**PRACTICAL # 05**

**OBJECT:**

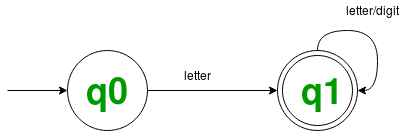
Designing DFA for identifiers.

**THEORY:**

Compiler Identifiers are the names of different entities in code. For example, a variable name, a class name, a function name and so on.

**Program:**

The identifier in different languages may have different rules. The typical identifier starts with an alphabet. Then it continues with alphabet letter or a number. The DFA below recognizes identifiers.



**ACTIVITIES**

**Activity 2**

Design a CFG for your own language.

**REVIEW QUESTIONS**

1. What are identifiers?
2. What are invalid identifiers?
3. How do you recognize keywords?