

## C-mimics-mimics Project

## 1. C-- grammar

## 1.1 Rules

program: program varDecl | program funcDecl | /\* empty \*/ ;

varDecl: type id ';' | type id '[' intLiteral ']' ';' ;

type: INT | BOOL | VOID ;

funcDecl: type id parameters block ;

parameters: '(' ')' | '(' formalList ')' ;

formalList: formalDecl | formalList ',' formalDecl ;

formalDecl: type id ;

block: '{' declList stmtList '}' ;

declList: declList varDecl | /\* empty \*/ ;

stmtList: stmtList stmt | /\* empty \*/ ;

stmt: CIN READ id ';' ;

| COUT WRITE exp ';' ;

| SubscriptExpr '=' exp ';' ;

| id ' = ' exp ';' ;

| IF '{' exp '}' block

| IF '(' exp ')' block ELSE block

| WHILE '(' exp ')' block

| RETURN exp ';' | RETURN ';' | funcCallStmt ';' ;

$\text{exp} ::= \text{exp}' +' \text{exp}$

|  $\text{exp}' -' \text{exp}$

|  $\text{exp}' *' \text{exp}$

|  $\text{exp}' /' \text{exp}$

|  $! ! ! \text{exp}$

|  $\text{exp} \text{ AND } \text{exp}$  |  $\text{exp} \text{ OR } \text{exp}$  |  $\text{exp} \text{ EQUAL } \text{exp}$

|  $\text{exp} \text{ NOT } \text{exp}$  |  $\text{exp} < \text{exp}$  |  $\text{exp} > \text{exp}$

|  $\text{exp} \text{ LESS } \text{exp}$  |  $\text{exp} \text{ GREATER } \text{exp}$

|  $' -' \text{atom}$  |  $\text{atom} ;$

$\text{atom} ::= \text{INT} | \text{LITERAL} | \text{STRING} | \text{LITERAL} | \text{TRUE} | \text{FALSE}$

|  $'( \text{exp} )'$  |  $\text{fnCollExpr}$  |  $\text{subscriptExpr}$  |  $\text{id};$

$\text{fnCollExpr} ::= \text{id} '()' | \text{id} '([ \text{actualList} ]);$

$\text{fnCollStart} ::= \text{id} '()' | \text{id} '([ \text{actualList} ]);$

$\text{actualList} ::= \text{exp} | \text{actualList} \rightarrow \text{exp} ;$

$\text{subscriptExpr} ::= \text{id} '[' \text{exp} ']';$

$\text{id} ::= \text{ID} ;$

1. 2 Termini, mol symbols;

INT

BOOL

VOID

EQ => " = "

EQEQ => " = = "

OR OR => " || "

AND AND => " & & "

NOTEQ => " != "

GREATEREQ => " > = "

LESSEQ => " < = "

" + "

" - "

" \* "

" / "

" / "

" < "

" > "

TRUE

FALSE

WHILE

IF

ELSE

RETURN

TYPE

" " ) " "  
" ( " "  
" ) " "  
" [ " "  
" J " "  
" J " "  
" I " "  
id

INT LITERAL

STRING LITERAL

" \ " "

" \ " "

" . " "

" << " "

" >> " "

C:\x\

COV\

## 1. 3. Non-terminal symbols

&lt; program &gt;

&lt; VarDecl &gt;

&lt; FormDecl &gt;

&lt; parameters &gt;

&lt; FormalsList &gt;

&lt; FormalDecl &gt;

&lt; block &gt;

&lt; declList &gt;

&lt; stmtList &gt;

&lt; stmt &gt;

&lt; exp &gt;

&lt; term &gt;

&lt; FormColl Expr &gt;

&lt; FormColl Stmt &gt;

&lt; DeclList &gt;

&lt; subscript Expr &gt;

## 1. Lexical analysis

## 1.1 Regular definitions

Digit  $\rightarrow [0-9]$ Number  $\rightarrow [1-9][0-9]^*$ Character  $\rightarrow \{ \text{Digit} \} \cup [A-Z]$ String  $\rightarrow h \{ \text{Character} \}^+$ 

Boolean = true / false

Integer = h Number

Ident  $\rightarrow [A-Z][A-Z_0-9]^*$ int-const  $\rightarrow 0$ int-const  $\rightarrow [1-9][0-9]^*$ 

## 1.2 Finite automata used for lexical analysis



fig. 1: finite automaton for the identifier lexical category

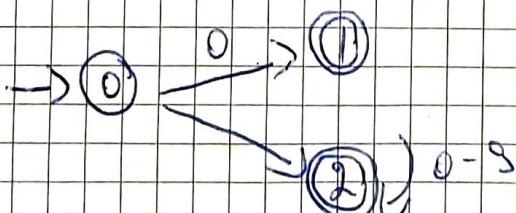


fig. 2: finite automaton for the integer-constant category

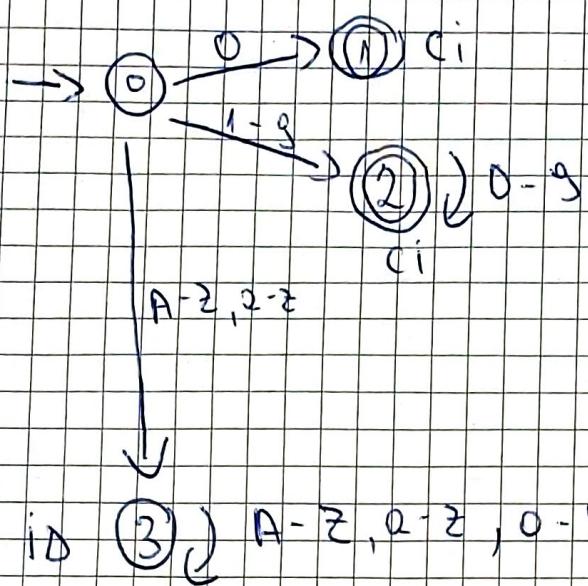
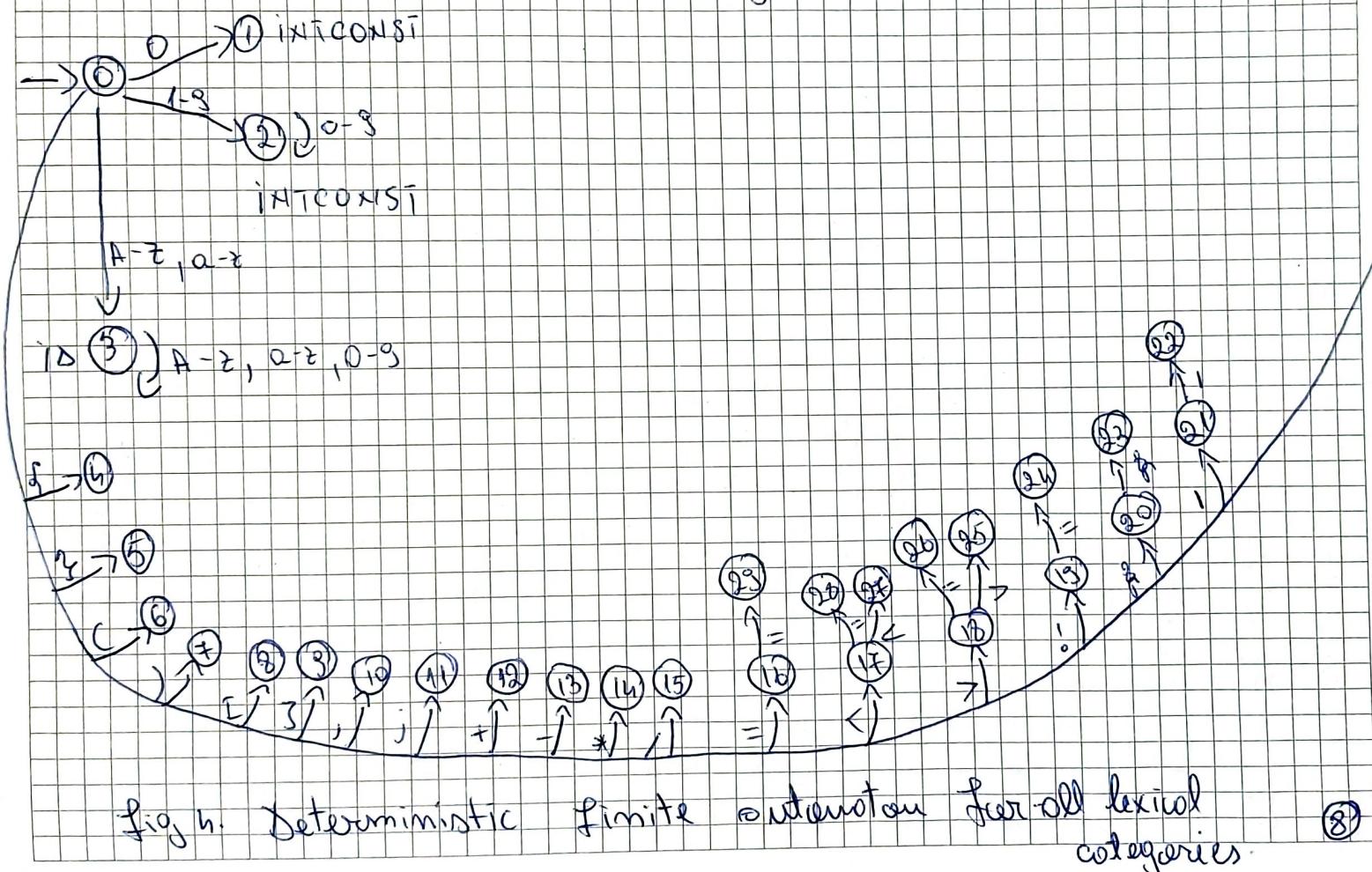


fig. 3. deterministic finite automaton for identical and integer-constant lexical categories.

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The names of some final states in this DFA are:

STATE 4: LBRACE,

STATE 5: RBRACE,

STATE 6: LPAREN,

STATE 7: RPAREN,

STATE 8: LSQBKT,

STATE 9: RSQBKT,

STATE 10: COMMA,

STATE 11: SEMICOLON,

STATE 12: PLUS,

STATE 13: MINUS,

STATE 14: MULTIPLICATION,

STATE 15: DIVISION,

STATE 16: EQ,

STATE 17: LT,

STATE 18: GT,

STATE 19: NOT,

STATE 20: AND,

STATE 21: OR,

STATE 22: OROR,

STATE 23: ANDAND,

STATE 24: NEQ,

STATE 25: RSHIFT,

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STATE 26 : GREATER EG,

STATE 27 : SHIFT,

STATE 28 : LESSER,

STATE 29 : EG EG!