Ex No: 4 Date:

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;}
\{\text{mul}\} \{\text{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){
```

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```
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:
vimal@KBVIMAL:~$ vi 309_4.l
vimal@KBVIMAL:~$ lex 309_4.l
vimal@KBVIMAL:~$ ./a.out
5+4
  The Answer :9.000000
10+2
  The Answer :12.000000
```

RESULT: