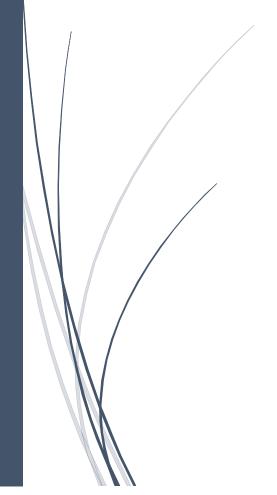
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# 编译原理实验

语法分析器的简单实现



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## 1. 实验目的

通过构建一个简单的语法分析程序,进一步熟悉语法分析的过程以及加深对 First 和 Follow 的认识。

### 2. 实验描述

本次实验使用 Java 语言编写,简单实现了对 C 语言程序的语法分析。程序的输入是 C 语言程序代码 program.c 文件以及已经定义好的文法 CFG.txt 文件。程序的输出是控制台和 output.txt 文件,内容是语法分析的过程。本实验中用到的词法分析部分是实验一的词法分析器。

## 3. 实验方法

本次实验选用的方法是 PPT 中给出的第一种方法中的 a 方法,根据文法编程构建 LL(1) 预测分析表来进行语法分析。

## 4. 实验设想

无。

## 5. 相关的自动机描述

大部分同词法分析。

## 6. 数据结构的定义

Lex 类:词法分析程序

Token 类: Token 序列中的元素

**Production 类**:产生式类,包括两个属性,一个是 left (String 类型),表示产生式的左部;另一个是 right (List<String>类型),表示产生式的右部。

**FirstFollow 类**:表示 First 或 Follow 的类,包括两个属性,一个是 left(String 类型),另一个是 right(List<String>类型)。

Syntax 类:语法分析程序核心

终结符和非终结符分别用 List<String>类型来表示。

产生式用 List<Production>类型来表示。

符号的 First 和 Follow 分别用 List<FirstFollow>类型来表示。

预测分析表用 Production[][]类型表示,还需要借助终结符和非终结符的 List<String>作为表头。

语法分析过程中的栈用 Java 自带的 Stack<String>来表示。

Token 序列(简化版)用 List < String > 类型来表示。

## 7. 核心算法描述

#### 程序的核心算法主要有四个:

- 1. getFirst(): 获得符号的 First 集合, 算法在龙书的 P140.
- 2. getFollow(): 获得符号的 Follow 集合, 算法在龙书的 P140-141.
- 3. getParsingTable():构建预测分析表,算法在龙书的 P142-143,算法 4.31
- 4. syntaxParsing(): 表驱动的预测语法分析, 算法在龙书的 P144, 算法 4.34

## 8. 测试用例

#### C语言程序源代码: (program.c)

```
int main(float a) {
    while (a <= 5) {
        if (a == 6) {
            a = 8;
        } else {
            int b = 5;
            b = a + 5;
        }
    }
    return 0;
}</pre>
```

#### 文法:(CFG.txt)

```
<Program> -> <Function>
<Function> -> [void] <FuncName> [(] <Para> [)] [{] <Statement> [}]
<Function> -> <DataType> <FuncName> [(] <Para> [)] [{] <Statement> <Return> [}]
<FuncName> -> [ID]
<Para> -> [<math>\epsilon]
<Para> -> <DataType> [ID]
<Statement> -> <S> <Statement>
<Statement> -> [ε]
<S> -> <DataType> [ID] <M>
< M > - > [;]
<M> -> [=] [NUM] [;]
<$> -> [ID] [=] <Keyword> <N>
< N > - > [;]
<N> -> <OP> <Keyword> [;]
<S> -> [if] [(] <C> [)] <B> <D>
<D> -> [else] <B>
< D > - > [\epsilon]
<B> -> [{] <Statement> [}]
<C> -> <Keyword> <CompareOP> <Keyword>
<S> -> [while] [(] <C> [)] <B>
<DataType> -> [int]
<DataType> -> [float]
```

下面是一些可选择的输出:(Syntax 类中的 public 方法):

#### outputTerminals():

void ( ) { } ID  $\epsilon$  ; = NUM if else while int float double + - \* / % == != >= <= > < return \$

#### outputNonTerminals():

Program Function FuncName Para Statement DataType Return S M Keyword N OP C B D CompareOP

#### outputProductions():

```
Program -> Function
Function -> void FuncName ( Para ) { Statement }
Function -> DataType FuncName ( Para ) { Statement Return }
FuncName -> ID
Para -> ε
Para -> DataType ID
Statement -> S Statement
Statement -> ε
S -> DataType ID M
M -> ;
M \rightarrow = NUM;
S \rightarrow ID = Keyword N
N ->;
N -> OP Keyword;
S \rightarrow if(C)BD
D -> else B
3 <- C
```

```
B -> { Statement }
C -> Keyword CompareOP Keyword
S -> while (C)B
DataType -> int
DataType -> float
DataType -> double
OP -> +
OP -> -
OP -> *
OP ->/
OP -> %
CompareOP -> ==
CompareOP -> !=
CompareOP -> >=
CompareOP -> <=
CompareOP -> >
CompareOP -> <
Keyword -> ID
Keyword -> NUM
Return -> return Keyword;
```

#### outputFirstFollows():

```
First(void) \rightarrow void
First( ( ) \rightarrow (
First())\rightarrow)
\mathsf{First}(\,\{\,)\,\!\rightarrow\!\{\,
First(\}) \rightarrow \}
First(ID) \rightarrow ID
First(\epsilon) \rightarrow \epsilon
First(;) \rightarrow;
First( = ) \rightarrow =
First( NUM ) \rightarrow NUM
First( if ) \rightarrow if
First(else) \rightarrow else
First( while ) → while
First( int ) \rightarrow int
First(float) \rightarrow float
First( double ) \rightarrow double
\mathsf{First}(\ +\ ) \to +
First(-)\rightarrow-
\mathsf{First}(\ \star\ ) \mathbin{\longrightarrow} \star
\mathsf{First}(\ /\ ) \to /
First(\%) \rightarrow \%
First(==)\rightarrow==
```

```
First(!=) \rightarrow !=
First(>=)\rightarrow>=
First(<=) \rightarrow <=
First( > ) \rightarrow >
First(<) \rightarrow <
First( return ) \rightarrow return
First(\$) \rightarrow \$
First( Program ) → void int float double
First( Function ) → void int float double
First( FuncName ) → ID
First( Para ) \rightarrow \epsilon int float double
First(Statement) \rightarrow \epsilon int float double ID if while
First( DataType ) → int float double
First( Return ) → return
First(S) \rightarrow int float double ID if while
First( M ) \rightarrow ; =
First( Keyword ) → ID NUM
First( N ) \rightarrow ; + - * / %
First(OP) \rightarrow + - */%
First( C ) \rightarrow ID NUM
First(B) \rightarrow {
First(D) \rightarrow \epsilon else
First( CompareOP ) \rightarrow == != >= <= > <
Follow(void) \rightarrow ID
Follow(() → int float double ID NUM
Follow()) \rightarrow {
Follow(\{) \rightarrow int float double ID if while
Follow(\}) \rightarrow $ else int float double ID if while \} return
Follow(ID) \rightarrow; = () + - */% ==!= >= <= > <
Follow(\epsilon) \rightarrow) } return int float double ID if while
Follow(;) \rightarrow } int float double ID if while return
Follow(=) \rightarrow ID NUM
Follow( NUM ) \rightarrow ; + - * / % == != >= <= > < )
Follow( if ) \rightarrow (
Follow(else) \rightarrow {
Follow( while ) \rightarrow (
Follow(int) \rightarrow ID
Follow(float) \rightarrow ID
Follow( double ) → ID
Follow( + ) \rightarrow ID NUM
Follow( - ) → ID NUM
Follow( * ) → ID NUM
Follow(/) \rightarrow ID NUM
Follow(%) → ID NUM
```

```
Follow(==) \rightarrow ID NUM
Follow( != ) \rightarrow ID NUM
Follow(>=) \rightarrow ID NUM
Follow(<=) \rightarrow ID NUM
Follow(>) \rightarrow ID NUM
Follow(<) \rightarrow ID NUM
Follow( return ) → ID NUM
Follow(\$) \rightarrow
Follow( Program ) \rightarrow $
Follow(Function) \rightarrow $
Follow(FuncName) \rightarrow (
Follow( Para ) \rightarrow )
Follow(Statement) \rightarrow } return
Follow( DataType ) → ID
Follow(Return) \rightarrow }
Follow(S) \rightarrow int float double ID if while } return
Follow(M) \rightarrow int float double ID if while } return
Follow( Keyword ) \rightarrow ; + - * / % == != >= <= > < )
Follow(N) \rightarrow int float double ID if while } return
Follow( OP ) → ID NUM
Follow(C)\rightarrow)
Follow(B) \rightarrow else int float double ID if while } return
Follow(D) \rightarrow int float double ID if while } return
Follow( CompareOP ) → ID NUM
```

#### outputPPT():

```
<Program > [void] Program -> Function
<Program> [(]
<Program> [)]
<Program> [{]
<Program> [}]
<Program> [ID]
<Program> [ε]
<Program> [;]
<Program> [=]
<Program> [NUM]
<Program> [if]
<Program> [else] _
<Program> [while]
<Program> [int] Program -> Function
<Program> [float] Program -> Function
<Program> [double] Program -> Function
<Program>[+]
<Program> [-]
```

```
<Program> [*]
<Program> [/]
<Program> [%]
<Program> [==] _
<Program> [!=] _
<Program> [>=] _
<Program> [<=] _
<Program> [>]
<Program> [<]
<Program> [return]
<Program> [$]
<Function> [void] Function -> void FuncName ( Para ) { Statement }
<Function> [(]
<Function>[)]
<Function> [{]
<Function> [}]
<Function> [ID]
<Function> [ε]
<Function> [;]
<Function> [=]
<Function> [NUM]
<Function> [if]
<Function> [else] _
<Function> [while]
<Function> [int] Function -> DataType FuncName ( Para ) { Statement Return }
<Function> [float] Function -> DataType FuncName ( Para ) { Statement Return }
<Function> [double] Function -> DataType FuncName ( Para ) { Statement Return }
<Function>[+]
<Function> [-]
<Function> [*]
<Function> [/]
<Function> [%]
<Function> [==] _
<Function> [!=] _
<Function>[>=] _
<Function> [<=] _
<Function> [>]
<Function> [<]
<Function> [return]
<Function>[$]
<FuncName> [void]
<FuncName> [(] _
<FuncName> [)] _
<FuncName> [{] _
```

```
<FuncName> [}] _
<FuncName -> ID
<FuncName> [ε] _
<FuncName> [;] _
<FuncName> [=] _
<FuncName> [NUM] _
<FuncName> [if] _
<FuncName> [else]
<FuncName> [while] _
<FuncName> [int]_
<FuncName> [float]
<FuncName> [double]_
<FuncName> [+] _
<FuncName> [-] _
<FuncName> [*] _
<FuncName> [/] _
<FuncName> [%] _
<FuncName> [==]
<FuncName> [!=] _
<FuncName> [>=]
<FuncName> [<=]
<FuncName> [>] _
<FuncName> [<] _
<FuncName> [return] _
<FuncName> [$] _
<Para> [void]_
<Para> [(]
<Para>[)]
          Para -> ε
<Para> [{]
<Para> [}]
<Para> [ID] _
<Para> [\varepsilon] Para -> \varepsilon
<Para> [;]
<Para> [=] _
<Para> [NUM]
<Para> [if]
<Para> [else] _
<Para> [while]
<Para> [int] Para -> DataType ID
<Para> [float]Para -> DataType ID
<Para> [double] Para -> DataType ID
<Para> [+] _
<Para> [-]
<Para> [*]
```

```
<Para> [/] _
<Para> [%] _
<Para> [==] _
<Para> [!=] _
<Para> [>=] _
<Para> [<=] _
<Para> [>] _
<Para> [<] _
<Para> [return] _
<Para> [$] _
<Statement> [void] _
<Statement> [(] _
<Statement> [)] _
<Statement> [{] _
<Statement>[\}] Statement-> \epsilon
<Statement> [ID] Statement -> S Statement
<Statement> [\epsilon] Statement -> \epsilon
<Statement> [;] _
<Statement> [=] _
<Statement> [NUM]
<Statement> [if] Statement -> S Statement
<Statement> [else]
<Statement > [while] Statement -> S Statement
<Statement> [int] Statement -> S Statement
                    Statement -> S Statement
<Statement> [float]
<Statement> [double] Statement -> S Statement
<Statement>[+] _
<Statement> [-] _
<Statement> [*] _
<Statement> [/] _
<Statement> [%] _
<Statement> [==]_
<Statement> [!=] _
<Statement> [>=]_
<Statement> [<=]_
<Statement> [>] _
<Statement> [<] _
<Statement> [return] Statement -> ε
<Statement> [$] _
<DataType> [void] _
<DataType> [(]
<DataType> [)] _
<DataType> [{]
<DataType> [}]
```

```
<DataType> [ID] _
<DataType> [ε] _
<DataType> [;]
<DataType> [=] _
<DataType> [NUM]
<DataType> [if] _
<DataType> [else]_
<DataType> [while]
<DataType> [int] DataType -> int
<DataType> [float]
                     DataType -> float
<DataType> [double] DataType -> double
<DataType> [+] _
<DataType> [-] _
<DataType> [*] _
<DataType> [/]
<DataType> [%] _
<DataType> [==] _
<DataType> [!=] _
<DataType> [>=] _
<DataType> [<=] _
<DataType> [>] _
<DataType> [<] _
<DataType> [return] _
<DataType> [$] _
<Return> [void]
<Return> [(] _
<Return>[)] _
<Return> [{] _
<Return> [] _
<Return> [ID]_
<Return> [\epsilon] _
<Return> [;] _
<Return> [=] _
<Return> [NUM] _
<Return> [if] _
<Return> [else]
<Return> [while] _
<Return> [int]
<Return> [float] _
<Return> [double]
<Return> [+] _
<Return> [-] _
<Return> [*] _
<Return> [/] _
```

```
<Return> [%] _
<Return> [==]
<Return> [!=]_
<Return> [>=] _
<Return> [<=]
<Return> [>] _
<Return> [<] _
<Return> [return] Return -> return Keyword;
<Return> [$] _
<S> [void]
<S> [(] _
<S>[)] _
<S> [{] _
<S>[]] _
<S> [ID] S -> ID = Keyword N
<S> [ε] _
<S>[;] _
<S>[=] _
<S> [NUM] _
\langle S \rangle [if] S \rightarrow if ( C ) B D
<S> [else]
<S> [while] S -> while ( C ) B
<S> [int] S -> DataType ID M
<S> [float] S -> DataType ID M
<S> [double] S -> DataType ID M
<S> [+] _
<S>[-] _
<S>[*] _
<$> [/] _
<S>[%] _
<S> [==]
<S> [!=] _
<$> [>=]
<$> [<=]
<$>[>] _
<$> [<] _
<S> [return] _
<$> [$] _
<M> [void] _
< M > [(] _ 
<M>[)] _
< M > [{]}_{-}
<M>[]] _
<M>[ID]_
```

```
< M > [ε]_{-}
<M>[;] M ->;
< M > [=] M -> = NUM;
<M> [NUM] _
< M > [if]_
<M> [else] _
<M> [while] _
<M> [int]
<M> [float]
<M> [double]
< M > [+]_
< M > [-]_{}
< M > [*]_{-}
<M> [/] _
< M > [\%]_{-}
<M> [==]
< M > [!=]
< M > [>=]
< M > [<=]
< M > [>]_
< M > [<]_{}
<M> [return] _
< M > [\$]_{-}
<Keyword> [void] _
<Keyword> [(]
<Keyword> [)]
<Keyword> [{]
<Keyword> []
<Keyword> [ID] Keyword -> ID
<Keyword> [ε]
<Keyword> [;]
<Keyword> [=] _
                     Keyword -> NUM
<Keyword> [NUM]
<Keyword> [if]
<Keyword> [else] _
<Keyword> [while]
<Keyword> [int] _
<Keyword> [float]_
<Keyword> [double]
<Keyword>[+]
<Keyword> [-]
<Keyword> [*]
<Keyword> [/]
<Keyword> [%]
```

```
<Keyword> [==] _
<Keyword> [!=] _
<Keyword> [>=] _
<Keyword> [<=] _
<Keyword>[>] _
<Keyword> [<] _
<Keyword> [return]
<Keyword> [$]
<N> [void] _
<N> [(] _
<N>[)] _
<N> [{] _
<N>[}] _
< N > [ID]_{-}
< N > [\epsilon]
< N > [;] N -> ;
< N > [=]_{-}
<N> [NUM] _
< N > [if]_{-}
<N> [else]
<N> [while] _
<N> [int]
<N> [float]
<N> [double]_
<N>[+] N -> OP Keyword;
< N > [-] N -> OP Keyword;
< N > [*] N -> OP Keyword;
<N> [/] N -> OP Keyword;
<N> [%] N -> OP Keyword;
<N> [==]
< N > [!=]^{-}
<N> [>=] _
<N> [<=]
<N>[>]_
<N> [<] _{-}
<N> [return] _
< N > [\$]_{-}
<OP> [void] _
<OP> [(]_
<OP>[)]_
<OP> [{]_
< OP > []_{-}
<OP> [ID]
<OP> [\epsilon]_
```

```
< OP > [;]_
<OP> [=]
<OP> [NUM] _
<OP> [if]
<OP> [else] _
<OP> [while] _{-}
<OP> [int] _
<OP> [float] _
<OP> [double]
<OP>[+]
          OP -> +
<OP>[-]
            OP -> -
< OP > [*]OP -> *
< OP > [/] OP -> /
          OP -> %
<OP> [%]
<OP> [==] _
<OP> [!=]
<OP> [>=] _
<OP> [<=] _
<OP> [>]
<OP> [<]
<OP> [return]
<OP> [$]
<C> [void]
<C> [(] _
<C>[)] _
<C> [{] _
<C>[}] _
<C> [ID] C -> Keyword CompareOP Keyword
<C> [ε] _
<C>[;] _
<C> [=] _
<C> [NUM] C -> Keyword CompareOP Keyword
<C> [if] _
<C> [else]
<C> [while] _
<C> [int]_
<C> [float]
<C> [double]_
<C>[+] _
<C>[-] _
<C>[*] _
<C> [/] _
<C> [%] _
<C> [==]
```

```
<C> [!=] _
<C> [>=]
<C> [<=]
<C>[>] _
<C> [<] _
<C> [return] _
<C>[$] _
<B> [void]
<B> [(] _
<B>[)] _
<B> [{] B -> { Statement }
<B>[}] _
<B> [ID] _
<B> [\epsilon] _
<B>[;] _
<B>[=] _
<B> [NUM] _
<B> [if] _
<B> [else]
<B> [while] _
<B> [int]_
<B> [float]
<B> [double] _
<B>[+] _
<B>[-] _
<B> [*] _
<B> [/] _
<B>[%] _
<B> [==]
<B>[!=]_
<B>[>=]
<B> [<=]
<B>[>] _
<B> [<] _
<B> [return] _
<B> [$] _
<D> [void]
<D>[(] _
<D>[)] _
<D>[{] _
<D>[] D -> \epsilon
<D>[ID]D -> \epsilon
<D>[\epsilon] D ->\epsilon
<D> [;] _
```

```
<D>[=] _
<D> [NUM] _
<D> [if] D -> ε
<D>[else] D -> else B
<D> [while] D -> \epsilon
<D> [int]D -> \epsilon
<D> [float] D -> \epsilon
<D> [double] D -> \epsilon
< D > [+]_{}
<D>[-] _
<D>[*] _
<D> [/] _
<D>[%] _
<D> [==]
<D>[!=]_
<D>[>=]
<D> [<=]
<D>[>] _
<D> [<] _
<D> [return] D -> \epsilon
< D > [\$]_{-}
<CompareOP> [void] _
<CompareOP> [(] _
<CompareOP> [)] _
<CompareOP> [{]_
<CompareOP> []]_
<CompareOP> [ID]
<CompareOP> [ε]_
<CompareOP> [;] _
<CompareOP> [=]
<CompareOP> [NUM] _
<CompareOP> [if]_
<CompareOP> [else] _
<CompareOP> [while] _
<CompareOP> [int]
<CompareOP> [float] _
<CompareOP> [double]
<CompareOP> [+]
<CompareOP> [-]_
<CompareOP> [*]_
<CompareOP> [/]_
<CompareOP> [%]_
<CompareOP> [==] CompareOP -> ==
<CompareOP> [!=]
                    CompareOP -> !=
```

#### 语法分析的过程输出 output.txt:

```
Match:
Stack:
             $ Function
             int ID (float ID) { while (ID <= NUM) { if (ID == NUM) { ID = NUM; } else
Input:
\{ int ID = NUM ; ID = ID + NUM ; \} \} return NUM ; \} 
             输出: Program -> Function
Action:
Match:
Stack:
             $ } Return Statement { ) Para ( FuncName DataType
Input:
             int ID ( float ID ) { while ( ID \le NUM ) { if ( ID == NUM ) { ID = NUM ; } else
\{ int ID = NUM ; ID = ID + NUM ; \} \} return NUM ; \} $
Action:
             输出: Function -> DataType FuncName ( Para ) {    Statement Return }
Match:
Stack:
             $ } Return Statement { ) Para ( FuncName int
             int ID (float ID) { while (ID <= NUM) { if (ID == NUM) { ID = NUM; } else
Input:
{ int ID = NUM ; ID = ID + NUM ; } } return NUM ; } $
             输出: DataType -> int
Action:
Match:
             int
Stack:
             $ } Return Statement { ) Para ( FuncName
             ID (float ID) { while (ID <= NUM) { if (ID == NUM) { ID = NUM; } else { int } }
Input:
ID = NUM; ID = ID + NUM; } return NUM; } $
             匹配 int
Action:
Match:
             int
Stack:
             $ } Return Statement { ) Para ( ID
             ID (float ID) { while (ID <= NUM) { if (ID == NUM) { ID = NUM; } else { int } }
Input:
ID = NUM; ID = ID + NUM; } return NUM; } $
             输出: FuncName -> ID
Action:
             int ID
Match:
Stack:
             $ } Return Statement { ) Para (
             ( float ID ) { while ( ID \le NUM ) { if ( ID == NUM ) { ID = NUM ; } else { int ID
Input:
= NUM; ID = ID + NUM; } return NUM; } $
             匹配 ID
Action:
```

```
Match:
                               int ID (
Stack:
                               $ } Return Statement { ) Para
Input:
                               float ID ) { while ( ID <= NUM ) { if ( ID == NUM ) { ID = NUM ; } else { int ID =
NUM ; ID = ID + NUM ; } return NUM ; } $
Action:
                               匹配 (
Match:
                               int ID (
Stack:
                               $ } Return Statement { ) ID DataType
Input:
                               float ID) { while (ID \leq NUM) { if (ID == NUM) { ID = NUM; } else { int ID =
NUM; ID = ID + NUM; \}  return NUM; \} $
                               输出: Para -> DataType ID
Action:
Match:
                               int ID (
Stack:
                               $ } Return Statement { ) ID float
Input:
                               float ID ) { while ( ID \le NUM ) { if ( ID == NUM ) { ID = NUM ; } else { int ID =
NUM ; ID = ID + NUM ; } return NUM ; } 
                               输出: DataType -> float
Action:
Match:
                               int ID (float
                               $ } Return Statement { ) ID
Stack:
Input:
                               ID) { while ( ID \le NUM ) { if ( ID == NUM ) { ID = NUM ; } else { int ID = NUM ;
ID = ID + NUM; } return NUM; }
                               匹配 float
Action:
                               int ID (float ID
Match:
Stack:
                               $ } Return Statement { )
                              ) { while ( ID <= NUM ) { if ( ID == NUM ) { ID = NUM ; } else { int ID = NUM ;
Input:
ID = ID + NUM; } return NUM; }
                               匹配 ID
Action:
                               int ID (float ID)
Match:
Stack:
                               $ } Return Statement {
Input:
                              \{ \text{ while } ( \text{ ID} \le \text{NUM} ) \{ \text{ if } ( \text{ ID} == \text{NUM} ) \{ \text{ ID} = \text{NUM} ; \} \text{ else } \{ \text{ int } \text{ID} = \text{NUM} ; \text{ID} \} \} \}
= ID + NUM; } } return NUM; } $
                               匹配 )
Action:
Match:
                               int ID (float ID) {
                               $ } Return Statement
Stack:
                               while ( ID \le NUM ) { if ( ID == NUM ) { ID = NUM ; } else { int ID = NUM ; ID = NUM ;
Input:
= ID + NUM; } } return NUM; } $
                               匹配 {
Action:
                               int ID (float ID) {
Match:
                               $ } Return Statement S
Stack:
```

```
Input:
                                         while ( ID \le NUM ) { if ( ID == NUM ) { ID = NUM ; } else { int ID = NUM ; ID = NUM ;
= ID + NUM; } } return NUM; } $
Action:
                                          输出: Statement -> S Statement
                                         int ID (float ID) {
Match:
                                          $ } Return Statement B ) C ( while
Stack:
Input:
                                         while (ID \le NUM) { if (ID == NUM) {ID = NUM; } else { int ID = NUM; 
= ID + NUM; } } return NUM; } $
Action:
                                         输出: S -> while (C) B
                                         int ID (float ID) { while
Match:
Stack:
                                          $ } Return Statement B ) C (
                                         (ID \le NUM)  if (ID == NUM)  ID = NUM; else  int ID = NUM; ID = ID +
Input:
NUM; } } return NUM; } $
Action:
                                          匹配 while
Match:
                                         int ID (float ID) { while (
Stack:
                                          $ } Return Statement B ) C
                                         ID \le NUM) { if ( ID == NUM ) { ID = NUM ; } else { int ID = NUM ; ID = ID +
Input:
NUM; } } return NUM; } $
Action:
                                          匹配 (
Match:
                                         int ID (float ID) { while (
                                          $ } Return Statement B ) Keyword CompareOP Keyword
Stack:
                                         ID \le NUM) { if ( ID == NUM ) { ID = NUM ; } else { int ID = NUM ; ID = ID +
Input:
NUM; } } return NUM; } $
                                          输出: C -> Keyword CompareOP Keyword
Action:
Match:
                                         int ID (float ID) { while (
                                         $ } Return Statement B ) Keyword CompareOP ID
Stack:
                                         ID \le NUM) { if ( ID == NUM ) { ID = NUM ; } else { int ID = NUM ; ID = ID +
Input:
NUM; } } return NUM; } $
Action:
                                          输出: Keyword -> ID
Match:
                                         int ID (float ID) { while (ID
Stack:
                                          $ } Return Statement B ) Keyword CompareOP
                                          \leq NUM) { if ( ID == NUM) { ID = NUM; } else { int ID = NUM; ID = ID +
Input:
NUM; } } return NUM; } $
                                          匹配 ID
Action:
                                         int ID (float ID) { while (ID
Match:
Stack:
                                          $ } Return Statement B ) Keyword <=
                                         \leq NUM) { if ( ID == NUM) { ID = NUM; } else { int ID = NUM; ID = ID +
Input:
NUM; } } return NUM; } $
```

```
Action:
             输出: CompareOP -> <=
Match:
             int ID (float ID) { while (ID <=
             $ } Return Statement B ) Keyword
Stack:
             NUM) { if ( ID == NUM ) { ID = NUM ; } else { int ID = NUM ; ID = ID + NUM ; }}
Input:
return NUM; } $
             匹配 <=
Action:
Match:
             int ID (float ID) { while (ID <=
Stack:
             $ } Return Statement B ) NUM
             NUM) { if ( ID == NUM ) { ID = NUM ; } else { int ID = NUM ; ID = ID + NUM ; }}
Input:
return NUM; } $
             输出: Keyword -> NUM
Action:
Match:
             int ID (float ID) { while (ID <= NUM
Stack:
             $ } Return Statement B )
Input:
             ) { if ( ID == NUM ) { ID = NUM ; } else { int ID = NUM ; ID = ID + NUM ; } }
return NUM;}$
Action:
             匹配 NUM
Match:
             int ID (float ID) { while (ID <= NUM)
Stack:
             $ } Return Statement B
Input:
             \{if(ID == NUM) | \{ID = NUM; \} \} \} = \{int ID = NUM; ID = ID + NUM; \} \}  return
NUM; } $
Action:
             匹配)
             int ID (float ID) { while (ID <= NUM)
Match:
Stack:
             $ } Return Statement } Statement {
Input:
             \{if(ID == NUM) | \{ID = NUM; \} \}  else \{intID = NUM; ID = ID + NUM; \} \}  return
NUM; } $
             输出: B -> { Statement }
Action:
Match:
             int ID (float ID) { while (ID <= NUM) {
Stack:
             $ } Return Statement } Statement
Input:
             if ( ID == NUM ) { ID = NUM ; } else { int ID = NUM ; ID = ID + NUM ; } return
NUM; } $
Action:
             匹配 {
             int ID (float ID) { while (ID <= NUM) {
Match:
             $ } Return Statement } Statement S
Stack:
             if ( ID == NUM ) { ID = NUM ; } else { int ID = NUM ; ID = ID + NUM ; } return
Input:
NUM; } $
             输出: Statement -> S Statement
Action:
```

```
Match:
             int ID (float ID) { while (ID <= NUM) {
Stack:
             $ } Return Statement } Statement D B ) C ( if
Input:
             if ( ID == NUM ) { ID = NUM ; } else { int ID = NUM ; ID = ID + NUM ; } return
NUM; } $
Action:
             输出: S -> if (C) B D
Match:
             int ID (float ID) { while (ID <= NUM) { if
Stack:
             $ } Return Statement } Statement D B ) C (
Input:
             (ID == NUM) \{ID = NUM; \}  else \{ int ID = NUM; ID = ID + NUM; \} \}  return
NUM; } $
             匹配 if
Action:
             int ID (float ID) { while (ID <= NUM) { if (
Match:
Stack:
             $ } Return Statement } Statement D B ) C
Input:
             ID == NUM ) { ID = NUM ; } else { int ID = NUM ; ID = ID + NUM ; } return
NUM; } $
             匹配 (
Action:
Match:
             int ID (float ID) { while (ID <= NUM) { if (
             $ } Return Statement } Statement D B ) Keyword CompareOP Keyword
Stack:
Input:
             ID == NUM ) { ID = NUM ; } else { int ID = NUM ; ID = ID + NUM ; } return
NUM; } $
Action:
             输出: C -> Keyword CompareOP Keyword
             int ID (float ID) { while (ID <= NUM) { if (
Match:
Stack:
             $ } Return Statement } Statement D B ) Keyword CompareOP ID
             ID == NUM ) { ID = NUM ; } else { int ID = NUM ; ID = ID + NUM ; } return
Input:
NUM; } $
Action:
             输出: Keyword -> ID
             int ID (float ID) { while (ID <= NUM) { if (ID
Match:
Stack:
             $ } Return Statement } Statement D B ) Keyword CompareOP
Input:
             == NUM) { ID = NUM; } else { int ID = NUM; ID = ID + NUM; } return NUM; }
             匹配 ID
Action:
             int ID (float ID) { while (ID <= NUM) { if (ID
Match:
Stack:
             $ } Return Statement } Statement D B ) Keyword ==
             == NUM ) { ID = NUM ; } else { int ID = NUM ; ID = ID + NUM ; } return ID = NUM ; }
Input:
             输出: CompareOP -> ==
Action:
             int ID (float ID) { while (ID \leq NUM) { if (ID =
Match:
             $ } Return Statement } Statement D B ) Keyword
Stack:
```

```
Input:
             NUM) { ID = NUM; } else { int ID = NUM; ID = ID + NUM; } return NUM; }
$
Action:
             匹配 ==
Match:
             int ID (float ID) { while (ID \leq NUM) { if (ID =
Stack:
             $ } Return Statement } Statement D B ) NUM
Input:
             NUM) { ID = NUM; } else { int ID = NUM; ID = ID + NUM; } return NUM; }
Action:
             输出: Keyword -> NUM
             int ID (float ID) { while (ID <= NUM) { if (ID == NUM)
Match:
Stack:
             $ } Return Statement } Statement D B )
Input:
             ) { ID = NUM; } else { int ID = NUM; ID = ID + NUM; } return NUM; } $
             匹配 NUM
Action:
Match:
             int ID (float ID) { while (ID <= NUM) { if (ID == NUM)
Stack:
             $ } Return Statement } Statement D B
             \{ID = NUM;\} else \{int ID = NUM; ID = ID + NUM;\}\} return NUM;\}$
Input:
Action:
             匹配 )
Match:
             int ID (float ID) { while (ID <= NUM) { if (ID == NUM)
Stack:
             $ } Return Statement } Statement D } Statement {
Input:
             \{ ID = NUM ; \}  else \{ int ID = NUM ; ID = ID + NUM ; \} \}  return NUM ; \} 
             输出: B -> { Statement }
Action:
             int ID (float ID) { while (ID \leq NUM) { if (ID == NUM) {
Match:
             $ } Return Statement } Statement D } Statement
Stack:
Input:
             ID = NUM; } else { int ID = NUM; ID = ID + NUM; } return ID = NUM; } $
Action:
             匹配 {
             int ID (float ID) { while (ID \leq NUM) { if (ID == NUM) {
Match:
             $ } Return Statement } Statement D } Statement S
Stack:
Input:
             ID = NUM; } else { int ID = NUM; ID = ID + NUM; } return ID = NUM; } $
Action:
             输出: Statement -> S Statement
             int ID ( float ID ) { while ( ID <= NUM ) { if ( ID == NUM ) {
Match:
Stack:
             $ } Return Statement } Statement D } Statement N Keyword = ID
             ID = NUM; } else { int ID = NUM; ID = ID + NUM; } return ID = NUM; } $
Input:
             输出: S -> ID = Keyword N
Action:
             int ID (float ID) { while (ID \leq NUM) { if (ID == NUM) { ID
Match:
             $ } Return Statement } Statement D } Statement N Keyword =
Stack:
             = NUM; } else { int ID = NUM; ID = ID + NUM; } return NUM; } $
Input:
Action:
             匹配 ID
```

```
int ID ( float ID ) { while ( ID <= NUM ) { if ( ID == NUM ) { ID =
Match:
Stack:
              $ } Return Statement } Statement D } Statement N Keyword
              NUM; } else { int ID = NUM; ID = ID + NUM; } return NUM; } $
Input:
              匹配 =
Action:
Match:
              int ID ( float ID ) { while ( ID <= NUM ) { if ( ID == NUM ) { ID =
              $ } Return Statement } Statement D } Statement N NUM
Stack:
Input:
              NUM; } else { int ID = NUM; ID = ID + NUM; } return NUM; } $
Action:
              输出: Keyword -> NUM
             int ID ( float ID ) { while ( ID \le NUM ) { if ( ID == NUM ) { ID = NUM
Match:
              $ } Return Statement } Statement D } Statement N
Stack:
              ; } else { int ID = NUM ; ID = ID + NUM ; } } return NUM ; } $
Input:
Action:
              匹配 NUM
              int ID ( float ID ) { while ( ID <= NUM ) { if ( ID == NUM ) { ID = NUM
Match:
Stack:
              $ } Return Statement } Statement D } Statement;
              ; } else { int ID = NUM ; ID = ID + NUM ; } } return NUM ; } $
Input:
              输出: N ->;
Action:
             int ID (float ID) { while (ID \leq NUM) { if (ID == NUM) { ID = NUM;
Match:
Stack:
              $ } Return Statement } Statement D } Statement
             } else { int ID = NUM ; ID = ID + NUM ; } return NUM ; } $
Input:
              匹配;
Action:
              int ID (float ID) { while (ID <= NUM) { if (ID == NUM) { ID = NUM;
Match:
Stack:
              $ } Return Statement } Statement D }
Input:
             } else { int ID = NUM ; ID = ID + NUM ; } return NUM ; } $
              输出: Statement -> ε
Action:
              int ID (float ID) { while (ID \leq NUM) { if (ID == NUM) { ID = NUM; }
Match:
Stack:
              $ } Return Statement } Statement D
              else { int ID = NUM; ID = ID + NUM; } return NUM; } $
Input:
Action:
              匹配 }
              int ID ( float ID ) { while ( ID <= NUM ) { if ( ID == NUM ) { ID = NUM ; }
Match:
              $ } Return Statement } Statement B else
Stack:
              else { int ID = NUM; ID = ID + NUM; } return NUM; } $
Input:
Action:
              输出: D -> else B
              int ID ( float ID ) { while ( ID \le NUM ) { if ( ID == NUM ) { ID = NUM ; } else
Match:
              $ } Return Statement } Statement B
Stack:
              { int ID = NUM ; ID = ID + NUM ; } } return NUM ; } $
Input:
```

```
Action:
             匹配 else
Match:
             int ID (float ID) { while (ID \leq NUM) { if (ID == NUM) { ID = NUM; } else
             $ } Return Statement } Statement } Statement {
Stack:
             \{ int ID = NUM ; ID = ID + NUM ; \} \} return NUM ; \} $
Input:
Action:
             输出: B -> { Statement }
             int ID (float ID) { while (ID \leq NUM) { if (ID == NUM) { ID = NUM; } else {
Match:
Stack:
             $ } Return Statement } Statement } Statement
             int ID = NUM; ID = ID + NUM; } } return NUM; } $
Input:
Action:
             匹配 {
             int ID (float ID) { while (ID \leq NUM) { if (ID == NUM) { ID = NUM; } else {
Match:
             $ } Return Statement } Statement } Statement S
Stack:
Input:
             int ID = NUM; ID = ID + NUM; }} return NUM; }$
Action:
             输出: Statement -> S Statement
             int ID (float ID) { while (ID \leq NUM) { if (ID == NUM) { ID = NUM; } else {
Match:
Stack:
             $ } Return Statement } Statement } Statement M ID DataType
             int ID = NUM; ID = ID + NUM; }} return NUM; }$
Input:
Action:
             输出: S -> DataType ID M
Match:
             int ID (float ID) { while (ID \leq NUM) { if (ID == NUM) { ID == NUM; } else {
Stack:
             $ } Return Statement } Statement } Statement M ID int
             int ID = NUM; ID = ID + NUM; }} return NUM; }$
Input:
             输出: DataType -> int
Action:
Match:
             int ID (float ID) { while (ID <= NUM) { if (ID == NUM) { ID = NUM; } else
{ int
             $ } Return Statement } Statement } Statement M ID
Stack:
             ID = NUM; ID = ID + NUM; } return NUM; } $
Input:
             匹配 int
Action:
Match:
             int ID (float ID) { while (ID <= NUM) { if (ID == NUM) { ID = NUM; } else
{ int ID
Stack:
             $ } Return Statement } Statement } Statement M
             = NUM; ID = ID + NUM; } } return NUM; } $
Input:
             匹配 ID
Action:
Match:
             int ID (float ID) { while (ID <= NUM) { if (ID == NUM) { ID = NUM; } else
{ int ID
Stack:
             $ } Return Statement } Statement } Statement ; NUM =
             = NUM; ID = ID + NUM; } return NUM; } $
Input:
             输出: M -> = NUM;
Action:
```

```
Match:
             int ID (float ID) { while (ID <= NUM) { if (ID == NUM) { ID = NUM; } else
\{ int ID = \}
Stack:
             $ } Return Statement } Statement } Statement ; NUM
             NUM ; ID = ID + NUM ; } return NUM ; } 
Input:
             匹配 =
Action:
             int ID (float ID) { while (ID \leq NUM) { if (ID == NUM) { ID = NUM; } else
Match:
{ int ID = NUM
Stack:
             $ } Return Statement } Statement } Statement ;
Input:
             ; ID = ID + NUM ; } } return NUM ; } $
Action:
             匹配 NUM
             int ID (float ID) { while (ID \leq NUM) { if (ID == NUM) { ID = NUM; } else
Match:
\{ int ID = NUM ; \}
Stack:
             $ } Return Statement } Statement } Statement
             ID = ID + NUM; } return NUM; }
Input:
             匹配:
Action:
             int ID (float ID) { while (ID <= NUM) { if (ID == NUM) { ID = NUM; } else
Match:
{ int ID = NUM ;
Stack:
             $ } Return Statement } Statement } Statement S
Input:
             ID = ID + NUM; } return NUM; }
             输出: Statement -> S Statement
Action:
             int ID (float ID) { while (ID <= NUM) { if (ID == NUM) { ID = NUM; } else
Match:
{ int ID = NUM ;
Stack:
             $ } Return Statement } Statement } Statement N Keyword = ID
Input:
             ID = ID + NUM; } return NUM; }
Action:
             输出: S -> ID = Keyword N
             int ID (float ID) { while (ID <= NUM) { if (ID == NUM) { ID = NUM; } else
Match:
{ int ID = NUM ; ID
Stack:
             $ } Return Statement } Statement } Statement N Keyword =
             = ID + NUM; } } return NUM; } $
Input:
             匹配 ID
Action:
             int ID (float ID) { while (ID <= NUM) { if (ID == NUM) { ID = NUM; } else
Match:
{ int ID = NUM ; ID =
Stack:
             $ } Return Statement } Statement } Statement N Keyword
Input:
             ID + NUM;}} return NUM;}$
             匹配 =
Action:
             int ID (float ID) { while (ID <= NUM) { if (ID == NUM) { ID = NUM; } else
Match:
```

```
\{ int ID = NUM ; ID = \}
Stack:
             $ } Return Statement } Statement } Statement N ID
Input:
             ID + NUM; } return NUM; } $
Action:
             输出: Keyword -> ID
Match:
             int ID (float ID) { while (ID <= NUM) { if (ID == NUM) { ID = NUM; } else
\{ int ID = NUM ; ID = ID \}
Stack:
             $ } Return Statement } Statement } Statement N
             + NUM; } } return NUM; } $
Input:
             匹配 ID
Action:
Match:
             int ID (float ID) { while (ID <= NUM) { if (ID == NUM) { ID = NUM; } else
\{ int ID = NUM ; ID = ID \}
             $ } Return Statement } Statement } Statement ; Keyword OP
Stack:
Input:
             + NUM; } } return NUM; } $
Action:
             输出: N -> OP Keyword;
Match:
             int ID (float ID) { while (ID <= NUM) { if (ID == NUM) { ID = NUM; } else
\{ int ID = NUM ; ID = ID \}
Stack:
             $ } Return Statement } Statement } Statement ; Keyword +
Input:
             + NUM; } } return NUM; } $
Action:
             输出: OP -> +
Match:
             int ID (float ID) { while (ID \leq NUM) { if (ID = NUM) { ID = NUM; } else
\{ int ID = NUM ; ID = ID + \}
             $ } Return Statement } Statement } Statement ; Keyword
Stack:
Input:
             NUM; } } return NUM; } $
             匹配 +
Action:
Match:
             int ID (float ID) { while (ID <= NUM) { if (ID == NUM) { ID = NUM; } else
\{ int ID = NUM ; ID = ID + \}
Stack:
             $ } Return Statement } Statement } Statement ; NUM
Input:
             NUM; } } return NUM; } $
Action:
             输出: Keyword -> NUM
Match:
             int ID (float ID) { while (ID <= NUM) { if (ID == NUM) { ID = NUM; } else
\{ int ID = NUM ; ID = ID + NUM \}
             $ } Return Statement } Statement } Statement ;
Stack:
             ;}} return NUM;}$
Input:
             匹配 NUM
Action:
Match:
             int ID (float ID) { while (ID <= NUM) { if (ID == NUM) { ID = NUM; } else
\{ int ID = NUM ; ID = ID + NUM ; \}
Stack:
             $ } Return Statement } Statement } Statement
```

```
Input:
             }} return NUM;}$
Action:
              匹配;
Match:
             int ID (float ID) { while (ID <= NUM) { if (ID == NUM) { ID = NUM; } else
\{ int ID = NUM ; ID = ID + NUM ; \}
Stack:
              $ } Return Statement } Statement }
Input:
             } return NUM; } $
              输出: Statement -> ε
Action:
             int ID (float ID) { while (ID <= NUM) { if (ID == NUM) { ID = NUM; } else
Match:
\{ int ID = NUM ; ID = ID + NUM ; \}
Stack:
              $ } Return Statement } Statement
             } return NUM; } $
Input:
              匹配 }
Action:
Match:
             int ID (float ID) { while (ID <= NUM) { if (ID == NUM) { ID = NUM; } else
\{ int ID = NUM ; ID = ID + NUM ; \}
Stack:
             $ } Return Statement }
Input:
             } return NUM; } $
              输出: Statement -> ε
Action:
Match:
             int ID (float ID) { while (ID <= NUM) { if (ID == NUM) { ID = NUM; } else
\{ int ID = NUM ; ID = ID + NUM ; \} \}
Stack:
              $ } Return Statement
              return NUM; }$
Input:
              匹配 }
Action:
Match:
             int ID (float ID) { while (ID <= NUM) { if (ID == NUM) { ID = NUM; } else
\{ int ID = NUM ; ID = ID + NUM ; \} \}
             $ } Return
Stack:
              return NUM; } $
Input:
              输出: Statement -> ε
Action:
Match:
             int ID (float ID) { while (ID \leq NUM) { if (ID = NUM) { ID = NUM; } else
\{ int ID = NUM ; ID = ID + NUM ; \} \}
Stack:
              $ } ; Keyword return
              return NUM; } $
Input:
Action:
              输出: Return -> return Keyword;
             int ID ( float ID ) { while ( ID \leq NUM ) { if ( ID = NUM ) { ID = NUM ; } else
Match:
\{ int ID = NUM ; ID = ID + NUM ; \} \} return
Stack:
              $ } ; Keyword
              NUM; } $
Input:
              匹配 return
Action:
```

```
Match:
             int ID (float ID) { while (ID \leq NUM) { if (ID == NUM) { ID = NUM; } else
\{ int ID = NUM ; ID = ID + NUM ; \} \} return
             $ }; NUM
Stack:
             NUM; } $
Input:
             输出: Keyword -> NUM
Action:
             int ID (float ID) { while (ID \leq NUM) { if (ID = NUM) { ID = NUM; } else
Match:
{ int ID = NUM ; ID = ID + NUM ; } } return NUM
Stack:
             $ } ;
             ; } $
Input:
Action:
             匹配 NUM
             int ID (float ID) { while (ID <= NUM) { if (ID == NUM) { ID = NUM; } else
Match:
\{ int ID = NUM ; ID = ID + NUM ; \} \} return NUM ;
Stack:
             $ }
             } $
Input:
             匹配;
Action:
             int ID (float ID) { while (ID <= NUM) { if (ID == NUM) { ID = NUM; } else
Match:
{ int ID = NUM ; ID = ID + NUM ; } } return NUM ; }
Stack:
             $
             $
Input:
             匹配 }
Action:
             int ID (float ID) { while (ID <= NUM) { if (ID == NUM) { ID = NUM; } else
Match:
\{ int ID = NUM ; ID = ID + NUM ; \} \} return NUM ; \} $
Stack:
Input:
             匹配 $
Action:
```

## 9. 问题和解决方案

这次实验的问题主要是验证几个核心算法的正确性,在我的程序中,核心算法写的比较乱,自己也很容易绕晕,所以在验证上有一定的困难。但最后还是耐心下来和龙书给出的算法校对,最后应该没有什么问题。

## 10. 实验感受和评价

个人感觉这次实验比之前的词法分析要难, 难在该用何种数据结构或者类去表示语法分析中的一些对象以及核心算法也具有一定的挑战性, 特别是从自然语言描述转化到程序语言这个过程。个人认为这次完成的语法分析器只是一个简单版本, 文法的定义也比较少, 只能算是一个小程序。