**Lexemes** :

A lexeme is a sequence of characters in the source program that matches the pattern for a token and is identified by the lexical analyzer as an instance of that token.

**Token** :

A token is a pair consisting of a token name and an optional attribute value. The token name is an abstract symbol representing a kind of lexical unit, e.g., a particular keyword, or sequence of input characters denoting an identifier. The token names are the input symbols that the parser processes.

**Examples**:

**Lexemes** – if x = 12\*54;

is if. (Of course, that is not allowed in a C program, but that has no bearing on lexical analysis.)

**Token** - Token TOK\_IF, for example, might the the token that corresponds to lexeme if.