ADESINA ALAMEEN B
18/SCI01/099
CSC 312

Token: Token is a sequence of characters that can be treated as a single logical entity. Typical tokens are,
1) Identifiers 2) keywords 3) operators 4) special symbols 5)constants

Lexeme: A lexeme is a sequence of characters in the source program that is matched by the pattern for a token.

Examples

[Token]	[Sample Lexemes]
if	if
else	else
comparison	<=, !=
id	pi, score, D2
number	3.14159, 0, 6.02e23
literal	"core dumped"