Java Syntax Specification

http://www.daimi.au.dk/dRegAut/JavaBNF.html

Programs

```
<compilation unit> ::= <package declaration>? <import
declarations>? <type declarations>?
```

Declarations

```
<package declaration> ::= package <package name> ;
<import declarations> ::= <import declaration> | <import</pre>
declarations \ \ import declaration \>
<import declaration> ::= <single type import declaration> | <type</pre>
import on demand declaration>
⟨single type import declaration⟩ ::= import ⟨type name⟩;
<type import on demand declaration> ::= import <package name> . *;
⟨type declarations⟩ ::= ⟨type declaration⟩ | ⟨type declarations⟩
<type declaration>
\langle type \ declaration \rangle ::= \langle class \ declaration \rangle | \langle interface \rangle
declaration> ;
⟨class declaration⟩ ::= ⟨class modifiers⟩? class ⟨identifier⟩
<super>? <interfaces>? <class body>
\langle class \ modifiers \rangle ::= \langle class \ modifier \rangle \ | \langle class \ modifiers \rangle \langle class \ |
modifier>
<class modifier> ::= public | abstract | final
\langle super \rangle ::= extends \langle class type \rangle
```

```
⟨interfaces⟩ ::= implements ⟨interface type list⟩
<interface type list> ::= <interface type> | <interface type list> ,
⟨interface type⟩
\langle class\ body \rangle ::= \{ \langle class\ body\ declarations \rangle? \}
\langle class\ body\ declarations \rangle ::= \langle class\ body\ declaration \rangle | \langle class\ 
body declarations \ \ \ \ class body declaration \>
<class body declaration> ::= <class member declaration> | <static
⟨class member declaration⟩ ::= ⟨field declaration⟩ | ⟨method
declaration>
⟨static initializer⟩ ::= static ⟨block⟩
\langle constructor \ declaration \rangle ::= \langle constructor \ modifiers \rangle?
⟨constructor declarator⟩ ⟨throws⟩? ⟨constructor body⟩
<constructor modifiers> := <constructor modifier> | <constructor</pre>
modifiers \( \constructor modifier \)
<constructor modifier> ::= public | protected | private
<constructor declarator> ::= <simple type name> ( <formal parameter</pre>
1ist >? )
⟨formal parameter list⟩ ::= ⟨formal parameter⟩ | ⟨formal parameter
list>, < formal parameter>
⟨formal parameter⟩ ::= ⟨type⟩ ⟨variable declarator id⟩
\langle throws \rangle ::= throws \langle class \ type \ list \rangle
\langle class\ type\ list\rangle ::= \langle class\ type\rangle | \langle class\ type\ list\rangle, \langle class\ type\rangle
<constructor body> ::= { <explicit constructor invocation>? <block</pre>
statements>? }
<explicit constructor invocation>::= this ( <argument list>? )
super ( <argument list>? )
<field declaration> ::= <field modifiers>? <type> <variable</pre>
declarators> ;
```

```
<field modifiers> ::= <field modifier> | <field modifiers> <field</pre>
modifier>
<field modifier> ::= public | protected | private | static | final
| transient | volatile
⟨variable declarators⟩ ::= ⟨variable declarator⟩ | ⟨variable
declarators , < variable declarator
⟨variable declarator⟩ ::= ⟨variable declarator id⟩ | ⟨variable
declarator id> = ⟨variable initializer⟩
<variable declarator id> ::= <identifier> | <variable declarator</pre>
id > []
⟨variable initializer⟩ ::= ⟨expression⟩ | ⟨array initializer⟩
<method declaration> ::= <method header> <method body>
<method header> ::= <method modifiers>? <result type> <method</pre>
declarator> < throws>?
\langle result \ type \rangle ::= \langle type \rangle \ | \ void
<method modifiers> ::= <method modifier> | <method modifiers>
<method modifier>
<method modifier> ::= public | protected | private | static |
abstract | final | synchronized | native
<method declarator> ::= <identifier> ( <formal parameter list>? )
\langle method\ body \rangle ::= \langle block \rangle;
<interface declaration> ::= <interface modifiers>? interface
⟨identifier⟩ ⟨extends interfaces⟩? ⟨interface body⟩
<interface modifiers> ::= <interface modifier> | <interface</pre>
modifiers> < interface modifier>
<interface modifier> ::= public | abstract
⟨extends interfaces⟩ ::= extends ⟨interface type⟩ | ⟨extends
interfaces>, < interface type>
<interface body> ::= { <interface member declarations>? }
```

```
<interface member declarations> ::= <interface member declaration>
<interface member declarations> <interface member declaration>
<interface member declaration> ::= <constant declaration> |
<abstract method declaration>
⟨constant declaration⟩ ::= ⟨constant modifiers⟩ ⟨type⟩ ⟨variable
declarator>
<constant modifiers> ::= public | static | final
⟨abstract method declaration⟩::= ⟨abstract method modifiers⟩?
<result type> <method declarator> <throws>? ;
<abstract method modifiers> ::= <abstract method modifier> |
<abstract method modifiers> <abstract method modifier>
<abstract method modifier> ::= public | abstract
<array initializer> ::= { <variable initializers>? , ? }
<variable initializers> ::= <variable initializer> | <variable</pre>
initializers>, <variable initializer>
⟨variable initializer⟩ ::= ⟨expression⟩ | ⟨array initializer⟩
```

Types

```
<type> ::= <primitive type> | <reference type>
<primitive type> ::= <numeric type> | boolean
<numeric type> ::= <integral type> | <floating-point type>
<integral type> ::= byte | short | int | long | char
<floating-point type> ::= float | double
<reference type> ::= <class or interface type> | <array type>
<class or interface type> ::= <class type> | <interface type>
<class type> ::= <type name>
<interface type> ::= <type name>
```

```
\langle array \ type \rangle ::= \langle type \rangle []
```

Blocks and Commands

```
\langle block \rangle ::= \{ \langle block \ statements \rangle ? \}
⟨block statements⟩ ::= ⟨block statement⟩ | ⟨block statements⟩
⟨block statement⟩
⟨block statement⟩ ::= ⟨local variable declaration statement⟩ |
⟨statement⟩
<local variable declaration statement> ::= <local variable</pre>
declaration > :
⟨local variable declaration⟩ ::= ⟨type⟩ ⟨variable declarators⟩
⟨statement⟩ ::= ⟨statement without trailing substatement⟩ |
<labeled statement> | <if then statement> | <if then else statement>

    <while statement> | <for statement>
<statement no short if> ::= <statement without trailing</pre>
substatement> | <labeled statement no short if> | <if then else
statement no short if \ \ \ \ \ while statement no short if \ \ \ \ \ \ for
statement no short if>
⟨statement without trailing substatement⟩ ::= ⟨block⟩ | ⟨empty
statement> | <synchronized statement> | <throws statements> | <try
statement>
<empty statement> ::= ;
⟨labeled statement⟩ ::= ⟨identifier⟩ : ⟨statement⟩
<labeled statement no short if> ::= <identifier> : <statement no</pre>
short if>
⟨expression statement⟩ ::= ⟨statement expression⟩ ;
⟨statement expression⟩ ::=⟨assignment⟩ | ⟨preincrement expression⟩
| postincrement expression> | predecrement expression> |
<postdecrement expression> | <method invocation> | <class instance</pre>
creation expression>
```

```
⟨if then statement⟩::= if (⟨expression⟩) ⟨statement⟩
<if then else statement>::= if (<expression>) <statement no short</pre>
if> else <statement>
\langle if \ then \ else \ statement \ no \ short \ if \rangle ::= if \ (\langle expression \rangle)

⟨statement no short if⟩ else ⟨statement no short if⟩
⟨switch statement⟩ ::= switch (⟨expression⟩) ⟨switch block⟩
<switch block> ::= { <switch block statement groups>? <switch</pre>
labels > ?
<switch block statement groups> ::= <switch block statement group>

<switch block statement groups> <switch block statement group>

⟨switch block statement group⟩ ::= ⟨switch labels⟩ ⟨block
statements>
<switch labels> ::= <switch label> | <switch labels> <switch label>
⟨switch label⟩ ::= case ⟨constant expression⟩ : | default :
<while statement> ::= while ( <expression> ) <statement>
<while statement no short if> ::= while (<expression>) <statement</pre>
no short if
<do statement> ::= do <statement> while ( <expression> ) ;
<for statement> ::= for ( <for init>? ; <expression>? ; <for</pre>
update>? ) <statement>
<for statement no short if> ::= for ( <for init>? ; <expression>? ;
<for update>? ) <statement no short if>
⟨for init⟩ ::= ⟨statement expression list⟩ | ⟨local variable
declaration>
⟨for update⟩ ::= ⟨statement expression list⟩
⟨statement expression list⟩ ::= ⟨statement expression⟩ |
⟨statement expression list⟩ , ⟨statement expression⟩
<bre>dreak statement> ::= break <identifier>? ;
```

```
<continue statement> ::= continue <identifier>?;

<return statement> ::= return <expression>?;
<throws statement> ::= throw <expression>;
<synchronized statement> ::= synchronized (<expression>) <block>
<try statement> ::= try <block> <catches> | try <block> <catches>?
<finally>
<catches> ::= <catch clause> | <catches> <catch clause>
<catch clause> <catch clause> <catch clause>
<finally > ::= finally <block>
```

Expressions

```
⟨constant expression⟩ ::= ⟨expression⟩
⟨expression⟩ ::= ⟨assignment expression⟩
⟨assignment expression⟩ ::= ⟨conditional expression⟩ |
⟨assignment⟩
⟨assignment⟩ ::= ⟨left hand side⟩ ⟨assignment operator⟩
⟨assignment expression⟩
⟨left hand side⟩ ::= ⟨expression name⟩ | ⟨field access⟩ | ⟨array
access>
⟨assignment operator⟩ ::= = | *= | /= | %= | += | -= | ⟨⟨= | ⟩⟩=
| >>>= | &= | ^= | |=
⟨conditional expression⟩ ::= ⟨conditional or expression⟩ |
⟨conditional or expression⟩ ? ⟨expression⟩ : ⟨conditional
expression>
⟨conditional or expression⟩ ::= ⟨conditional and expression⟩ |
⟨conditional or expression⟩ | ⟨conditional and expression⟩
⟨conditional and expression⟩ ::= ⟨inclusive or expression⟩ |
⟨conditional and expression⟩ && ⟨inclusive or expression⟩
```

```
⟨inclusive or expression⟩ ::= ⟨exclusive or expression⟩ |
⟨inclusive or expression⟩ | ⟨exclusive or expression⟩
\langle exclusive \ or \ expression \rangle ::= \langle and \ expression \rangle | \langle exclusive \ or |
expression> ^ <and expression>
⟨and expression⟩ ::= ⟨equality expression⟩ | ⟨and expression⟩ &
<equality expression>
<equality expression> ::= ⟨relational expression⟩ | ⟨equality
expression == < relational expression | < equality expression | !=
<relational expression>
⟨relational expression⟩ ::= ⟨shift expression⟩ | ⟨relational
expression> < <shift expression> | <relational expression> > <shift
<relational expression> >= <shift expression> | <relational
expression instance of < reference type
<shift expression> ::= <additive expression> | <shift expression>
⟨⟨ ⟨additive expression⟩ | ⟨shift expression⟩ ⟩⟩ ⟨additive
expression \rangle \ \langle shift\ expression \rangle \ \rangle \rangle \langle additive\ expression \rangle
<additive expression> ::= <multiplicative expression> | <additive</pre>
expression> + < multiplicative expression> | < additive expression>
- < multiplicative expression>
<multiplicative expression> ::= <unary expression> |
<multiplicative expression> * <unary expression> | <multiplicative</pre>
expression / <unary expression | <multiplicative expression %
<unary expression>
⟨cast expression⟩ ::= (⟨primitive type⟩) ⟨unary expression⟩ |
( < reference type > ) < unary expression not plus minus >
<unary expression> ::= preincrement expression> | predecrement
expression | + \langle unary expression \rangle | - \langle unary expression \rangle | \langle unary
expression not plus minus>
\langle predecrement\ expression \rangle ::= -- \langle unary\ expression \rangle
⟨preincrement expression⟩ ::= ++ ⟨unary expression⟩
<unary expression not plus minus> ::= <postfix expression> | ~
⟨unary expression⟩ | ! ⟨unary expression⟩ | ⟨cast expression⟩
```

```
⟨postdecrement expression⟩ ::= ⟨postfix expression⟩ --
⟨postincrement expression⟩ ::= ⟨postfix expression⟩ ++
<postfix expression> ::= <primary> | <expression name> |
⟨postincrement expression⟩ | ⟨postdecrement expression⟩
<method invocation> ::= <method name> ( <argument list>? )
⟨primary⟩. ⟨identifier⟩ (⟨argument list⟩?) | super. ⟨identifier⟩
( \langument list\rangle? )
⟨field access⟩ ::= ⟨primary⟩ . ⟨identifier⟩ | super . ⟨identifier⟩
<primary> ::= <primary no new array> | <array creation expression>
<primary no new array> ::= teral> | this | ( <expression> ) |
⟨class instance creation expression⟩ | ⟨field access⟩ | ⟨method
invocation \ \ \ \ \ arrav access \ \
\langle class \ instance \ creation \ expression \rangle ::= new \langle class \ type \rangle
( \langument list\rangle? )
\langle argument \ list \rangle ::= \langle expression \rangle | \langle argument \ list \rangle, \langle expression \rangle
⟨array creation expression⟩ ::= new ⟨primitive type⟩ ⟨dim exprs⟩
\langle dims \rangle? | new \langle class\ or\ interface\ type \rangle \langle dim\ exprs \rangle \langle dims \rangle?
\langle dim \ exprs \rangle ::= \langle dim \ expr \rangle \mid \langle dim \ exprs \rangle \langle dim \ expr \rangle
\langle dim \ expr \rangle ::= [ \langle expression \rangle ]
<dims> ::= [ ] | <dims> [ ]
⟨array access⟩ ::= ⟨expression name⟩ [⟨expression⟩ ] | ⟨primary
no new array [ <expression]
```

Tokens

```
<package name> ::= <identifier> | <package name> . <identifier>
<type name> ::= <identifier> | <package name> . <identifier>
<simple type name> ::= <identifier>
```

```
⟨identifier⟩
<method name> ::= <identifier> | <ambiguous name>. <identifier>
⟨ambiguous name⟩::=⟨identifier⟩ | ⟨ambiguous name⟩. ⟨identifier⟩
!:= <integer literal> | <floating-point literal> |
⟨boolean literal⟩ | ⟨character literal⟩ | ⟨string literal⟩ | ⟨null
1iteral>
<integer literal> ::= <decimal integer literal> | <hex integer</pre>
literal> | <octal integer literal>
<decimal integer literal> ::= <decimal numeral> <integer type</pre>
suffix?
\langle hex\ integer\ literal \rangle ::= \langle hex\ numeral \rangle \langle integer\ type\ suffix \rangle?
<octal integer literal> ::= <octal numeral> <integer type suffix>?
\langle integer\ type\ suffix \rangle ::= 1 \mid L
\langle decimal \ numeral \rangle ::= 0 \mid \langle non \ zero \ digit \rangle \langle digits \rangle?
\langle digits \rangle ::= \langle digit \rangle \mid \langle digits \rangle \langle digit \rangle
\langle digit \rangle ::= 0 \mid \langle non \ zero \ digit \rangle
⟨non zero digit⟩ ::= 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9
\langle hex \ numeral \rangle ::= 0 \ x \langle hex \ digit \rangle \mid 0 \ X \langle hex \ digit \rangle \mid \langle hex \ numeral \rangle
<hex digit>
\(\langle \text{hex digit}\rangle :: = 0 \ | 1 \ | 2 \ | 3 \ | 4 \ | 5 \ | 6 \ | 7 \ | 8 \ | 9 \ | a \ | b \ |
c | d | e | f | A | B | C | D | E | F
<octal numeral> ::= 0 <octal digit> | <octal numeral> <octal digit>
\langle octal\ digit \rangle ::= 0 \mid 1 \mid 2 \mid 3 \mid 4 \mid 5 \mid 6 \mid 7
<floating-point literal>::= <digits>. <digits>? <exponent part>?
⟨float type suffix⟩?
⟨digits⟩ ⟨exponent part⟩? ⟨float type suffix⟩?
```

⟨expression name⟩ ::= ⟨identifier⟩ | ⟨ambiguous name⟩ .

```
⟨exponent part⟩ ::= ⟨exponent indicator⟩ ⟨signed integer⟩
⟨exponent indicator⟩ ::= e | E
⟨signed integer⟩ ::= ⟨sign⟩? ⟨digits⟩
\langle sign \rangle := + | -
\langle float \ type \ suffix \rangle ::= f \mid F \mid d \mid D
⟨boolean literal⟩ ::= true | false
<character literal> ::= ' <single character> ' | ' <escape sequence>
\langle single\ character \rangle ::= \langle input\ character \rangle \ \text{except} and \backslash
<string literal> ::= " <string characters>?"
⟨string characters⟩ ::= ⟨string character⟩ | ⟨string characters⟩
⟨string character⟩
character>
<null literal> ::= null
<keyword> ::= abstract | boolean | break | byte | case | catch |
char | class | const | continue | default | do | double | else |
extends | final | finally | float | for | goto | if | implements
| import | instanceof | int | interface | long | native | new |
package | private | protected | public | return | short | static
 super | switch | synchronized | this | throw | throws | transient
try | void | volatile | while
```

The character set for Java is Unicode, a 16-bit character set. This is the set denoted by $\langle input\ character \rangle$. Unicode effectively contains the familiar 7-bit ASCII characters as a subset, and includes "escape code" designations of the form $\backslash udddd$ (where each d is from $\langle hex\ digit \rangle$). In the extended BNF for Java the optional appearance of X is written X?, and the iterative appearance of X is written $\{X\}$.

The syntax category *identifier* consists of strings that must start with a letter - including underscore (_) and dollar sign (\$) - followed by any number of letters and digits. Characters of numerous international

languages are recognized as "letters" in Java. A Java *letter* is a character for which the method Character.isJavaLetter returns true. A Java letter-or-digit is a character for which the method Character.isJaveLetterOrDigit returns true. Also, *identifier* includes none of the keywords given above - these are *reserved words* in Java.

The only BNF extention used here is the optional construct which is written with '?' added as a suffix to a terminal or non-terminal. Note that '*', '{', and '}' are all terminal symbols. This BNF definition does not address such pragmatic issues as comment conventions and the use of "white space" to delimit tokens. This BNF also does not express numerous "context-sensitive" restrictions on syntax. For instance, type use of identifiers must be consistent with the required declarations, there are size limitations on numerical literals, etc.