

Expression Grammar

```
Expr ::= ConditionalExpr | LogicalOrExpr
ConditionalExpr ::= ? Expr -> Expr , Expr
LogicalOrExpr ::= LogicalAndExpr ( ( | | || ) LogicalAndExpr)*
LogicalAndExpr ::= ComparisonExpr ( ( & | && ) ComparisonExpr)*
ComparisonExpr ::= PowExpr ( ( < | > | == | <= | >= ) PowExpr)*
PowExpr ::= AdditiveExpr ** PowExpr | AdditiveExpr
AdditiveExpr ::= MultiplicativeExpr ( ( + | - ) MultiplicativeExpr)*
MultiplicativeExpr ::= UnaryExpr ( ( * | / | % ) UnaryExpr)*
UnaryExpr ::= ( ! | - | width | height ) UnaryExpr | PostfixExpr
PostfixExpr ::= PrimaryExpr ( PixelSelector | ε ) ( ChannelSelector | ε )
PrimaryExpr ::= STRING_LIT | NUM_LIT | IDENT | ( Expr ) | CONST |
    ExpandedPixelExpr
ChannelSelector ::= : red | : green | : blue
PixelSelector ::= [ Expr , Expr ]
ExpandedPixelExpr ::= [ Expr , Expr , Expr ]
```

The above grammar is a subset of the grammar for the programming language. The symbols in red correspond to token Kinds. In some cases (STRING_LIT, NUM_LIT, etc) the grammar uses the actual name of the constant in the Kind enum. In other cases, the text of the symbol itself is used for brevity. For example,

```
PixelSelector ::= [ Expr , Expr ]
```

rather than

```
PixelSelector ::= LSQUARE Expr COMMMMA Expr RSQUARE
```