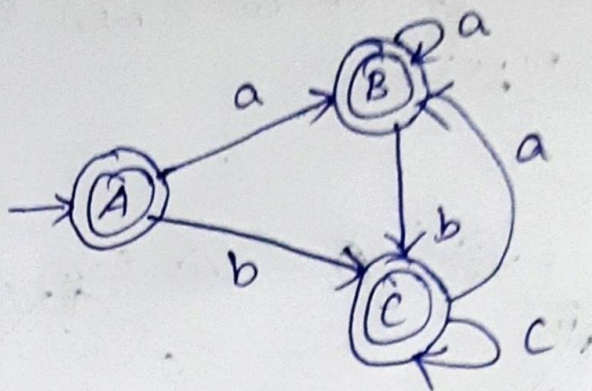


## Transition Table.

	a	b
*A	B	C
*B	B	C
*C	B	C

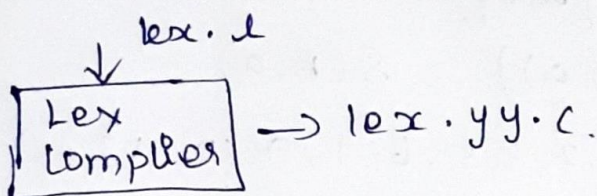


## Lex Tool:

→ Its main job is to beat I/P an I/P stream into the tokens.

→ Lex is a tool for automatically generating a lexer.

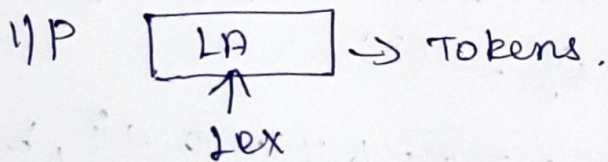
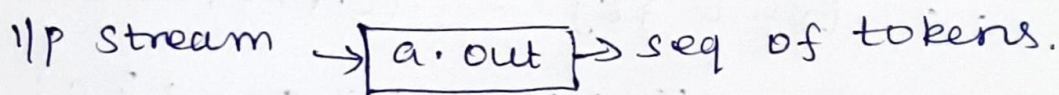
### Step 1:



### Step 2:



### Step 3:



## Structure of lex program:

{ declaration → Declare the Variable.  
}

%. %.

{ translation rules → have the pattern Action { }

} %. %.

{ auxiliary functions → Functions can be compiled separately.  
}

Ex: lex program:

→ Program to count the no. of vowels & constants in a given grammar.

```
%  
{  
#include <stdio.h>  
int vowels = 0;  
int cons = 0;
```

```
% }
```

```
% %
```

```
[a e i o u AEIOU] { vowels ++; }
```

```
[a-z A-Z] { cons ++; }
```

```
% %
```

```
int yywrap ()
```

```
{  
return 1;
```

```
}
```

```
main () {
```

```
printf ("Enter the string at end press '\n');
```

```
yy lex (); → lex tool.
```

```
printf ("no. of vowels = %d \n
```

```
no. of constants = %d \n", vowels, cons); }
```

I/P stream

