*expression*

**true**

**false**

**nil**

**dot**

**unknown**

*string*

*number*

*identifier*

*funject*  
*array*

*invocation*

*strict-assignment*

*lazy-assignment*

*reset-strict-assignment*

*reset-lazy-assignment*

*strict-funject-assignment*

*lazy-funject-assignment*

*inheritance*

*inverse-definition*

*string*

**''**

**""**

**'***chars'*  
**"***chars***"**

*chars*

*char*  
*char chars*

*char*

*any-character-except-***'***-***"***-or-***\**   
**\'**

**\"**  
**\\**  
**\n**  
**\r**  
**\t**

*number[[1]](#footnote-1)*

*int*  
*int frac*  
*int exp*  
*int frac exp*

*int*

*digit*  
*digit1-9 digits*   
**-** *digit*  
**-** *digit1-9 digits*

*frac*

**.** *digits*

*exp*

*e* *digits*

*digits*

*digit*  
*digit* *digits*

*e*

**e**  
**e+**  
**e-**

*funject*

**{}**  
**{** *members* **}**

*members*

*pair*  
*pair* *newline members*

*pair*

*pattern* **:** *lazy-expression*

*pattern*

*parameter*

*expression-with-a-parameter-substituted-for-any-of-its-components*

*parameter*

**@** *identifier*

*lazy-expression*

*expression*

*lazy-expression-lines(x > 0)*

*lazy-expression-lines(x)*

*lazy-expression-line(x)*

*lazy-expression-line(x) lazy-expression-lines(x)*

*lazy-expression-line*

*spaces(x) expression newline*

*array*

**[]**  
**[** *elements* **]**

*elements*

*expression*  
*expression***,** *elements*

*identifier*

*any-alphanumeric-underscore-plus-dash-or-equals-sign identifier*

*invocation*

*expression expression*

*strict-assignment*

*identifier* **=** *expression*

*lazy-assignment*

*identifier* **:=** *lazy-expressions*

*reset-strict-assignment*

*identifier* **|=** *expression*

*reset-lazy-assignment*

*identifier* **|:=** *expression*

*strict-funject-assignment*

*invocation* **=** *expression*

*lazy-funject-assignment*

*invocation* **:=** *lazy-expressions*

*inheritance*

*expression* **<<** *expression*

*inverse-definition*

*expression* **<-** *expression*

1. I adapted the definition of “number” from json.org [↑](#footnote-ref-1)