

3.1.1

```

float limitedSquare ( x ) float x ;
{
    /* returns x-squared, but never more than 100 */
    return ( x <= - 10.0 || x >= 10.0 ) ? 100 : x * x ;
}

```

lexemes:

keyword	float
id	limitedSquare
token	(
id	x
token)
keyword	float
id	x
token	;
token	{
token	/*
token	*/
keyword	return
token	(
id	x
relOp	<=
unary	-
num	10.0
boolOp	
id	x
relOp	>=
num	10.0
token)
ternaryOp	?
num	100
ternaryOp	:
id	x
mulOp	*
id	x

3.1.2

Here is a photo of < B > my house < / B > :
< P > < IMG SRC = " house.gif " > < BR >
See < A HREF = " morePix.html " > More Pictures < / A > if you
liked that one. < P >

Lexemes are listed on the following page.

lexemes:

id	Here is a photo of
token	<
keyword	B
token	>
id	my house
token	<
token	/
keyword	B
token	>
id	:
token	<
keyword	P
token	>
token	<
keyword	IMG
keyword	SRC
assign	=
token	"
id	house.gif
token	"
token	>
token	<
keyword	BR
token	>
id	See
token	<
keyword	A
keyword	HREF
assign	=
token	"
id	morePix.html
token	"
token	>
id	More Pictures
token	<
token	/
keyword	A
token	>
id	if you liked that one.
token	<
keyword	P
token	>

3.3.5a

A	\rightarrow	a
E	\rightarrow	e
I	\rightarrow	i
O	\rightarrow	o
U	\rightarrow	u
$other$	\rightarrow	$b c d f g h j k l m n p q r s t v w x y z$
$alpha$	\rightarrow	$(A \cup E \cup I \cup O \cup U \cup other)^*$
$string$	\rightarrow	$alpha^* A^+ other^* E^+ other^* I^+ other^* O^+ other^* U^+ alpha^*$