

Lexical Rules

1. Identifiers may be any Unicode alphanumeric character or ‘_’ optionally followed by more alphanumeric characters, ‘_’, or digits
2. Line-comments start with ‘//’ and go to the end of the line
3. Block-comments start with ‘/*’ and go until a matching ‘*/’. They may nest.
4. Strings are surrounded by ‘”’. They may contain the following escape sequences
 - (a) ‘\n’ : character newline (ASCII code point 10)
 - (b) ‘\r’ : carriage return (ASCII code point 13)
 - (c) ‘\t’ : horizontal tab (ASCII code point 9)
 - (d) ‘\”’ : literal ” (ASCII code point 34)
 - (e) TODO: add Unicode escape sequences
5. Format strings are start with by ‘f’ and end with ‘”’. They may contain the same escape sequences as normal strings. Additionally, they may contain expressions that are surrounded by ‘{’ and ‘}’. Due to current restrictions, these expressions cannot contain ‘{’ or ‘}’.

Grammar

In the following grammar specification, $\langle \text{UPPERCASE} \rangle$ denotes non-terminal rules, whereas $\langle \text{lowercase} \rangle$ denotes a token. ‘**literal**’ denotes a simple token

Every comma separated list may be empty. Trailing commas are not yet supported.

$\langle PROGRAM \rangle$	$::= (\langle ITEM \rangle)^*$
$\langle ITEM \rangle$	$::= \langle FUNCTION \rangle$
$\langle FUNCTION \rangle$	$::= \text{‘toaster’} \langle ident \rangle \langle HAPPINESS \rangle$ $\quad \langle ARG_LIST \rangle \langle RETURN_TYPE \rangle$ $\quad \langle BLOCK \rangle$
$\langle HAPPINESS \rangle$	$::= \text{‘: >’}$ $\quad \quad \text{‘: <’}$
$\langle ARG_LIST \rangle$	$::= \langle ident \rangle_1 \text{‘:’} \langle TYPE \rangle_1 \text{‘,’} \dots \text{‘,’} \langle ident \rangle_n \text{‘:’} \langle TYPE \rangle_n$
$\langle RETURN_TYPE \rangle$	$::= \text{‘->’} \langle TYPE \rangle$ $\quad \quad \varepsilon$
$\langle TYPE \rangle$	$::= \langle ident \rangle$ $\quad \quad \text{‘(’} \langle TYPE \rangle \text{‘)’}$ $\quad \quad \text{‘(’} \langle TYPE \rangle_1 \text{‘,’} \dots \text{‘,’} \langle TYPE \rangle_n \text{‘)’}$
$\langle BLOCK \rangle$	$::= \text{‘{’} (\langle STATEMENT \rangle)^* \langle EXPR \rangle? \text{‘} \text{’}$

$\langle STATEMENT \rangle$::= 'return' ';'
 | 'return' $\langle EXPR \rangle$ ';'
 | 'let' $\langle PATTERN \rangle$ '=' $\langle EXPR \rangle$ ';'
 | $\langle IF_EXPR \rangle$
 | $\langle RHS \rangle$ '=' $\langle EXPR \rangle$ ';'

$\langle EXPR \rangle$::= $\langle integer \rangle$
 | $\langle string \rangle$
 | $\langle EXPR \rangle$ $\langle BINOP \rangle$ $\langle EXPR \rangle$
 | $\langle UNOP \rangle$ $\langle EXPR \rangle$
 | $\langle FUNC_CALL \rangle$
 | '(' $\langle EXPR \rangle$ ')'
 | $\langle IF_EXPR \rangle$

$\langle IF_EXPR \rangle$::= 'if' $\langle EXPR \rangle$ $\langle BLOCK \rangle$
 ('else' 'if' $\langle EXPR \rangle$ $\langle BLOCK \rangle$)^{*}
 ('else' $\langle BLOCK \rangle$)[?]