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**CSC 312**

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

- "float"

- "abs\_zero\_John"

- "=”

- "-"

- "273"

- ";”

1. 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. A token is a sequence of characters that can be treated as a unit in the grammar of the programming languages. Examples:

- Type token (id, number, real,...)

- Punctuation tokens (IF, void, return,...)

- Alphabetic tokens (keywords)