Setup ANTLR

- Have atleast Java 1.7
- Install ANTLR Jar File
 - https://www.antlr.org/download/antlr-4.9.2-complete.jar
- copy the downloaded tool where you usually put third-party java libraries (ex. /usr/local/lib or C:\Program Files\Java\libs)
- add the tool to your CLASSPATH. Add it to your startup script (ex. bash_profile)
- (optional) add also aliases to your startup script to simplify the usage of ANTLR

Executing the instructions on Linux/Mac OS

```
2. sudo cp antlr-4.9.2-complete.jar /usr/local/lib/
4. # add this to your .bash profile
    export CLASSPATH=".:/usr/local/lib/antlr-4.9.2-complete.jar:$CLASSPATH"
    alias antlr4='java -Xmx500M -cp "/usr/local/lib/antlr-4.9.2-
   complete.jar:$CLASSPATH" org.antlr.v4.Tool'
8. # simplify the use of the tool to test the generated code
alias grun='java -Xmx500M -cp "/usr/local/lib/antlr-4.9.2-
   complete.jar:$CLASSPATH" org.antlr.v4.gui.TestRig'
```

Executing the instructions on Windows

```
1. // 1. Copy antlr-4.9.2-complete.jar in C:\Program Files\Java\libs (or
    wherever you prefer)
2. // 2. Append the location of ANTLR to the CLASSPATH variable on your
    system, or create a CLASSPATH variable if you have not done so before
3. // you can do to that by pressing WIN + R and typing sysdm.cpl, then
4. // CLASSPATH -> .;C:\Program Files\Java\libs\antlr-4.9.2-
    complete.jar; %CLASSPATH%
// 3. Add aliases
    java org.antlr.v4.Tool %*
// create grun.bat
    java org.antlr.v4.gui.TestRig %*
10. // put them in the system PATH or any of the directories included in
    your PATH
```