

The Language clafer

BNF-converter

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This document was automatically generated by the *BNF-Converter*. It was generated together with the lexer, the parser, and the abstract syntax module, which guarantees that the document matches with the implementation of the language (provided no hand-hacking has taken place).

The lexical structure of clafer

Identifiers

Identifiers $\langle Ident \rangle$ are unquoted strings beginning with a letter, followed by any combination of letters, digits, and the characters `_` `'`, reserved words excluded.

Literals

Integer literals $\langle Int \rangle$ are nonempty sequences of digits.

String literals $\langle String \rangle$ have the form `"x"`, where x is any sequence of any characters except `"` unless preceded by `\`.

Reserved words and symbols

The set of reserved words is the set of terminals appearing in the grammar. Those reserved words that consist of non-letter characters are called symbols, and they are treated in a different way from those that are similar to identifiers. The lexer follows rules familiar from languages like Haskell, C, and Java, including longest match and spacing conventions.

The reserved words used in clafer are the following:

abstract	all	disj
else	enum	extends
in	lone	mux
no	not	one
opt	or	some
xor		

The symbols used in clafer are the following:

=	[]
{	}	'
:	->	<
>	?	+
*	-	..
	<=>	=>
&&		~
==	<=	>=
!=	/=	++
&	<:	:>
.	#	,
/	()

Comments

Single-line comments begin with `--`.

Multiple-line comments are enclosed with `{- and -}`.

The syntactic structure of clafer

Non-terminals are enclosed between \langle and \rangle . The symbols `::=` (production), `|` (union) and ϵ (empty rule) belong to the BNF notation. All other symbols are terminals.

$$\langle Module \rangle ::= \langle ListDeclaration \rangle$$

$$\begin{aligned} \langle Declaration \rangle &::= \text{enum } \langle Ident \rangle = \langle ListEnumId \rangle \\ &| \quad \langle Clafer \rangle \\ &| \quad \langle Constraint \rangle \end{aligned}$$

$$\langle Clafer \rangle ::= \langle Abstract \rangle \langle GCard \rangle \langle Ident \rangle \langle Super \rangle \langle Card \rangle \langle Elements \rangle$$

$$\langle Constraint \rangle ::= [\langle ListLExp \rangle]$$

$$\begin{aligned}
\langle \text{Abstract} \rangle &::= \epsilon \\
&| \quad \text{abstract} \\
\langle \text{Elements} \rangle &::= \epsilon \\
&| \quad \{ \langle \text{ListElement} \rangle \} \\
\langle \text{Element} \rangle &::= \langle \text{Clafer} \rangle \\
&| \quad \langle \text{Name} \rangle \langle \text{Card} \rangle \langle \text{Elements} \rangle \\
&| \quad \langle \text{Constraint} \rangle \\
\langle \text{Super} \rangle &::= \epsilon \\
&| \quad : \langle \text{Name} \rangle \\
&| \quad \text{extends} \langle \text{Name} \rangle \\
&| \quad \rightarrow \langle \text{ListModId} \rangle \langle \text{SExp} \rangle \\
\langle \text{GCard} \rangle &::= \epsilon \\
&| \quad \text{xor} \\
&| \quad \text{or} \\
&| \quad \text{mux} \\
&| \quad \text{opt} \\
&| \quad < \langle \text{GNCard} \rangle > \\
\langle \text{Card} \rangle &::= \epsilon \\
&| \quad ? \\
&| \quad + \\
&| \quad * \\
&| \quad \langle \text{NCard} \rangle \\
\langle \text{GNCard} \rangle &::= \langle \text{Integer} \rangle - \langle \text{ExInteger} \rangle \\
\langle \text{NCard} \rangle &::= \langle \text{Integer} \rangle .. \langle \text{ExInteger} \rangle \\
\langle \text{ExInteger} \rangle &::= * \\
&| \quad \langle \text{Integer} \rangle \\
\langle \text{Name} \rangle &::= \langle \text{ListModId} \rangle \langle \text{Ident} \rangle \\
\langle \text{LExp} \rangle &::= \langle \text{LExp} \rangle \langle \text{Iff} \rangle \langle \text{LExp1} \rangle \\
&| \quad \langle \text{LExp1} \rangle \\
\langle \text{LExp1} \rangle &::= \langle \text{LExp1} \rangle \langle \text{Implies} \rangle \langle \text{LExp2} \rangle \\
&| \quad \langle \text{LExp1} \rangle \langle \text{Implies} \rangle \langle \text{LExp2} \rangle \text{ else } \langle \text{LExp2} \rangle \\
&| \quad \langle \text{LExp2} \rangle \\
\langle \text{LExp2} \rangle &::= \langle \text{LExp2} \rangle \langle \text{Or} \rangle \langle \text{LExp3} \rangle \\
&| \quad \langle \text{LExp3} \rangle
\end{aligned}$$

$$\begin{aligned}
\langle LExp3 \rangle &::= \langle LExp3 \rangle \langle Xor \rangle \langle LExp4 \rangle \\
&| \langle LExp4 \rangle \\
\langle LExp4 \rangle &::= \langle LExp4 \rangle \langle And \rangle \langle LExp5 \rangle \\
&| \langle LExp5 \rangle \\
\langle LExp5 \rangle &::= \langle Neg \rangle \langle LExp6 \rangle \\
&| \langle LExp6 \rangle \\
\langle LExp6 \rangle &::= \langle Term \rangle \\
&| (\langle LExp \rangle) \\
\langle Term \rangle &::= \langle CmpExp \rangle \\
&| \langle SExp \rangle \\
&| \langle Quant \rangle \langle SExp \rangle \\
&| \langle ListDecl \rangle | \langle LExp \rangle \\
\langle Iff \rangle &::= <=> \\
\langle Implies \rangle &::= => \\
\langle And \rangle &::= \&\& \\
\langle Xor \rangle &::= \text{xor} \\
\langle Or \rangle &::= || \\
\langle Neg \rangle &::= \sim \\
\langle CmpExp \rangle &::= \langle Exp \rangle < \langle Exp \rangle \\
&| \langle Exp \rangle > \langle Exp \rangle \\
&| \langle Exp \rangle = \langle Exp \rangle \\
&| \langle Exp \rangle == \langle Exp \rangle \\
&| \langle Exp \rangle <= \langle Exp \rangle \\
&| \langle Exp \rangle >= \langle Exp \rangle \\
&| \langle Exp \rangle != \langle Exp \rangle \\
&| \langle Exp \rangle /= \langle Exp \rangle \\
&| \langle Exp \rangle \text{ in } \langle Exp \rangle \\
&| \langle Exp \rangle \text{ not in } \langle Exp \rangle \\
\langle Exp \rangle &::= \langle AExp \rangle \\
&| \langle StrExp \rangle
\end{aligned}$$

$$\begin{aligned}
\langle Quant \rangle & ::= \text{no} \\
& \quad | \text{lone} \\
& \quad | \text{one} \\
& \quad | \text{some} \\
\langle ExQuant \rangle & ::= \text{all} \\
& \quad | \langle Quant \rangle \\
\langle SExp \rangle & ::= \langle SExp \rangle ++ \langle SExp1 \rangle \\
& \quad | \langle SExp1 \rangle \\
\langle SExp1 \rangle & ::= \langle SExp1 \rangle \& \langle SExp2 \rangle \\
& \quad | \langle SExp2 \rangle \\
\langle SExp2 \rangle & ::= \langle SExp2 \rangle <: \langle SExp3 \rangle \\
& \quad | \langle SExp3 \rangle \\
\langle SExp3 \rangle & ::= \langle SExp3 \rangle :> \langle SExp4 \rangle \\
& \quad | \langle SExp4 \rangle \\
\langle SExp4 \rangle & ::= \langle SExp4 \rangle . \langle SExp5 \rangle \\
& \quad | \langle SExp5 \rangle \\
\langle SExp5 \rangle & ::= \langle Ident \rangle \\
& \quad | (\langle SExp \rangle) \\
\langle Decl \rangle & ::= \langle ExQuant \rangle \langle Disj \rangle \langle ListLocId \rangle : \langle SExp \rangle \\
\langle Disj \rangle & ::= \epsilon \\
& \quad | \text{disj} \\
\langle AExp \rangle & ::= \langle AExp \rangle + \langle AExp1 \rangle \\
& \quad | \langle AExp \rangle - \langle AExp1 \rangle \\
& \quad | \langle AExp1 \rangle \\
\langle AExp1 \rangle & ::= \langle AExp1 \rangle * \langle AExp2 \rangle \\
& \quad | \langle AExp2 \rangle \\
\langle AExp2 \rangle & ::= \# \langle SExp \rangle \\
& \quad | \langle SExp \rangle \\
& \quad | \langle Integer \rangle \\
& \quad | (\langle AExp \rangle) \\
\langle StrExp \rangle & ::= \langle StrExp \rangle ++ \langle StrExp \rangle \\
& \quad | \langle String \rangle \\
\langle EnumId \rangle & ::= \langle Ident \rangle \\
\langle ModId \rangle & ::= \langle Ident \rangle
\end{aligned}$$

$$\begin{aligned}
\langle LocId \rangle &::= \langle Ident \rangle \\
\langle ListDeclaration \rangle &::= \epsilon \\
&\quad | \quad \langle Declaration \rangle \langle ListDeclaration \rangle \\
\langle ListEnumId \rangle &::= \langle EnumId \rangle \\
&\quad | \quad \langle EnumId \rangle \mid \langle ListEnumId \rangle \\
\langle ListElement \rangle &::= \epsilon \\
&\quad | \quad \langle Element \rangle \langle ListElement \rangle \\
\langle ListLExp \rangle &::= \epsilon \\
&\quad | \quad \langle LExp \rangle \langle ListLExp \rangle \\
\langle ListDecl \rangle &::= \langle Decl \rangle \\
&\quad | \quad \langle Decl \rangle , \langle ListDecl \rangle \\
\langle ListLocId \rangle &::= \langle LocId \rangle \\
&\quad | \quad \langle LocId \rangle , \langle ListLocId \rangle \\
\langle ListModId \rangle &::= \epsilon \\
&\quad | \quad \langle ModId \rangle / \langle ListModId \rangle
\end{aligned}$$