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A loop and switch scanner implementation consists of a main loop that records characters 1 by 1 from the input file and uses a switch statement to process the characters just read. The output is a list of tokens and lexemes from the source program. Loop and switch scanners are sometimes called adhoc scanners, indicating their design and purpose of solving a specific instance rather than a general problem. For a sufficiently reasonable set of token types a hard coded loop and switch scanner might be all that is needed.