APS LOGCOMP: LangueFrancaise

Cesar Ezra Ades

Overview

Esse projeto teve como objetivo ajudar pessoas que querem aprender a programar, mas só falam francês. Com isso foi criado o LangueFrancaise, uma adaptação de Go.

Traduções

- **PROGRAMME -> PROGRAM**
- **BLOC -> BLOCK**
- **INSTRUCTION -> INSTRUCTION**
- **ATTRIBUTION -> ASSIGNMENT**
- **CONDITIONNEL -> CONDITIONAL**
- **VARIABLE -> VARIABLE**
- **IDENTIFIANT -> IDENTIFIER**
- **EXPRESSION -> EXPRESSION**
- **COMPARAISON -> COMPARISON**
- **OPERATEUR_LOGIQUE -> LOGICAL_OPERATOR**
- **LETTRE -> LETTER**

- **affiche -> display**
- **var -> var**
- **entier -> int**
- **chaine -> string**
- **pour -> for**
- **ou -> or**
- **et -> and**
- **si -> if**
- **sinon -> else**

EBNF

PROGRAMME = { INSTRUCTION } ;

BLOC = "{", { INSTRUCTION }, "}" ;

INSTRUCTION = (λ | ATTRIBUTION | CONDITIONNEL | BOUCLE | VARIABLE), "\n" ;

VARIABLE = "var", IDENTIFIANT, "entier", ["=", EXPRESSION] ;

ATTRIBUTION = IDENTIFIANT, "=", EXPRESSION ;

CONDITIONNEL = "si", COMPARAISON, BLOC;

BOUCLE = "pour", "(", ATTRIBUTION, ";", COMPARAISON, ";", ATTRIBUTION, ")", BLOC ;

EXPRESSION = TERME, { ("+" | "-"), TERME } ;

TERME = FACTEUR, { ("*" | "/"), FACTEUR } ;

FACTEUR = NUMBER
    | IDENTIFIANT
    | "(", EXPRESSION, ")" ;

COMPARAISON = EXPRESSION, ("==" | "<" | ">", "&&", "||"), EXPRESSION ;

IDENTIFIANT = LETTRE, { LETTRE | CHIFFRE | "_" } ;

NUMBER = CHIFFRE, { CHIFFRE } ;

LETTRE = "a" | ... | "z" | "A" | ... | "Z" ;

CHIFFRE = "0" | "1" | ... | "9" ;

Exemplos de Uso

- FOR:
  - pour x_1 = 0; x_1 < 1 || x == 2; x_1 = x_1 + 1 {
        affiche#x_1#}
- PRINT:
  - affiche#x_1#
- IF:
  - si (x_1 > 1 && !!!(x_1 < 1)) || x_1 == 3 {
    x_1 = 2}