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CA4003 description

When implementing the tokens for my Cal.g4, I firstly went through the recorded videos of your lectures where you showed us how to make draw.g4 in antlr4. I took a lot of the tokens from this and brought them over to this assignment as we needed them again. When it came to naming them, I just copied the names used in the draw.g4 example to keep it simple. The others one were taken from the syntax of the language. For the fragments, I just took all the letters I would be using and left out ones that were not needed for the operators (e.g The letter "Z" was not used in any of the operators so therefore I did not include it in the fragments.)

```
160
161
162  fragment A:      'a' | 'A';
163  fragment B:      'b' | 'B';
164  fragment C:      'c' | 'C';
165  fragment D:      'd' | 'D';
166  fragment E:      'e' | 'E';
167  fragment F:      'f' | 'F';
168  fragment G:      'g' | 'G';
169  fragment H:      'h' | 'H';
170  fragment I:      'i' | 'I';
171  fragment K:      'k' | 'K';
172  fragment L:      'l' | 'L';
173  fragment M:      'm' | 'M';
174  fragment N:      'n' | 'N';
175  fragment O:      'o' | 'O';
176  fragment P:      'p' | 'P';
177  fragment R:      'r' | 'R';
178  fragment S:      's' | 'S';
179  fragment T:      't' | 'T';
180  fragment U:      'u' | 'U';
181  fragment V:      'v' | 'V';
182  fragment W:      'w' | 'W';
```

I took fragment letter, digit and Underscore directly from your notes on Antlr4.

```
3
4  fragment Letter: [a-zA-Z];
5  fragment Digit: [0 - 9];
6  fragment UnderScore: '_';
7
```

For my java source file I took the first lines from your draw example and then changed the end lines to suit this assignment, where it tells the user if the file (args[0]) parsed successfully or not.