COMPILER DESIGN LAB

Compiler Design Lab Project

LANGUAGE MANUAL

Source Language Specifications

Syntax:

- For displaying the result of the following program code the "output" command is used
- output()
- For getting the input from the user the "input" command is used
- input()

Comments:

• For writing comments - "#" is used

Data Types:

For assigning "=" is used.

- String "str"
- Integer "int"
- Float or Double "double"
- Boolean "bool"

String:

str text= "Hello world"

Integer:

int a = 34

Float or Double:

double a = 57.9

Boolean:

bool = True / False

Operators:

Arithmetic operators:

- Addition "+" -> x + y
- Subtraction "-" -> x y
- Multiplication "*" -> x * y
- Division "/" -> x / y

Comparrion operators:

- Equal "==" -> x == y
- Not equal "!=" -> x != y
- Greater than ">" -> x > y
- Less than "<" -> x < y
- Greater than or equal to ">=" -> x >= y
- Less than or equal to "<=" -> x <= y

Logical operators:

- AND "and"
- OR "or"
- NOT "not"

If Else:

•	If else condition statements syntax
	if (condition) then
	end
•	Nested if-else condition syntax
	if (condition) then
	else if (condition) then
	end
Loops:	
•	For loop syntax
	for(init,condition,inc/dec)
	endfor
•	While loop
	while(condition)
	endwhile

Functions:

Basic functions syntax
 function function_name (parameters)

 endfun

Sample example programs:

1. Sample print Hello World program
 output("Hello World");
 2. Using Operations

3. Using if-else statements int a = 4; int b = 7; if(a>b) then output(a); else output(b); end 4. Using Loops int a = 7; while(a > 10){ output (a); a = a+1;}

Test cases

endwhile

Test case 1:

```
1. #include<stdio.h>
2.
3. int main()
4. {
5.   int a=0;
6.   for (a = 0; a < 10; a++)</pre>
```

```
7. {
8. return(a);
9. }
10. endfor
11. while(a>0) {
12. a--;
13. }
14. endwhile
15.}
```

Test case 2:

```
#include<stdio.h>
int myfunc(int a)
{
    return a;
}
endfun
void main()
{
    int i,n;
    myfunc(i,n); //detects error
}
```

Test case 3:

```
#include <stdio.h>
int main(){
```

```
int x,y;
x + y = 23*78;
return 0;
}
```