ASMLisp Specification

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1 Syntax

ASMLisp's syntax is inspired by LISP.

1.1 Grammar

```
\label{eq:continuous} $$ \langle program \rangle ::= \langle definition \rangle | \langle label \rangle | \langle call \rangle $$ $$ \langle definition \rangle ::= '(define' \langle identifier \rangle \langle argument \rangle ')'$ $$ $$ \langle label \rangle ::= '(label' \langle identifier \rangle ')'$ $$ $$ \langle call \rangle ::= '(' \langle identifier \rangle \langle argument \rangle * ')'$ $$ $$ \langle argument \rangle ::= \langle identifier \rangle | \langle lambda \rangle | \langle immediate \rangle $$ $$ \langle lambda \rangle ::= '(lambda' \langle identifier \rangle * \langle instruction \rangle * ')'$ $$ $$ \langle identifier \rangle ::= /[a-zA-Z] \w*/$$$ $$ \langle immediate \rangle ::= /[1-9] \d*/$$
```