

Lexic.txt

Specifications

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

- operators:

Arithmetic: + - \* / % ++ --

Assignment: = += -=

Comparison: == != > < >= <=

Logical: && || ! & | ^

Sequence : ,

- separators () {} [] ; :

- reserved words:

abstract->is\_purple\_real

assert->purple\_vibe

block->yellow

boolean->purplestance

break->purple\_overload

case->shade

catch->purple\_eject

char->lilac

const->purple\_life

continue->purple\_on\_soldier

default->last\_season

do->purple\_order

double->orchid

else->purple\_not

float->lavander  
for->purple\_roll  
if->purple\_check  
int->violet  
long->extra\_purple  
println->purple\_out  
readLine->purple\_in  
return->desaturated  
static->dusk\_purple  
switch->purple\_arsenal  
this->their\_purple\_highness  
throw->purple\_enemy  
try->purple\_friend\_check  
tuple->tone\_friends  
void->outerspace  
while->perpetual\_purpling

#### **b.identifiers**

-a sequence of letters and digits, the first character may be “\_”, the rule is:

identifier = [“\_”] letter | digit {letter|digit}

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

digit = "0" | "1" | ... | "9"

non\_zero\_digit = "1" |...| "9"

zero\_digit = "0"

sign = "+" | "-"

whitespace = " " | "\n"

emptystring = ""

#### **c.constants**

##### **1. integer - rule:**

Integer = zero\_digit | [sign] non\_zero\_digit {digit}

##### **2.character**

character = 'letter' | 'digit'

### 3. string

string = "string"

string = character | {string | whitespace| emptystring}

### 4. defined constants

freezing\_nightsky = -2,147,483,648 (\*minimum int value\*)

## 2. Syntax:

Syntax.in

The words - predefined tokens are specified between " and ":

Syntactical rules:

program = statement\_list

compound\_statement = "{" statement\_list "}"

statement\_list = statement "," {statement}"}

statement = declaration\_statement | assign\_statement | struct\_statement

declaration\_statement = type identifier

type = usual\_type | array\_type

usual\_type = "violet" | "lilac" | "lavander" | "orchid"

array\_type = usual\_type "[" number of element "]"

simple\_statement = assign\_statement | io\_statement

assign\_statement = IDENTIFIER "=" expression

expression = [!] term | expression operation expression

term = factor | term operation factor

factor = IDENTIFIER | CONSTANT | "(" expression ")"

operation = "+" | "-" | "\*" | "/" | "%" | "^" | "&" | "|" (\*The above mentioned operators\*)

io\_statement = "purple\_in" | "purple\_out" "(" IDENTIFIER | CONSTANT ")";

struct\_statement = compound\_statement | while\_statement | if\_statement | for\_statement | switch\_statement

while\_statement = "perpetual\_purpleing" "(" condition ")" "{" statement | compound\_statement "}"

if\_statement = "purple\_check" "(" condition ")" "{" statement | compound\_statement "}" "purple\_not" "{" statement | compound\_statement "}"

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for_statement = "purple_roll" "(" assign_statment ";" condition ";"
{assign_statement} ")" "{" statement | compound_statement "}"

switch_statement = "purple_arsenal" "(" condition ")" case_statement
{case_statement} "last_season" ":" statement_list

case_statement = "shade" ":" statement_list "purple_overload";

condition = expression RELATION expression

RELATION = "<" | "<=" | "=" | "!=" | "<>" | ">=" | ">" | "&&" | "||"

```

**Tokens.in**

```

[
]
{
}
;
:
,
<
<=
>=
==
!=
!
&&
&
^
=
+
-
*
%
/

```

**is\_purple\_real**  
**purple\_vibe**

yellow

purplestance

shade

purple\_eject

lilac

purple\_life

purple\_on\_soldier

last\_season

purple\_order

orchid

purple\_not

lavander

purple\_roll

purple\_check

violet

extra\_purple

purple\_out

purple\_in

desaturated

dusk\_purple

purple\_arsenal

their\_purple\_highness

purple\_enemy

purple\_friend\_check

tone\_friends

outerspace

perpetual\_purpling