

COMP 430: Tokenization

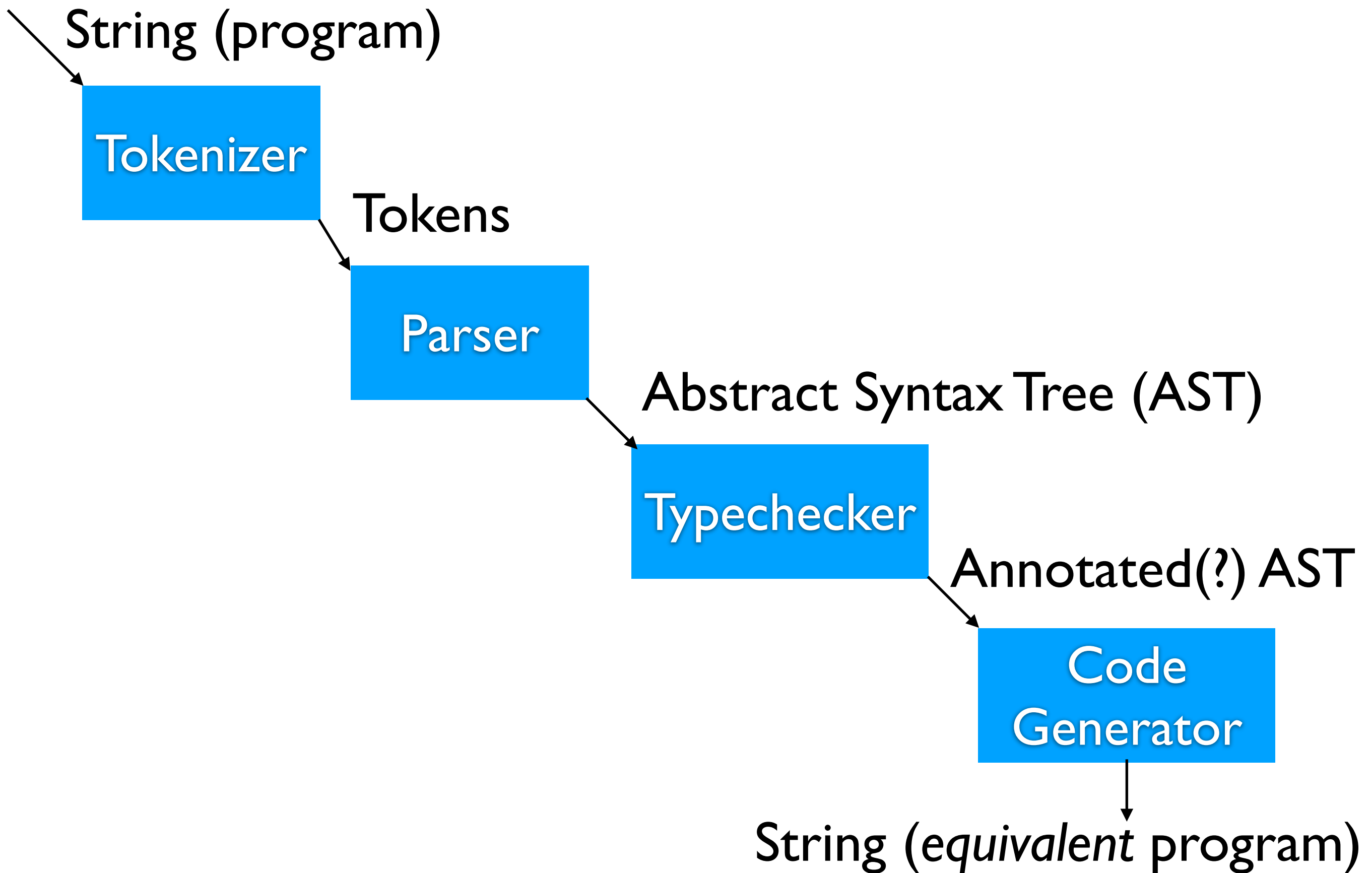
Kyle Dewey

Birds-eye View

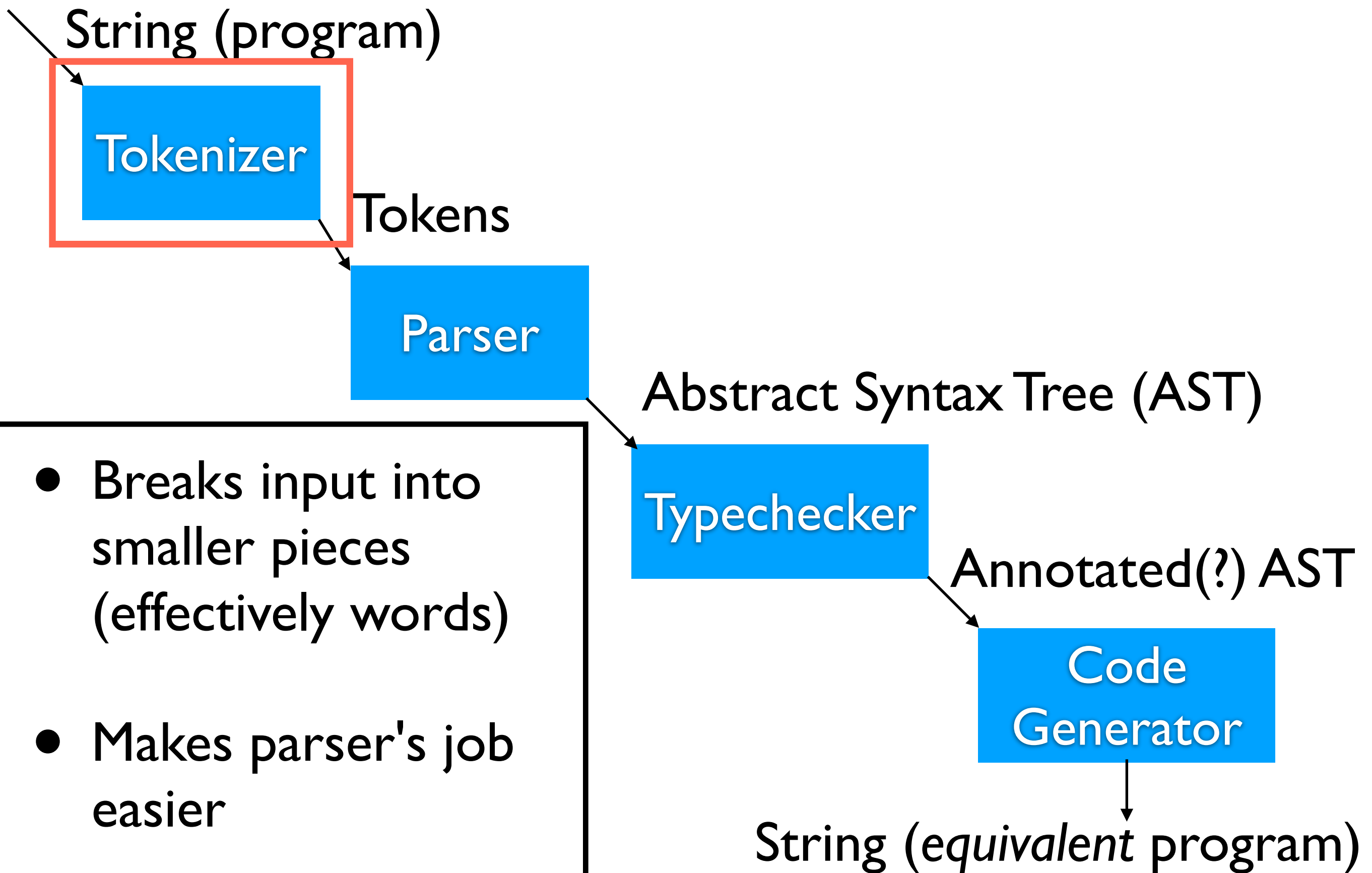
Compiler



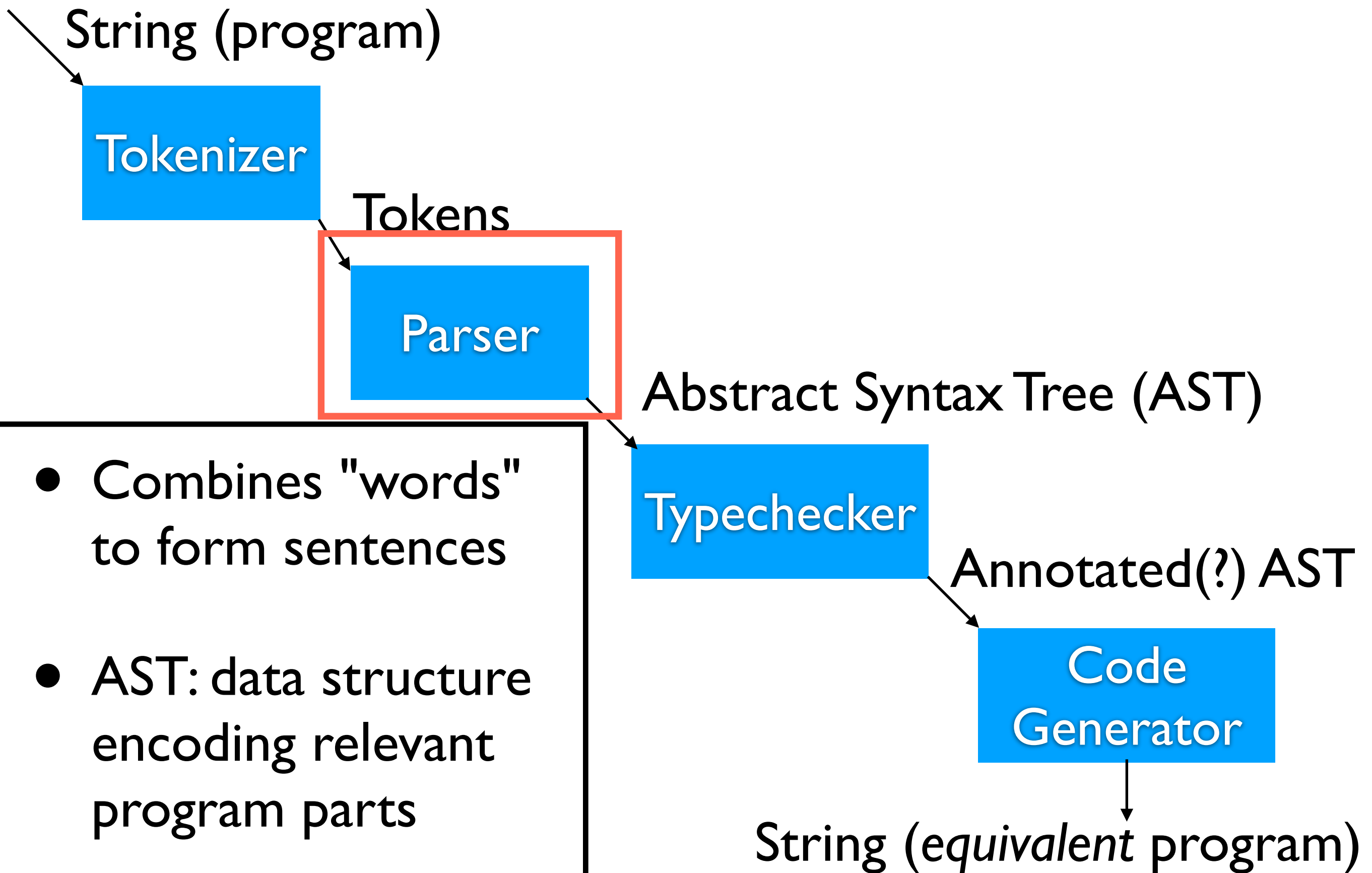
Compiler Architecture



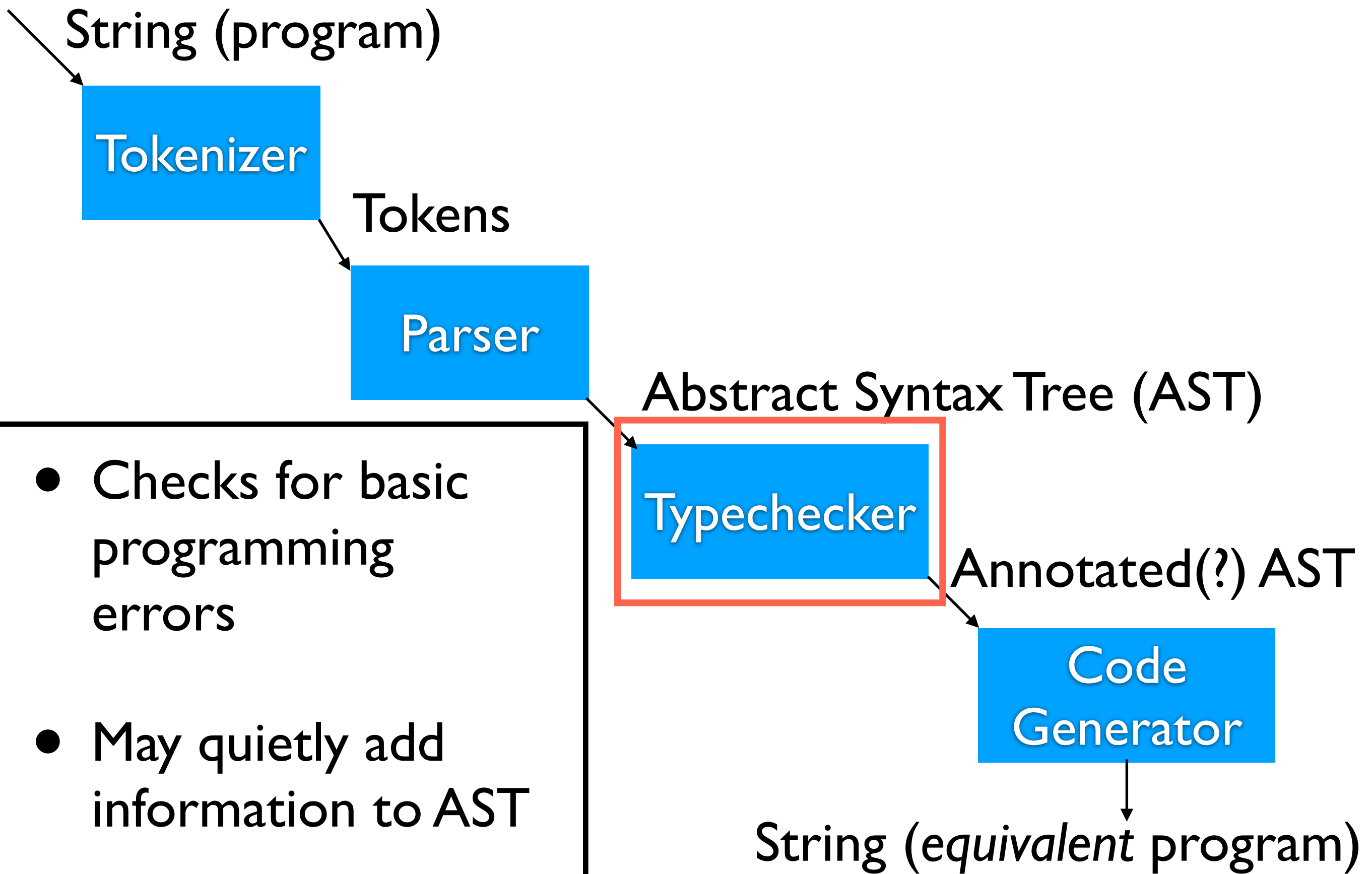
Compiler Architecture



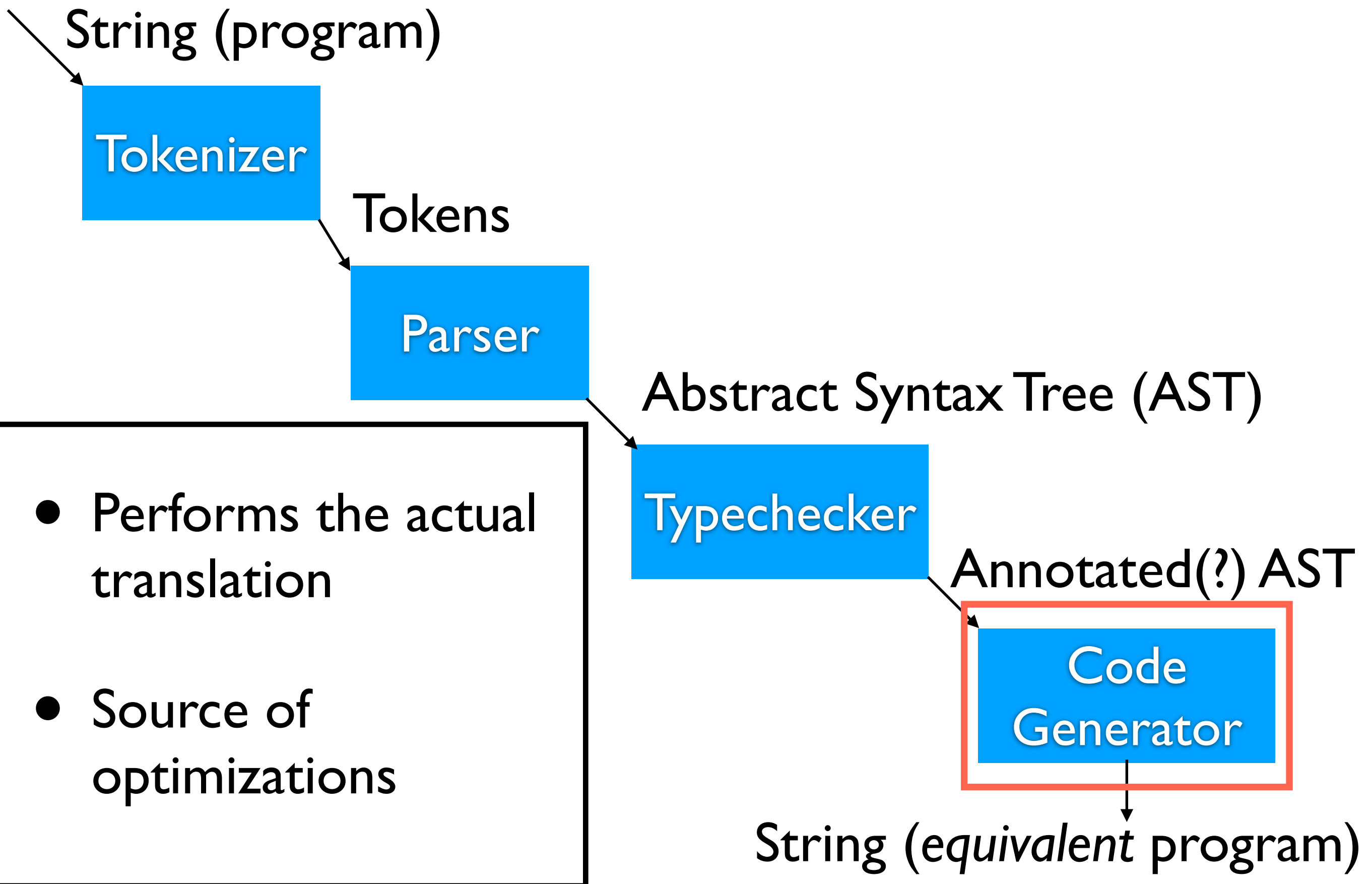
Compiler Architecture



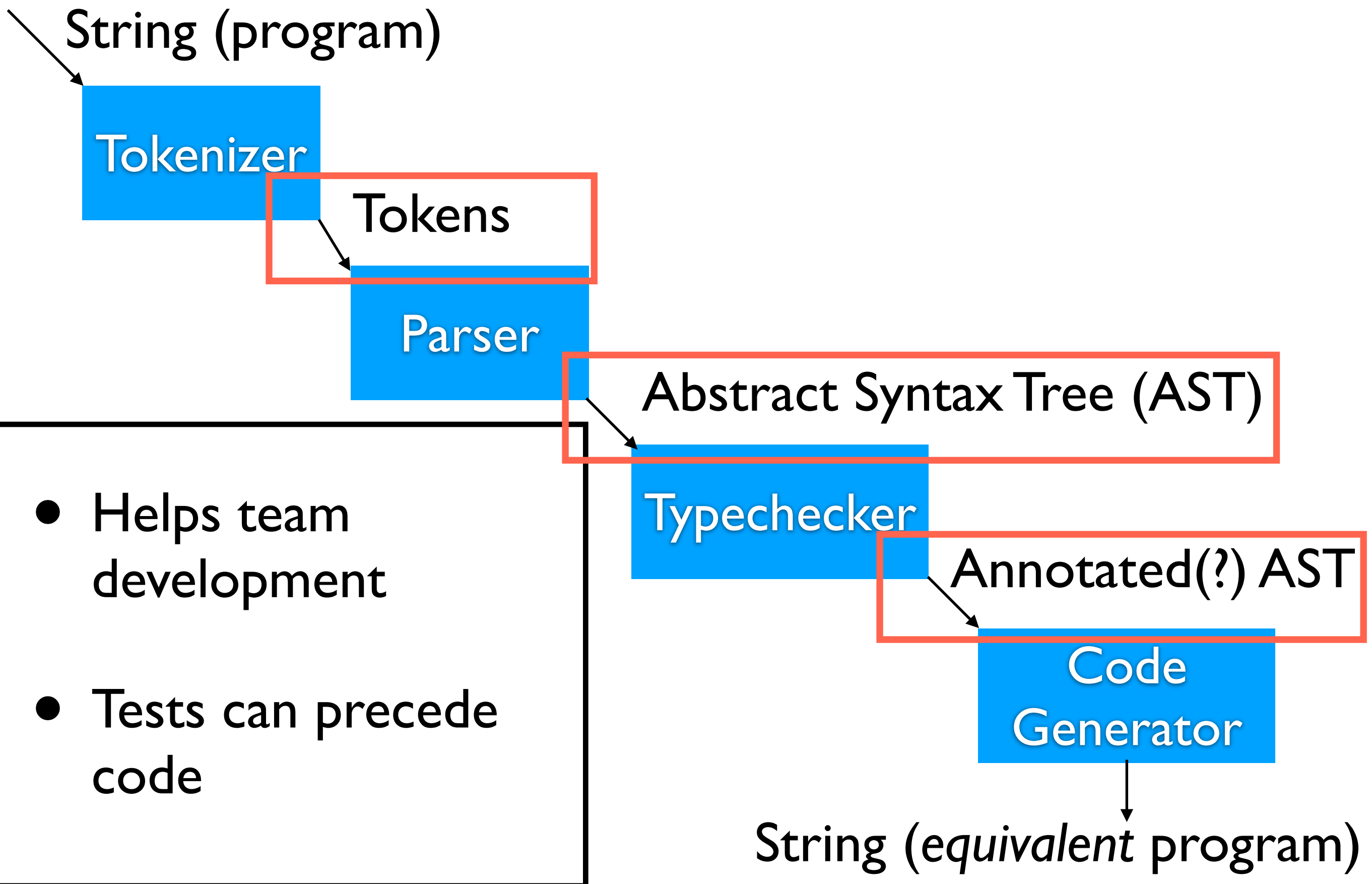
Compiler Architecture



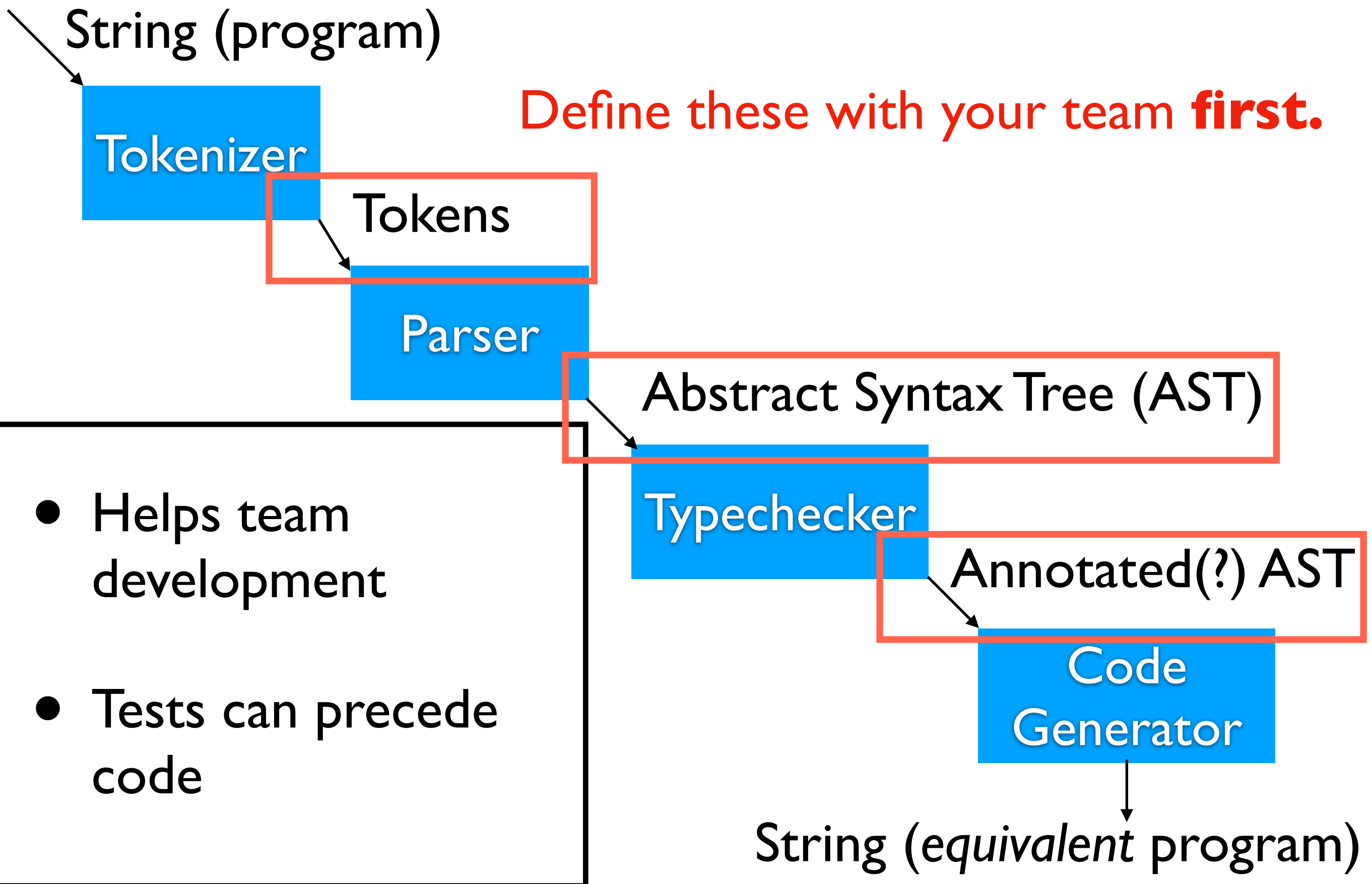
Compiler Architecture



Well-Defined Interfaces



Well-Defined Interfaces



Project Information

Into the Lexer / Tokenizer

Basic Idea

- Break input into words, called "tokens"
- Every language has its own specific set of tokens

Example

```
if (x < 7) {  
    y = true;  
} else {  
    y = false;  
}
```

Example

```
if (x < 7) {  
    y = true;  
} else {  
    y = false;  
}
```

if	(	var("x")	<
int(7)	)	{	var("y")
=	true	;	}
else	{	var("y")	=
false	;	}	

Tokenization Handout

Livecoded Tokenizer