bits/stdc++.h>
using namespace std;
string str;
int i,n;

bool match(char ch)
{
    if(i<n && str[i]==ch)
    {
        i+=1;
        return true;
    }
    else
    {
        return false;
    }
}

bool AP()
{
    int save = i;
    if(i<n)
    {
        if(match('c'))
        {
            if(AP())
                return true;

        }
        else if(match('a') && match('d'))
        {
            if(AP())
                return true;
        }
        else
        {
            i = save;
            return true;
        }
    }
    else
        return true;
}

bool A()
{
    int save = i;
    if(i<n)
    {
        if(match('b') && match('d'))
        {
            if(AP())
                return true;
        }
        else if(match('f'))
        {
            if(AP())
                return true;
        }
    }
}

```

```

        else
        {
            i = save;
            return true;
        }
    }
    else
        return true;
}

bool S()
{
    if(i<n)
    {
        if(i==n-1 && match('b'))
            return true;
        else
        {
            if(A())
            {
                if(match('a'))
                    return true;
                else
                    return false;
            }
            else
                return false;
        }
    }
    else
        return true;
    return false;
}

int main()
{
    cin>>str;
    i = 0;
    n = str.length();

    if(S() && i==n)
        cout<<"Valid String"<<endl;
    else
        cout<<"Invalid String"<<endl;
    return 0;
}

```

**10. Write a YACC program to implement a top-down parsing by recursive procedures for the grammar:**  
 **$S \rightarrow cAd$**   
 **$A \rightarrow ab|a$**

## Lex

```
%{  
%}  
  
%option noyywrap  
  
%%  
  
a {return X; }  
b {return Y; }  
c {return Z; }  
d {return D; }  
f {return F; }  
  
\n {return '\n'; }  
. {fprintf(stderr, "Error\n"); }  
  
%%
```

## Yacc

```
%{  
#include<stdio.h>  
#include<math.h>  
int i=0;  
%}  
  
%token X Y Z D F  
  
%glr-parser  
  
%%  
  
stmt : S '\n' {i=1; return 1;}  
      | error '\n' {i=0; return 1;}  
  
S : A X  
  | Y  
  
A : Y D B  
  | F B  
  
B : Z B  
  | X D B  
  |  
  ;  
  
%%  
  
#include "lex.yy.c"  
  
int main()  
{  
    yyparse();  
    if(i==1)
```

```
        printf("Valid Grammer\n");  
    else  
        printf("InValid Grammer\n");  
    return 0;  
}
```

```
int yyerror(char *s)  
{  
    return 0;  
}
```