

BoboLang

Contents

1	Terminal symbols regex	3
2	File	4
3	Functions	5
4	Statements	6
4.1	Assignments	6
4.2	Consequence	6
4.2.1	6
4.2.2	6
4.3	Check	6
4.3.1	Simple	6
4.3.2	Check, else	7
4.3.3	Check, else-if, else	7
4.3.4	Nested usage	7

Chapter 1

Terminal symbols regex

$$\text{ID} ::= \left(\text{a} + \dots + \text{Z} + \left(_ \right)^* (\text{a} + \dots + \text{Z} + 0 + \dots + 9) \right) \left(\text{a} + \dots + \text{Z} + 0 + \dots + 9 + _ \right)^*$$

Chapter 2

File

$$\begin{aligned}\langle file \rangle &::= \langle importlist \rangle \langle filep \rangle \\ \langle importlist \rangle &::= \text{import ID } \langle importidp \rangle \langle importlist \rangle \\ &\quad | \quad \varepsilon \\ \langle importidp \rangle &::= \text{.ID } \langle importidp \rangle \\ &\quad | \quad \varepsilon \\ \langle filep \rangle &::= \text{module ID } \{ \langle modulep \rangle \} \\ &\quad | \quad \langle scriptp \rangle \\ \langle modulep \rangle &::= \langle assignment \rangle \langle modulep \rangle \\ &\quad | \quad \langle fun \rangle \langle modulep \rangle \\ &\quad | \quad \varepsilon \\ \langle scriptp \rangle &::= \langle fun \rangle \langle scriptp \rangle \\ &\quad | \quad \langle stat \rangle \langle scriptp \rangle \\ &\quad | \quad \varepsilon\end{aligned}$$

Chapter 3

Functions

$$\begin{aligned}\langle fun \rangle &::= \langle funmod \rangle \text{ fun ID } (\langle arglist \rangle) \{ \langle statlist \rangle \} \\ \langle funmod \rangle &::= \begin{array}{l} \text{private} \\ | \\ \text{public} \\ | \\ \varepsilon \end{array} \\ \langle statlist \rangle &::= \dots \\ \langle arglist \rangle &::= \begin{array}{l} \langle var \rangle \langle arglistp \rangle \\ | \\ \varepsilon \end{array} \\ \langle arglistp \rangle &::= \begin{array}{l} , \langle var \rangle \langle arglistp \rangle \\ | \\ = \langle expr \rangle \langle defarglistp \rangle \\ | \\ \varepsilon \end{array} \\ \langle defarglistp \rangle &::= \begin{array}{l} , \langle var \rangle = \langle expr \rangle \langle defarglistp \rangle \\ | \\ \varepsilon \end{array}\end{aligned}$$

```
[public] fun start(const a, [var] b) {  
    ...  
}  
  
fun ciao(x, y = 2) {  
    ...  
}
```

Chapter 4

Statements

4.1 Assignments

$$\begin{aligned}\langle var \rangle &::= \langle varmod \rangle \text{ ID} \\ \langle varmod \rangle &::= \begin{array}{l} \text{const} \\ | \\ \text{var} \\ | \\ \varepsilon \end{array} \\ \langle assignment \rangle &::= \langle var \rangle \langle assignmenttp \rangle \langle expr \rangle \\ \langle assignmenttp \rangle &::= \begin{array}{l} = \langle var \rangle \langle assignmenttp \rangle \\ | \\ = \end{array}\end{aligned}$$

4.2 Consequence

$$\langle conseq \rangle ::= \langle bexpr \rangle \rightarrow \langle statlist \rangle$$

4.2.1

```
x <= 0 -> io.err("x must be positive")
```

4.2.2

```
(x <= 0) -> {  
  io.err("x must be positive")  
  return  
}
```

4.3 Check

$$\begin{aligned}\langle check \rangle &::= \text{check } \{ \langle checklist \rangle \} \\ \langle checklist \rangle &::= \langle conseq \rangle \langle checklistp \rangle \\ \langle checklistp \rangle &::= \begin{array}{l} \langle conseq \rangle \langle checklistp \rangle \\ | \\ \varepsilon \end{array}\end{aligned}$$

4.3.1 Simple

```
check {  
  x > 0 -> io.print("nyum")  
}
```

4.3.2 Check, else

```
check {  
  is_number(x) -> io.print("nyum")  
  true         -> return  
}
```

4.3.3 Check, else-if, else

```
check {  
  is_number(x) -> io.print("nyum")  
  is_string(x) -> io.print("nope")  
  true         -> return  
}
```

4.3.4 Nested usage

```
check {  
  is_integer(x) -> check {  
    x == 0 -> io.print("Zero")  
    x < 0  -> io.print("Negative")  
    x > 0  -> io.print("Positive")  
  }  
  
  is_string(x) -> ...  
}
```