

- ```

(1) <program> -> <declaration-list>
(2) <declaration-list> -> <declaration-list> <declaration>
 | <declaration>
(3) <declaration> -> <var-declaration> | <fun-declaration>
(4) <var-declaration> -> <type-specifier> ID ;
 | <type-specifier> ID [NUM] ;
(5) <type-specifier> -> int | void
(6) <fun-declaration> -> <type-specifier> ID (<params>) <compound-
 stmt>
(7) <params> -> <param-list> | void

```

```

(8) <param-list> -> <param-list> , <param> | <param>
(9) <param> -> <type-specifier> ID | <type-specifier> ID []
(10) <compound-stmt> -> { <local-declarations> <statement-list> }
(11) <local-declarations> -> <local-declarations> <var-declaration>
 |
(12) <statement-list> -> <statement-list> <statement> |
(13) <statement> -> <expression-stmt> | <compound-stmt>
 | <selection-stmt> | <iteration-stmt>
 | <return-stmt>
(14) <expression-stmt> -> <expression> ; | ;
(15) <selection-stmt> -> if (<expression>) <statement>
 | if (<expression>) <statement> else <statement>
(16) <iteration-stmt> -> while (<expression>) <statement>
(17) <return-stmt> -> return <expression> ; | return ;
(18) <expression> -> <var> = <expression> | <simple-expression>
(19) <var> -> ID | ID [<expression>]
(20) <simple-expression> -> <additive-expression> <relop> <additive-
 expression> | <additive-expression>
(21) <relop> -> <= | < | > | >= | == | !=
(22) <additive-expression> -> <additive-expression> <addop> <term>
 | <term>
(23) <addop> -> + | -
(24) <term> -> <term> <mulop> <factor> | <factor>
(25) <mulop> -> * | /
(26) <factor> -> (<expression>) | <var> | <call> | NUM
(27) <call> -> ID (<args>)
(28) <args> -> <arg-list> |
(29) <arg-list> -> <arg-list> , <expression> | <expression>

```

## Semantic Requirements

During the semantic analysis, we should enforce that all variables and functions are defined before they are used and the last declaration should be “void main(void)” function. For parameter passing, we will do pass-by-value for integer parameters and pass-by-reference for array parameters. Functions can be recursive. For input and output purposes, we assume two predefined functions in the global environment with the following interfaces: “int input(void) { ...}” and “void output(int x) { ... }”.

## Sample C- Programs

- (1) /\* A program to compute the factorial value of an integer \*/

```
void main(void) {
 int x; int fac;
 x = input();
 fac = 1;
 while (x > 1) {
 fac = fac * x;
 x = x - 1;
 }
 output(fac);
}
```

- (2) /\* A program to perform Euclid's algorithm to compute the greatest common divisor \*/

```
int gcd(int u, int v) {
 if (v == 0) return u;
 else return gcd(v, u - u/v*v);
 /* note that u - u/v*v = u mod v */
}
```

```
void main(void) {
 int x; int y;
 x = input(); y = input();
 output(gcd(x, y));
}
```

- (3) /\* A program to perform selection sort on an array of 10 integers \*/

```
int x[10];

int minloc(int a[], int low, int high) {
 int i; int x; int k;
 k = low;
 x = a[low];
 i = low + 1;
 while (i < high) {
 if (a[i] < x) {
 x = a[i];
 k = i;
 }
 i = i + 1;
 }
}
```

```

 }
 return k;
}
void sort(int a[], int low, int high) {
 int i; int k;
 i = low;
 while (i < high - 1) {
 int t;
 k = minloc(a, i, high);
 t = a[k];
 a[k] = a[i];
 a[i] = t;
 i = i + 1;
 }
}

void main(void) {
 int i;
 i = 0;
 while (i < 10) {
 x[i] = input();
 i = i + 1;
 }
 sort(x, 0, 10);
 i = 0;
 while (i < 10) {
 output(x[i]);
 i = i + 1;
 }
}

```