Ex No: 4

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## DESIGN A DESK CALCULATOR USING LEX TOOL

## AIM:

To create a calculator that performs addition, subtraction, multiplication and division using lex tool.

## **ALGORITHM:**

- In the headers section declare the variables that is used in the program including header files if necessary.
- In the definitions section assign symbols to the function/computations we use along with REGEX expressions.
- In the rules section assign dig() function to the dig variable declared. In the definition section increment the values accordingly to the arithmetic functions respectively.
- In the user defined section convert the string into a number using atof() function.
- Define switch case for different computations.
- Define the main () and yywrap() function.

## **PROGRAM:**

```
% {
  int op = 0,i;
  float a, b;
  % }
  dig [0-9]+|([0-9]*)"."([0-9]+)
  add "+"
  sub "-"
  mul "*"
  div "/"
  pow "^"
  ln \n
  %%
  {dig} {digi();}
  {add} {op=1;}
```

```
{sub} {op=2;}
{mul} {op=3;}
{div} {op=4;}
{pow} {op=5;}
\{\ln\} \{ printf("\n The Answer : \%f\n\n",a); \}
%%
digi(){
if(op==0)
a=atof(yytext);
else {
b=atof(yytext);
switch(op){
case 1:a=a+b;
break;
case 2:a=a-b;
break;
case 3:a=a*b;
break;
case 4:a=a/b;
break;
case 5:for(i=a;b>1;b--)
a=a*i;
break;
}
op=0;}}
main(int argv,char *argc[])
{
yylex();}
yywrap()
return 1;
```

**OUTPUT:** 

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```
[root@localhost-live 210701307]# vi exp4.1
[root@localhost-live 210701307]# lex exp4.1
[root@localhost-live 210701307]## cc lex.yy.c
[root@localhost-live 210701307]# ./a.out
6*2
   The Answer : 12.000000
5+5
   The Answer : 10.000000
6-3
   The Answer : 3.000000
8/2
   The Answer : 4.000000
```

**RESULT:** To create a calculator that performs addition, subtraction, multiplication and division using lex tool has verifyed

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