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**A1: Implementation of Lexical Analyzer for the patterns -  
(identifier, comments, operators, constants)**

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CSE-C

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**Program -**

/\* PROGRAM : Implementation of Lexical Analyzer for the patterns (identifier, comments, operators, constants) \*/

```
#include <stdio.h>
#include <stdlib.h>
#include <ctype.h>
#include <string.h>
```

```
#define DELIMITER (c == ' ' || c == '\n' || c == ';')
#define MAX 32
```

```
typedef struct
{
    char name[MAX];
    int n;
```

```
}identifier;
```

```
int isKeyword(identifier id);
```

```
void main()
{
    char c, prev;
    int err_flag = 0, digit_seen = 0, char_seen = 0;
```

```
    // 0 for start state; revert to this state after encountering the delimiter
    int state = 0;
```

```
    identifier id;
    strcpy(id.name, "");
    id.n = 0;
```

```
    // Keep reading characters until EOF
    while((c = getchar()) != EOF)
    {
        // For every state, define what state to move to based on read character
        switch(state)
        {
            case 0:
            {
                if(c == '<' || c == '>')
                    state = 1;
```

```

else if(c == '=')
    state = 2;
else if(c == '!')
    state = 4;
else if(c == '+' || c == '-' || c == '*' || c == '%')
    state = 5;
else if(isdigit(c))
    state = 6;
else if(c == "\"")
    state = 10;
else if(c == "'")
    state = 11;
else if(isalpha(c) || c == '_')
{
    id.name[id.n++] = c;
    state = 14;
}
else if(c == '/')
    state = 15;
else if(c == '\n')
    c = '\n';
else
    err_flag = 1;
break;
}
case 1:
{
    if DELIMITER
    {
        printf("RELOP ");
        state = 0;
    }
    else if(c == '=')
        state = 3;
    else
        err_flag = 1;
    break;
}
case 2:
{
    if DELIMITER
    {
        printf("ASSIGN ");
        state = 0;
    }
    else if(c == '=')
        state = 3;
    else
        err_flag = 1;
    break;
}
}

```

```

case 3:
{
    if DELIMITER
    {
        printf("RELOP ");
        state = 0;
    }
    else
        err_flag = 1;
    break;
}
case 4:
{
    if DELIMITER
    {
        printf("LOGOP ");
        state = 0;
    }
    else if(c == '=')
        state = 3;
    else
        err_flag = 1;
    break;
}
case 5:
{
    if DELIMITER
    {
        printf("ARITHOP ");
        state = 0;
    }
    else
        err_flag = 1;
    break;
}
case 6:
{
    if DELIMITER
    {
        printf("NUMCONST ");
        state = 0;
    }
    else if(isdigit(c))
        state = 6;
    else if(c == '.')
        state = 7;
    else if(c == 'E' || c == 'e')
        state = 8;
    else
        err_flag = 1;
    break;
}

```

```

}
case 7:
{
    if(DELIMITER && digit_seen == 1)
    {
        printf("NUMCONST ");
        state = 0;
        digit_seen = 0;
    }
    else if(isdigit(c))
    {
        digit_seen = 1;
        state = 7;
    }
    else
        err_flag = 1;
    break;
}
case 8:
{
    if(DELIMITER && digit_seen == 1)
    {
        printf("NUMCONST ");
        state = 0;
        digit_seen = 0;
    }
    else if(c == '+' || c == '-')
        state = 9;
    else if(isdigit(c))
    {
        digit_seen = 1;
        state = 8;
    }
    else
        err_flag = 1;
    break;
}
case 9:
{
    if(DELIMITER && digit_seen == 1)
    {
        printf("NUMCONST ");
        state = 0;
        digit_seen = 0;
    }
    else if(isdigit(c))
    {
        digit_seen = 1;
        state = 9;
    }
    else

```

```

    err_flag = 1;
    break;

}
case 10:
{
    if(c == "\\")
    {
        state = 12;
        char_seen = 0;
    }
    else if(c != '\n' && char_seen == 0)
    {
        char_seen = 1;
        state = 10;
    }
    else
        err_flag = 1;
    break;
}
case 11:
{
    if(c == "")
        state = 13;
    else if(c != '\n')
        state = 11;
    else
        err_flag = 1;
    break;
}
case 12:
{
    if DELIMITER
    {
        printf("CHARCONST ");
        state = 0;
    }
    else
        err_flag = 1;
    break;
}
case 13:
{
    if DELIMITER
    {
        printf("STRCONST ");
        state = 0;
    }
    else
        err_flag = 1;
    break;
}

```

```

}
case 14:
{
    if DELIMITER
    {
        id.name[id.n]='\0';
        if(isKeyword(id))
            printf("KW ");
        else
            printf("ID ");
        state = 0;
        strcpy(id.name, "");
        id.n = 0;
    }
    else if(isalnum(c) || c == '_')
    {
        id.name[id.n++] = c;
        state = 14;
    }
    else if(c == '(')
        state = 19;
    else
        err_flag = 1;
    break;
}
case 15:
{
    if DELIMITER
    {
        printf("ARITHOP ");
        state = 0;
    }
    else if(c == '/')
        state = 16;
    else if(c == '*')
        state = 17;
    else
        err_flag = 1;
    break;
}
case 16:
{
    if(c == '\n')
    {
        printf("COMMENT ");
        state = 0;
    }
    else
        state = 16;
    break;
}
}

```

```

case 17:
{
    if(c == '*')
        state = 18;
    else
        state = 17;
    break;
}
case 18:
{
    if(c == '/')
    {
        printf("COMMENT ");
        state = 0;
    }
    else
        state = 17;
    break;
}
case 19:
{
    if(c == ')')
        state = 20;
    else if(isalnum(c) || c == ' ' || c == '_' || c == ',')
        state = 19;
    else
        err_flag = 1;
    break;
}
case 20:
{
    if DELIMITER
    {
        printf("FC ");
        state = 0;
    }
    else
        err_flag = 1;
    break;
}
}
if(err_flag == 1)
{
    printf("Invalid token!\n");
    break;
}
if(state != 17 && c == '\n')
    printf("\n");
}
printf("\n");

```

```

}

// Function to check whether it is an ID or keyword
int isKeyword(identifier id)
{
    char words[32][15] = {"auto", "break", "case", "char", "const", "continue", "default",
        "do", "double", "else", "enum", "extern", "float", "for", "goto",
        "if", "int", "long", "register", "return", "short", "signed", "sizeof",
        "static", "struct", "switch", "typedef", "union", "unsigned", "void",
        "volatile", "while"};
    for(int i=0; i<32; i++)
    {
        if(strcmp(id.name, words[i]) == 0)
            return 1;
    }
    return 0;
}

```

## I/O Snapshots -

```

vanathi@vanathi-HP-Pavilion-x360:~/Desktop/Semester 6/Compiler Design/Lab/A1$ gcc lex_analyser_v5.c -o la
vanathi@vanathi-HP-Pavilion-x360:~/Desktop/Semester 6/Compiler Design/Lab/A1$ ./la
// program to demonstrate addition
int num_1 = 5;
float _num_2 = 10e-3;

double answer = num_1 + num_2 + 15.5;
add(num_1, num_2);

/* this is a
multiline comment
program to demonstrate comparison */
if "hello" > "world !"
char c = 'a';
d = a ! 1;
COMMENT
KW ID ASSIGN NUMCONST
KW ID ASSIGN NUMCONST

KW ID ASSIGN ID ARITHOP ID ARITHOP NUMCONST
FC

COMMENT
ID STRCONST RELOP STRCONST
KW ID ASSIGN CHARCONST
ID ASSIGN ID LOGOP NUMCONST

```



```
vanathi@vanathi-HP-Pavilion-x360:~/Desktop/Semester 6/Compiler Design/Lab/A1$ ./la
_hello hello hello_world
23 4.5 4e+10
'a' '$' '9'
"hello world" "???" "a string :)"
// single line comment
/* multi-line
comment */
function_call() fc_2(int a, int b)
ID ID ID
NUMCONST NUMCONST NUMCONST
CHARCONST CHARCONST CHARCONST
STRCONST STRCONST STRCONST
COMMENT
COMMENT
FC FC
```

```
vanathi@vanathi-HP-Pavilion-x360:~/Desktop/Semester 6/Compiler Design/Lab/A1$ ./la
> < >= <=
RELOP RELOP RELOP RELOP
=
ASSIGN
!
LOGOP
+ - * / %
ARITHOP ARITHOP ARITHOP ARITHOP ARITHOP
==
RELOP
```