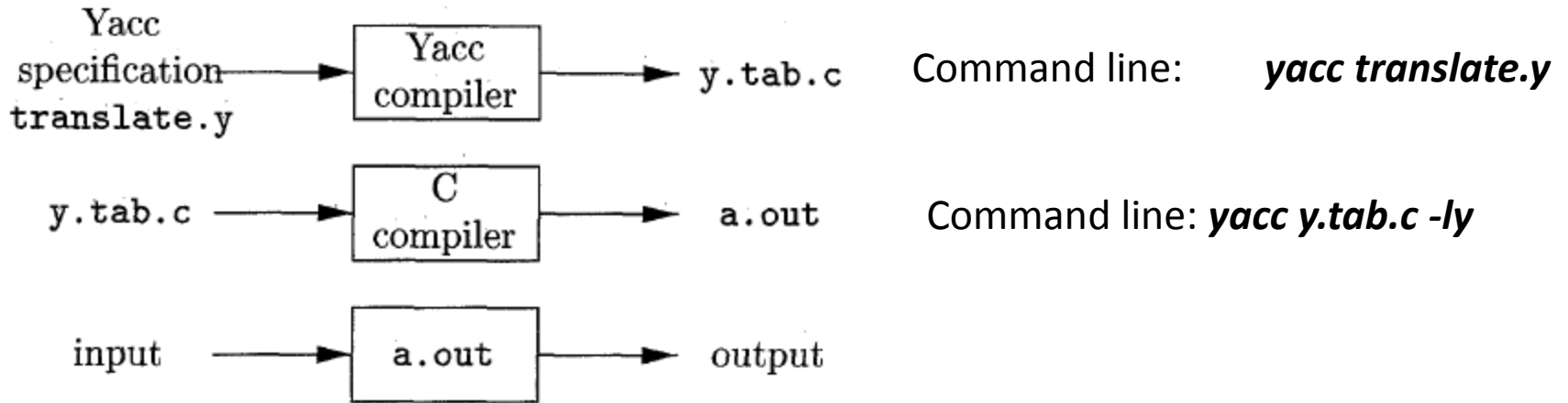


Project Part 2: Parser

Project Part 2: Parser



yacc is one example, in this project we will use *bison*.

Input to Bison

```
%{
#include <ctype.h>
%}

%token DIGIT

%%
line : expr '\n'      { printf("%d\n", $1); }
    ;
expr  : expr '+' term  { $$ = $1 + $3; }
    | term
    ;
term  : term '*' factor { $$ = $1 * $3; }
    | factor
    ;
factor : '(' expr ')'  { $$ = $2; }
    | DIGIT
    ;

%%
yylex() {
    int c;
    c = getchar();
    if (isdigit(c)) {
        yylval = c-'0';
        return DIGIT;
    }
    return c;
}
```

declarations

%%

translation rules

%%

supporting C routines

Input to Bison

```
%{
#include <ctype.h>
%}

%token DIGIT

%%
line  : expr '\n'      { printf("%d\n", $1); }
      ;
expr  : expr '+' term  { $$ = $1 + $3; }
      | term
      ;
term  : term '*' factor { $$ = $1 * $3; }
      | factor
      ;
factor: '(' expr ')'   { $$ = $2; }
      | DIGIT
      ;

%%
yylex() {
    int c;
    c = getchar();
    if (isdigit(c)) {
        yylval = c-'0';
        return DIGIT;
    }
    return c;
}
```

declarations

%%

translation rules

%%

supporting C routines

Input to Bison


```
%{
#include <ctype.h>
%}

%token DIGIT

%%
line  : expr '\n'      { printf("%d\n", $1); }
      ;
expr  : expr '+' term  { $$ = $1 + $3; }
      | term           ←
      ;
term  : term '*' factor { $$ = $1 * $3; }
      | factor
      ;
factor: '(' expr ')'   { $$ = $2; }
      | DIGIT
      ;

%%
yylex() {
    int c;
    c = getchar();
    if (isdigit(c)) {
        yylval = c-'0';
        return DIGIT;
    }
    return c;
}
```

semantic actions
(sequence of
C statements)



declarations


%%

translation rules

%%

supporting C routines

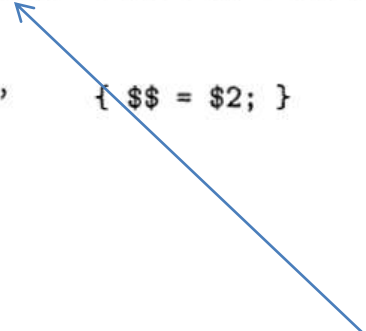
Default semantic
action is $$$ = \1



$$$$ attribute value of
production head

$\$i$ attribute value of *i*th
symbol in production
body

unquoted strings
not declared as tokens
are taken as
nonterminals



Input to Bison

```
%{
#include <ctype.h>
%}

%token DIGIT

%%
line : expr '\n'      { printf("%d\n", $1); }
    ;
expr  : expr '+' term  { $$ = $1 + $3; }
    | term
    ;
term  : term '*' factor { $$ = $1 * $3; }
    | factor
    ;
factor : '(' expr ')'  { $$ = $2; }
    | DIGIT
    ;

%%
yylex() {
    int c;
    c = getchar();
    if (isdigit(c)) {
        yylval = c-'0';
        return DIGIT;
    }
    return c;
}
```

declarations

%%

translation rules

%%

supporting C routines

bison + flex

- First use flex to generate `yy.lex.c` without *main* function
- In input to bison, put `#include "yy.lex.c"` in the declaration part of the file
- *bison translate.y*
- The command line: *gcc y.tab.c -ly -ll*