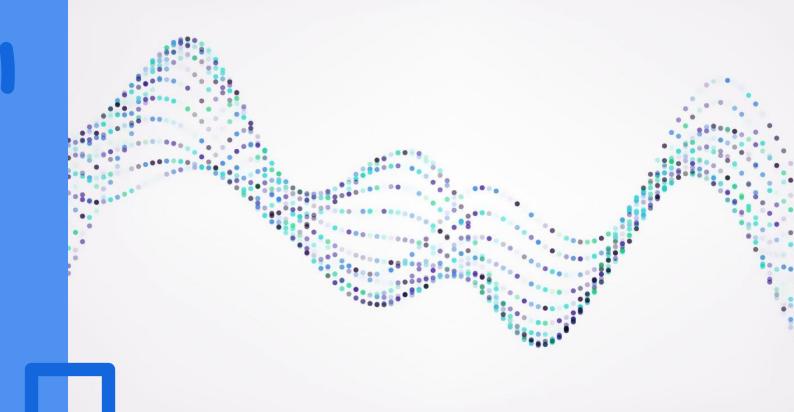
PetFox Programming Language

Created by: Alexander Fox & Nolan Pettit





Background

• Base 8 programming language

 Uses "Martian" terminology to help communicate with extraterrestrial life

 Name of the language combines the names of the creators



Tokens

- Tokens include:
 - Number, Identifier, Keyword,

Assign, Math_OP,

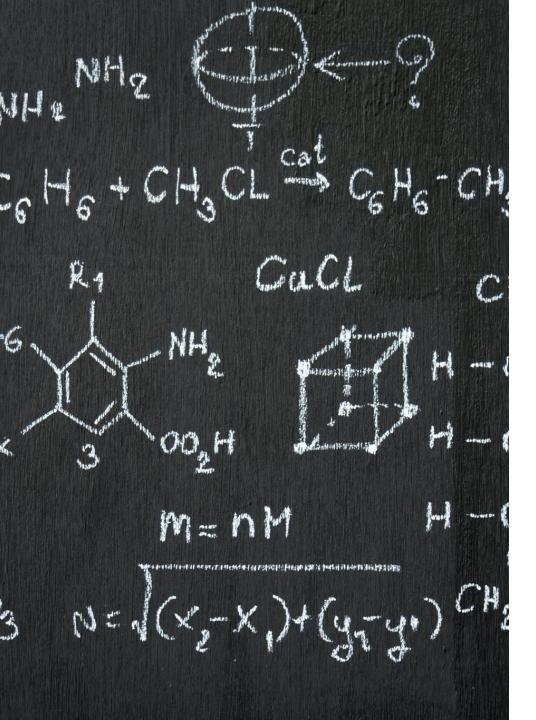
Comparison_OP, Logical_OP,

Separator, String, Lparen,

RParen

Keywords

- Keywords include:
 - If, Else
 - While, For
 - Pet, Fox
 - Pet is used for variables
 - Fox is used for constants
 - Glorp
 - This is used to create a function
 - Print, Return



Special Symbols

- t_ASSIGN = r'='
- $t_MATH_OP = r'[+\-*/\%]'$
- t_COMPARISON_OP = r'(==|!=|<|>|<=|>=)'
- t_LOGICAL_OP = r'(and|or|not)'
- t_SEPARATOR = r':'
- $t_LPAREN = r'\('$
- $t_RPAREN = r'\)'$

Other Rules







COMMENTS ARE CREATED BY USING //



NEW LINES ARE CREATED BY USING \N

Example Code

```
example.pf X
example > 🖹 example.pf
        You, 1 minute ago | 1 author (You)
        glorp my function(y):
            pet x = 5
            fox unchanging = 144
            pet s = 'hello'
            print(s)
            if x == 5:
                 x = x + 1
            else:
                 y - 2
                 x = 0
  11
            return x
  12
        my_function(17)
  13
```

```
LexToken(KEYWORD, 'glorp',2,1)
LexToken(IDENTIFIER, 'my function', 2,7)
LexToken(LPAREN, '(',2,18)
LexToken(IDENTIFIER, 'y',2,19)
LexToken(RPAREN,')',2,20)
LexToken(SEPARATOR, ':', 2, 21)
LexToken(KEYWORD, 'pet', 3, 27)
LexToken(IDENTIFIER, 'x',3,31)
LexToken(ASSIGN, '=',3,33)
LexToken(NUMBER, '5', 3, 35)
LexToken(KEYWORD, 'fox',4,41)
LexToken(IDENTIFIER, 'unchanging', 4, 45)
LexToken(ASSIGN, '=',4,56)
LexToken(NUMBER, '144', 4,58)
LexToken(KEYWORD, 'pet', 5,66)
LexToken(IDENTIFIER, 's',5,70)
LexToken(ASSIGN, '=',5,72)
LexToken(STRING, 'hello', 5,74)
LexToken(KEYWORD, 'print', 6,86)
```