## WEEK-3: Design Predictive parser for a given language.

```
#include <stdio.h>
#include <string.h>
char prol[7][10] = { "S", "A", "A", "B", "B", "C", "C" };
char pror[7][10] = { "A", "Bb", "Cd", "aB", "@", "Cc", "@" };
char prod[7][10] = { "S->A", "A->Bb", "A->Cd", "B->aB", "B->@", "C-
>Cc", "C->@" };
char first[7][10] = { "abcd", "ab", "cd", "a@", "@", "c@", "@" };
char follow[7][10] = { "$", "$", "$", "a$", "b$", "c$", "d$" };
char table[5][6][10];
int numr(char c)
   switch (c)
       case 'S':
         return 0;
       case 'A':
         return 1;
       case 'B':
          return 2;
       case 'C':
          return 3;
       case 'a':
          return 0;
       case 'b':
         return 1;
       case 'c':
         return 2;
       case 'd':
         return 3;
       case '$':
         return 4;
   }
   return (2);
int main()
   int i, j, k;
   for (i = 0; i < 5; i++)
       for (j = 0; j < 6; j++)
   strcpy(table[i][j], " ");</pre>
   printf("The following grammar is used for Parsing Table:\n");
```

```
for (i = 0; i < 7; i++)
     printf("%s\n", prod[i]);
  printf("\nPredictive parsing table:\n");
  fflush(stdin);
  for (i = 0; i < 7; i++)
     k = strlen(first[i]);
     for (j = 0; j < 10; j++)
        if (first[i][j] != '@')
           strcpy(table[numr(prol[i][0]) + 1][numr(first[i][j]) + 1],
prod[i]);
   }
  for (i = 0; i < 7; i++)
     if (strlen(pror[i]) == 1)
        if (pror[i][0] == '@')
           k = strlen(follow[i]);
           for (j = 0; j < k; j++)
              strcpy(table[numr(prol[i][0]) + 1][numr(follow[i][j]) +
1], prod[i]);
   strcpy(table[0][0], " ");
  strcpy(table[0][1], "a");
   strcpy(table[0][2], "b");
  strcpy(table[0][3], "c");
  strcpy(table[0][4], "d");
  strcpy(table[0][5], "$");
  strcpy(table[1][0], "S");
  strcpy(table[2][0], "A");
  strcpy(table[3][0], "B");
  strcpy(table[4][0], "C");
  printf("\n-----
\n");
   for (i = 0; i < 5; i++)
     for (j = 0; j < 6; j++)
        printf("%-10s", table[i][j]);
        if (j == 5)
```

