The notation used in this grammar:

```
Non-terminal Symbols: e.g. HeaderFile, Type, Expr, Statement
Terminal Symbols:
     Keywords: e.g. if, while, int, endWhile
      Tokens:
        INTEGER: e.g. 42, 0x1234ABCD
        DOUBLE: e.g. 3.1415, 6.022e23
        CHAR: e.g. 'a', '\n'
        STRING: e.g. "hello", "\t\n"
        ID: e.g. x, myName, MAX SIZE
        OPERATOR: e.g. <=, <, >, >=, !=, +, -, *, etc.
        Misc Punctuation: e.g. :, ,, =, (, ), ;
        Punctuation that conflicts with meta-symbols: '{', '}', '[', ']', '|'
Comment Conventions:
     -- through end-of-line
      /* through */
Meta-Symbols, used in describing the grammar:
     Grammar Rule: -->
        Example:
           Type --> int
     Repetition of zero-or-more: { }
         Example:
            StmtList --> { Statement }
     Rules with Alternatives:
        Example:
           Statement --> IfStmt | AssignStmt
        Example:
           Statement --> IfStmt
                       --> AssignStmt
     Optional Material: [ ]
        Example:
           VarDecl --> Decl [ = Expr2 ]
     One-or-more Occurrences: { }+
        Example:
           VarDecls --> var { VarDecl }+
```

Keywords

alloc anyType array arraySize asInteger asPtrTo behavior bool break by case catch char class code const continue debug default do double else elseIf endBehavior endClass endCode endFor endFunction endHeader endIf endInterface endMethod endRecord endSwitch endTry endWhile enum errors extends external false

fields for free function header if implements infix int interface isInstanceOf isKindOf messages method methods new null of prefix ptr record renaming return returns self sizeOf super superclass switch throw to true try type typeOfNull until uses var void while

```
HeaderFile
                 --> header ID
                       [ Uses ]
                       { Constants |
                         Errors
                         VarDecls |
                         Enum
                         TypeDefs
                         FunctionProtos |
                         Interface
                         Class }
                     endHeader
CodeFile
                 --> code ID
                       { Constants |
                         Errors
                         VarDecls |
                         Enum
                         TypeDefs
                         Function |
                         Interface |
                         Class
                         Behavior }
                     endCode
Interface
                 --> interface ID [ TypeParms ]
                       [ extends TypeList ]
                       [ messages { MethProto }+ ]
                     endInterface
Class
                 --> class ID [ TypeParms ]
                       [ implements TypeList ]
                       [ superclass NamedType ]
                       [ fields { Decl }+ ]
                       [ methods { MethProto }+ ]
                     endClass
Behavior
                 --> behavior ID
                       { Method }
                     endBehavior
                 --> uses OtherPackage { , OtherPackage }
                 --> ID [ renaming Rename { , Rename } ]
OtherPackage
                 --> STRING [ renaming Rename { , Rename } ]
                 --> ID to ID
Rename
               --> '[' ID : Type { , ID : Type } ']'
TypeParms
Constants
               --> const { ID = Expr }+
Decl
                --> ID { , ID } : Type
VarDecl
               --> Decl [ = Expr2 ]
             --> var { VarDecl }+
--> errors { ID ParmList }+
VarDecls
Errors
              --> type { ID = Type }+
TypeDefs
                 --> enum ID [ = Expr ] { , ID }
Enum
                 --> ID { , ID }
IdList
ArgList
                 --> ( )
                 --> ( Expr { , Expr } )
                 --> ( )
ParmList
                 --> ( Decl { , Decl } )
```

```
--> ID ParmList [ returns Type ]
FunProto
FunctionProtos --> functions { [ external ] FunProto }+
Function
                 --> function ID ParmList [ returns Type ]
                       [ VarDecls ]
                       StmtList
                     endFunction
NamelessFunction --> function
                                 ParmList [ returns Type ]
                       [ VarDecls ]
                       StmtList
                     endFunction
MethProto
                 --> ID ParmList [ returns Type ]
                 --> infix OPERATOR ( ID : Type ) returns Type
                 --> prefix OPERATOR ( ) returns Type
                 --> { ID : ( ID : Type ) }+ [ returns Type ]
                 --> method MethProto
Method
                       [ VarDecls ]
                       StmtList
                     endMethod
                 --> { Statement }
StmtList
Statement
                 --> if Expr StmtList
                         { elseIf Expr StmtList }
                         [ else StmtList ]
                     endIf
                 --> LValue = Expr
                 --> ID ArgList
                 --> Expr { ID : Expr }+
                 --> Expr . ID ArgList
                 --> while Expr
                         StmtList
                     endWhile
                 --> do
                         StmtList
                     until Expr
                 --> break
                 --> continue
                 --> return [ Expr ]
                 --> for LValue = Expr to Expr [ by Expr ]
                         StmtList
                     endFor
                 --> for ( StmtList ; [ Expr ] ; StmtList )
                         StmtList
                     endFor
                 --> switch Expr
                         { case Expr : StmtList }
                         [ default : StmtList ]
                     endSwitch
                 --> try StmtList
                         { catch ID ParmList : StmtList }+
                     endTry
                 --> throw ID ArgList
                 --> free Expr
                 --> debug
```

```
--> char
Туре
                 --> int
                 --> double
                 --> bool
                 --> void
                 --> typeOfNull
                 --> anyType
                 --> ptr to Type
                 --> record { Decl }+ endRecord
                 --> array [ '[' Dimension { , Dimension } ']' ] of Type
                 --> function ( [ Type { , Type } ] )
                          [ returns Type ]
                 --> NamedType
NamedType
                 --> ID [ '[' Type { , Type } ']' ]
                 --> NamedType { , NamedType }
TypeList
Dimension
                 --> * | Expr
Constructor
                 --> Type ClassRecordInit
                 --> Type ArrayInit
                 --> Type
ClassRecordInit --> ID '{' ID = Expr { , ID = Expr } '}'
ArrayInit --> ID '{' [ Expr of ] Expr
                            { , [ Expr of ] Expr } '}'
              --> Expr
--> Expr2 {
LValue
Expr
                               ID : Expr2 }
              --> Expr3 {
--> Expr5 {
--> Expr6 {
--> Expr7 {
--> Expr8 {
Expr2
                               OPERATOR Expr3 }
Expr3
                                '||' Expr5 }
Expr5
                               && Expr6 }
                                '|' Expr7 }
Expr6
                                ^ Expr8 }
Expr7
               --> Expr9 {
                                 & Expr9 }
Expr8
                               == Expr10
                --> Expr10 {
Expr9
                               != Expr10 }
Expr10
                 --> Expr11 {
                                 < Expr11
                                <= Expr11
                                 > Expr11
                               >= Expr11 }
                                 << Expr12
Expr11
                 --> Expr12 {
                                >> Expr12
                                >>> Expr12 }
Expr12
                 --> Expr13 {
                                 + Expr13
                               | - Expr13 }
                                 * Expr15
Expr13
                 --> Expr15 {
                               | / Expr15
                               | % Expr15 }
Expr15
                 --> OPERATOR Expr15
                 --> Expr16
Expr16
                 --> Expr17 {
                                 . ID ArgList
                                 . ID
                                 asPtrTo Type
                                 asInteger
                                 arraySize
                                 isInstanceOf Type
                                 isKindOf Type
                                '[' Expr { , Expr } ']' }
```

```
Expr17
                 --> ( Expr )
                 --> null
                 --> true
                 --> false
                 --> self
                 --> super
                 --> INTEGER
                 --> DOUBLE
                 --> CHAR
                 --> STRING
                 --> NamelessFunction
                 --> ID
                 --> ID ArgList
                 --> new Constructor
                 --> alloc Constructor
                 --> sizeOf Type
```

A simplified rule for expressions, which ignores precedence and associativity:

```
--> true
Expr
                 --> false
                 --> null
                 --> self
                 --> super
                 --> INTEGER
                 --> DOUBLE
                 --> CHAR
                 --> STRING
                 --> ID ArgList
                 --> ID
                 --> NamelessFunction
                 --> new Constructor
                 --> alloc Constructor
                 --> sizeOf Type
                 --> ( Expr )
                 --> OPERATOR Expr
                 --> Expr OPERATOR Expr
                 --> Expr . ID ArgList
                 --> Expr . ID
                 --> Expr { ID : Expr }+
                 --> Expr '[' Expr { , Expr } ']'
                 --> Expr asPtrTo Type
                 --> Expr asInteger
                 --> Expr arraySize
                 --> Expr isInstanceOf Type
                 --> Expr isKindOf Type
```

```
All keyword messages, e.g., x at:y put:z
_____
 All infix operators not mentioned below
 | Short-circuit for bool operands
_____
 && Short-circuit for bool operands
______
   Bitwise OR for int operands
______
 ^ Bitwise XOR for int operands
______
    Bitwise AND for int operands
_____
    Can compare basic types, pointers, and
      objects, but not records or arrays
______
    Can compare int, double, and
      pointer operands
 <=
 >=
______
    Shift int operand left
 <<
    Shift int operand right arithmetic
 >>> Shift int operand right logical
______
    Can also add ptr+int
    Can also subtract ptr-int and ptr-ptr
______
     For int, always truncates down, -7/3 \Rightarrow -3
    Modulo operator for integers
_____
 Prefix - For int and double operands
Prefix ! For int and bool operands
Prefix * Pointer dereference
Prefix & Address-of
 All other prefix methods
______
          Message Sending: x.foo(y,z)
          Field Accessing: x.name
 asPtrTo
 asInteger
 arraySize
 isInstanceOf
 isKindOf
          Array Accessing: a[i,j]
______
          Parenthesized expressions: x*(y+z)
 constants e.g., 123, "hello" keywords i.e., true, false, null, self, super
 nameless funs e.g., function(...)...endFunction
 variables e.g., x function call e.g., foo(4)
          e.g., new Person{name="smith"}
 new
          e.g., alloc Person{name="smith"}
 alloc
          e.q., sizeOf Person (in bytes)
```