ADERIBIGBE ADEWAL E DAVID

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**Lexeme** - 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** - Token is a pair consisting of a token name and an optional token value. The token name is a category of a lexical unit.Common token names are

* identifiers: names the programmer chooses
* keywords: names already in the programming language
* separators (also known as punctuators): punctuation characters and paired-delimiters
* operators: symbols that operate on arguments and produce results
* literals: numeric, logical, textual, reference literals

Consider this expression in the programming language C:

sum = 3 + 2;

Tokenized and represented by the following table:

Lexeme Token category

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sum | Identifier

= | Assignment operator

3 | Integer literal

+ | Addition operator

2 | Integer literal

; | End of statement