Alphabet:

a. Upper (A-Z) and lower case letters (a-z) of the English alphabet

b. Underline character '_';

c. Decimal digits (0-9);

Lexic:

a.Special symbols, representing:

- operators * / %

- separators [ ] { } ; space -

- reserved words:

za_number boolean START FINISH FILL SHOW_ME GIVE_BACK GET IF_YES IF_NO THEN WHILE FOR MAKE_MAGIC EQ LT GT LTOEQ GTOREQ FALSE TRUE ADDO CATTO

AND OR POWER_PRESS plus neg

b.identifiers

-a sequence of letters, digits and '_' (max one '_' per identifier), such that the first character is a letter; the rule is:

identifier := letter | letter{letter}{digit} | letter{letter}"_"letter{letter}{digit}

letter := "A" | "B" | ...| "Z" | "a" | "b" | ... | "z"

digit := "0" | zeroless

c.constants

1. za_number

numero := "neg"zan|zan

zan := zeroless{digit} | zeroless

zeroless := "1" |...| "9"

2. singleton

singleton := 'letter' | 'digit' | ' '

3. word

word := "string"

string := char{string}

char := letter | digit | " "

4. boolean

bool := "FALSE" | TRUE