TOC Assignment 2

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Grammar for Simple C

```
Start symbol is 'MainProgram'
\langle MainProgram \rangle ::= \langle Declarations \rangle \langle Program \rangle
\langle Declarations \rangle ::= 'int' \langle identifier \rangle [',' \langle identifier \rangle]^* ';'
\langle Program \rangle ::= \langle statement \rangle^*
\langle statement \rangle ::= (\langle assignment \rangle \\ | \langle read\text{-}statement \rangle \\ | \langle write\text{-}statement \rangle \\ | \langle for\text{-}statement \rangle \\ | \langle for\text{-}statement \rangle \\ | \langle i;' \rangle
\langle assignment \rangle ::= \langle identifier \rangle '=' \langle expression \rangle
\langle expression \rangle ::= \langle equality \rangle
\langle equality \rangle ::= \langle comparison \rangle ['==' \langle comparison \rangle]?
\langle comparison \rangle ::= \langle term \rangle ['>' \langle term \rangle]?
\langle term \rangle ::= \langle factor \rangle [('+' | '-') \langle factor \rangle]^*
```

```
 \langle factor \rangle \qquad ::= \langle unary \rangle \ [(`*` \mid `')' \rangle \langle unary \rangle]^* 
 \langle unary \rangle \qquad ::= (`-` \langle unary \rangle) \mid \langle primary \rangle 
 \langle primary \rangle \qquad ::= \langle integer \rangle \mid \langle identifer \rangle \mid `(` \langle expression \rangle `)` \rangle 
 \langle read\text{-}statement \rangle ::= `read` \langle identifier \rangle 
 \langle write\text{-}statement \rangle ::= `write` (\langle integer \rangle \mid \langle identifer \rangle) 
 \langle for\text{-}statement \rangle ::= `for` `(` \langle expression \rangle `;` \langle expression \rangle `;` \langle expression `)` jblock \rangle 
 \langle block \rangle \qquad ::= `\{` \langle statement \rangle *` `\}` 
 \langle identifier \rangle \qquad ::= -\langle keyword \rangle \langle alpha \rangle + 
 \langle integer \rangle \qquad ::= \langle digit \rangle +
```

About the implementation

Types

Since the document mentions nothing about types, this implementation assumes 'Simple C' to be strongly typed, with two types.

There are two types of expressions: number and boolean. Only a boolean expression can be used in the condition clause of the for statement. Printing a boolean variable will print 'true' or 'false' correspondingly. Booleans cannot be operated upon by arithmetic operations.

Uninitialized variables

The ¡Declarations; rule declares variables that can be used in the program. Variables have been implemented with a hashmap. Referencing a variable before assigning a value to it causes an 'Undefined variable' runtime error.

It was possible to implicity give variables an initial value of 0, but this may lead to unreliable code.

Remarks

All three clauses in the for statement have no side effects. This means they can be executed any number of times and in any order during the loop execution. Although it seemed that I could get away easily by not using the AST for interpreting, the additional "rewing" functionality required in the scanner was better left alone.