

EECS 6083: Project Description

The scanner will process and discard all whitespace and comments. We will assume a C++ short comment style that start with the string “//” and continue to the next newline character and block comments of the form “/* ... */”. Block comments can be nested. In addition to comments, whitespace is defined as the space character, newline characters, and tab characters. Terminals are in bold font and non-terminals are placed in angled brackets “< >”; be careful not to confuse BNF operators with terminals. If unclear, ask. The start state for this grammar is the very first grammar rule below. Be careful to note the period character at the end of a program.

Syntax

```

<program> ::=
    <program_header> <program_body> .

<program_header> ::= program <identifier> is

<program_body> ::=
    ( <declaration> ; ) *
    begin
    ( <statement> ; ) *
    end program

<declaration> ::=
    [ global ] <procedure_declaration>
|   [ global ] <variable_declaration>
|   [ global ] <type_declaration>

<procedure_declaration> ::=

```

```

<procedure_header> <procedure_body>

```

```

<procedure_header> ::=
    procedure <identifier> : <type_mark>
    ( [ <parameter_list> ] )

<parameter_list> ::=
    <parameter> , <parameter_list>
|   <parameter>

<parameter> ::= <variable_declaration>

<procedure_body> ::=
    ( <declaration> ; ) *
    begin
    ( <statement> ; ) *
    end procedure

<variable_declaration> ::=
    variable <identifier> : <type_mark>
    [ [ <bound> ] ]

<type_declaration> ::=
    type <identifier> is <type_mark>

<type_mark>
    integer | float | string | bool
|   <identifier>
|   enum { <identifier> ( , <identifier> ) * }

<bound> ::= <number>

```

<statement> ::=	<expression> & <arithOp>
<assignment_statement>	<expression> <arithOp>
<if_statement>	[not] <arithOp>
<loop_statement>	
<return_statement>	<arithOp> ::=
	<arithOp> ± <relation>
<procedure_call> ::=	<arithOp> = <relation>
<identifier> ([<argument_list>])	<relation>
<assignment_statement> ::=	<relation> ::=
<destination> ≐ <expression>	<relation> ≤ <term>
	<relation> ≥ <term>
<destination> ::=	<relation> ≤= <term>
<identifier> [<expression>]	<relation> ≥ <term>
	<relation> == <term>
<if_statement> ::=	<relation> != <term>
if (<expression>) then (<statement> ;)*	<term>
[else (<statement> ;)*]	
end if	<term> ::=
	<term> * <factor>
<loop_statement> ::=	<term> / <factor>
for (<assignment_statement> ;	<factor>
<expression>)	
(<statement> ;)*	<factor> ::=
end for	(<expression>)
	<procedure_call>
<return_statement> ::= return <expression>	[=] <name>
	[=] <number>
<identifier> ::= [a-zA-Z] [a-zA-Z0-9_]*	<string>
	true
<expression> ::=	false

<name> ::=

<identifier> [↓ <expression> ↓]

<argument_list> ::=

<expression> , <argument_list>

| <expression>

<number> ::= [0-9][0-9_]*[. [0-9_]*]

<string> ::= "[^"]*" | '^[^']*'

1. Semantics

1. Procedure parameters are transmitted by value. Recursion is supported.
2. Identifiers and reserved words are case insensitive (e.g., tmp, Tmp, TMP all denote the same identifier name). Your compiler (scanner) should probably map everything (except strings) into upper or lower case letters to make your work easier.
3. Non-local variables, types, and functions are not visible except for those in the outermost scope prefixed with the **global** reserved word. Functions currently being defined are visible in the statement set of the function itself (so that recursive calls are possible).
4. No forward references are permitted or supported.
5. Expressions are strongly typed and types must match. However there is automatic conversion in the arithmetic operators to allow any mixing between integers and floats. Furthermore, the relational operators can compare booleans with integers (booleans are converted to integers as: false → 0, true → 1; integers are converted to booleans as: the integer value 0 is converted to false, all other integer values are converted to true).
6. The type signatures of a procedure's arguments must match exactly their parameter declaration.
7. Assignment of array variables (copying the entire array) are permitted provided the source and destination array types are of the same length. Operators on unqualified array references apply to the entire array (e.g., a[i]:=a[i]+1 increment array entry i; a:= a+1 [where a is an array] increment all elements of the array by 1; and a:=b+c [where, a, b, and c are all arrays of length n] performs an element by element addition of arrays b and c and stores the resulting array into a).
8. Arithmetic operations (add, sub, multiply, divide) are defined for integers and floats only. The bitwise and "&", bitwise or "|", and bitwise **not** operators are valid only on variables of type integer. Finally boolean operators for the logical operations &, |, and **not** are supported.
9. Relational operations are defined for integers, floats, and booleans. Only comparisons between the compatible types is possible. Relational operators return a boolean result. Equality/inequality tests between strings are supported, but other relational tests between strings are not legal. The equality test is on the string, not on the pointer to the string.
10. In general, you should treat string variables as pointers to a null terminated string that is stored in your memory space. Strings are then read/written to/from this space using the get/put functions. The in-memory string values cannot be destroyed

or changed (although string variables can be assigned to point to different strings).

11. Array indexes must be of type integer. Bounds checking to insure that the index is within the upper and lower bound (always 0) is required for all indexed array references.
12. The target and expression of assignment statements must, in general, be of the same type. However, (i) bool and integer types are compatible, and (ii) integer and float types are compatible. Expressions (in assignment statements) with compatible types will be cast to the type of the target.
13. The expression on a for or if statement must resolve to a bool. Expressions of type integer are cast to a bool for evaluation.

3. Change Log

Revision 0: 1/10/21

- Initial version.

2. Builtin Functions

The language has the following built I/O functions:

```
getBool() : bool value
getInteger() : integer value
getFloat() : float value
getString() : string value
putBool(bool value) : bool
putInteger(integer value) : bool
putFloat(float value) : bool
putString(string value) : bool
sqrt (integer value) : float
```

The put operations do not return a value.

These functions read/write input/output to standard in and standard out. If you prefer, these routines can read/write to named files such as “input” and “output”.