

Agenda

- 1. Setting up the environment
- 2. Build Java files
- 3. Run

- ANTLR is really two things: a tool that translates your grammar to a parser/lexer in Java (or other target language) and the runtime needed by the generated parsers/lexers.
- Even if you are using the ANTLR Intellij plug-in or ANTLRWorks to run the ANTLR tool, the generated code will still need the runtime library.

Setup

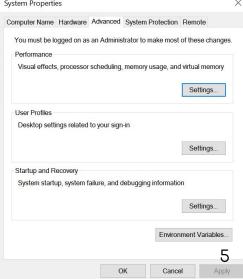
- 1. Install Java JDK (version 1.6 or higher)
- Download antir-4.8-complete.jar (or whatever version) from https://www.antir.org/download/
- Save to your directory for Java libraries, say C:\ANTLR

Add antlr-4.8-complete.jar to CLASSPATH

- 1. Open Up File Explorer
- 2. Right Click on This PC
- 3. Select Properties
- 4. On the left hand side of the new window select Advanced system settings

5. On the bottom of this screen select Environment Variab system Properties

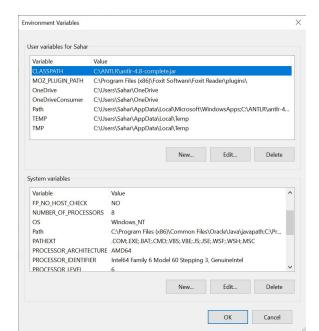




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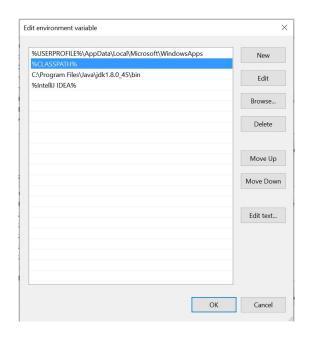
This is a new computer with no CLASSPATH variable so I had to add a new one. If you have used other Java Libraries it is possible that you may already have CLASSPATH defined. If you see CLASSPATH under System Variables append it with C:\ANTLR\antlr-4.8-complete.jar; If you do not have a CLASSPATH variable defined, select **New...* and then enter CLASSPATH for the Variable Name, and C:\ANTLR\antlr-4.8-complete.jar for the Variable value.

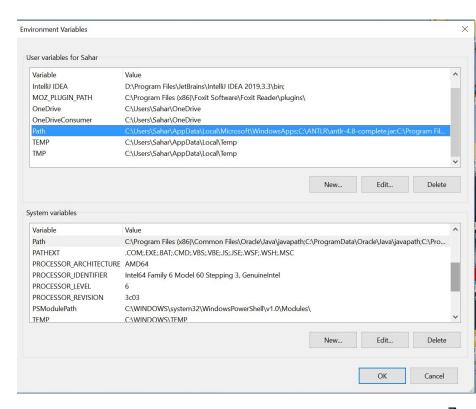
Edit User Variable		×
Variable name:	CLASSPATH	
Variable value:	C:\ANTLR\antlr-4.8-complete.jar	
Browse Directory	Browse File	OK Cancel



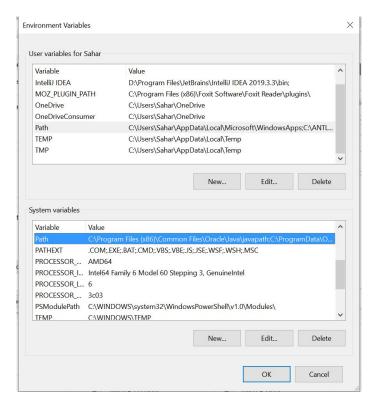
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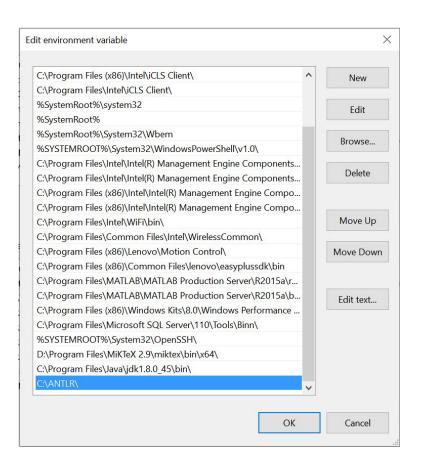
Add "%CLASSPATH%" to Path in User variables





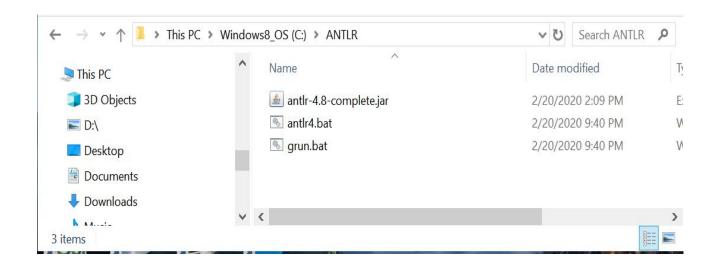
Add to System variables





Create two batch files in your ANTLR directory

- 1. antlr4.bat
- 2. grun.bat



antlr4.bat

 Create a new file in C:\Javalib called antlr4.bat (text document and change its ".txt" extension into ".bat")

2. In this file enter java org.antlr.v4.Tool %*

java org.antlr.v4.Tool %*

3. Save this file

grun.bat

- 1. Create a new file in C:\Javalib called grun.bat
- 2. In this file enter

```
@ECHO OFF
SET TEST_CURRENT_DIR=%CLASSPATH:.;=%
if "%TEST_CURRENT_DIR%" == "%CLASSPATH%" ( SET CLASSPATH=:;%CLASSPATH% )
@ECHO ON
java org.antlr.v4.gui.TestRig %*
```

3. Save this file

Make Sure Everything Works

1. Open up a Command Prompt (you can type cmd in address bar of folder

explorer)

Enter the command antlr4

3. You should see something like this:

```
C:\Windows\System32\cmd.exe
C:\>antlr4
C:\>java org.antlr.v4.Tool
ANTLR Parser Generator Version 4.8
                    specify output directory where all output is generated
                    specify location of grammars, tokens files
 -lib
                    generate rule augmented transition network diagrams
 -atn
                    specify grammar file encoding; e.g., euc-jp
 -encoding
 -message-format
                    specify output style for messages in antlr, gnu, vs2005
                    show exception details when available for errors and warnin
 -long-messages
 -listener
                    generate parse tree listener (default)
                    don't generate parse tree listener
 -no-listener
 -visitor
                    generate parse tree visitor
                    don't generate parse tree visitor (default)
 -no-visitor
                    specify a package/namespace for the generated code
 -package
                    generate file dependencies
 -depend
 -D<option>=value
                    set/override a grammar-level option
 -Werror
                    treat warnings as errors
 -XdbgST
                    launch StringTemplate visualizer on generated code
-XdbgSTWait
                    wait for STViz to close before continuing
-Xforce-atn
                    use the ATN simulator for all predictions
                    dump lots of logging info to antlr-timestamp.log
 -Xlog
 -Xexact-output-dir all output goes into -o dir regardless of paths/package
```

Enter the command grun

```
C:\Windows\System32\cmd.exe
C:\>grun
C:\>java org.antlr.v4.gui.TestRig
java org.antlr.v4.gui.TestRig GrammarName startRuleName
  [-tokens] [-tree] [-gui] [-ps file.ps] [-encoding encodingname]
  [-trace] [-diagnostics] [-SLL]
 [input-filename(s)]
Use startRuleName='tokens' if GrammarName is a lexer grammar.
Omitting input-filename makes rig read from stdin.
C:\>
```

Executing the instructions on Windows

- 1. define a lexer and parser grammar
- 2. invoke ANTLR: it will generate a lexer and a parser in your target language (e.g., Java, Python, C#, Javascript)
- 3. use the generated lexer and parser: you invoke them passing the code to recognize and they return to you an AST

Example 1

- 1. Create a new file "Hello.g4" in your code folder
- Add your grammar in it and save it

```
Hello.g4 - Notepad
                                                                 File Edit Format View Help
                                                                 // Define a grammar called Hello
                                                                 grammar Hello;
                                                                 r: 'hello' ID; // match keyword hello followed by an identifier
                                                                 ID: [a-z]+; // match lower-case identifiers
                                                                 WS: [\t\r\n]+ -> skip; // skip spaces, tabs, newlines
   Define a grammar called Hello
grammar Hello;
    : 'hello' ID ; // match keyword hello followed by an identifier
                                   // match lower-case identifiers
ID : [a-z]+;
WS : [ \t \ ) + ->  skip ; // skip spaces, tabs, newlines
```

N.B. File name must be the same as your grammar (Case sensitive)

Example 1: run ANTLR the tool on it

Open command line and change directory to the folder containing your file (or just type cmd in the address bar of your folder)

```
//change directory
//Run antlr on your grammar
//Compile your java class file
```

```
D:\>cd d:\ANTLRCode
d:\ANTLRCode>antlr4 Hello.g4
d:\ANTLRCode>java org.antlr.v4.Tool Hello.g4
d:\ANTLRCode>javac Hello*.java
d:\ANTLRCode>
```

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Example 1: Test

```
$ grun Hello \frac{r}{r} -tokens

//\frac{r}{r} is the start of your regular expression in the Hello file

//\frac{r}{r} option tokenize the input string.
```

hello world //input your string then press Ctrl+Z //(^Z) EOF in windows or (^D) in unix

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Output

```
Microsoft Windows [Version 10.0.18362.657]
grun Hello r -tokens
                            (c) 2019 Microsoft Corporation. All rights reserved.
                            D:\ANTLRCode\Hello>$ grun Hello r -tokens
                             $' is not recognized as an internal or external command,
                            operable program or batch file.
                            D:\ANTLRCode\Hello>grun Hello r -tokens
                            D:\ANTLRCode\Hello>java org.antlr.v4.gui.TestRig Hello r -tokens
                            hello csen
                            [@0,0:4='hello',<'hello'>,1:0]
    Tokens
                            [@1,6:9='csen',<ID>,1:6]
                            [@2,12:11='<EOF>',<EOF>,2:0]
                            D:\ANTLRCode\Hello>
```

Actions

- Lexer actions can appear anywhere, not just at the end of the outermost alternative.
- The lexer executes the actions at the appropriate input position, according to the placement of the action within the rule.
- To execute a single action for a role that has multiple alternatives, you can enclose the alts in parentheses and put the action afterwards:
- END: ('endif'|'end') {System.out.println("found on end");};

- The action conforms to the syntax of the target language. ANTLR
 copies the action's contents into the generated code verbatim;
 there is no translation of expressions like \$x.y as there is in parser
 actions.
- Only actions within the outermost token rule are executed. In other words, if STRING calls ESC_CHAR and ESC_CHAR has an action, that action is not executed when the lexer starts matching in STRING.

Example 2

Example 2

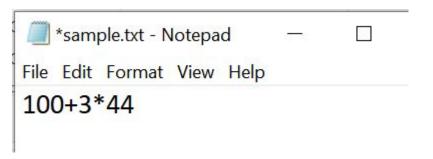
```
Command Prompt
d:\ANTLRCode>cd test1
d:\ANTLRCode\test1>antlr4 Expr.g4
d:\ANTLRCode\test1>java org.antlr.v4.Tool Expr.g4
d:\ANTLRCode\test1>javac Expr*.java
d:\ANTLRCode\test1>
```

22

Example 2: Test

Create a text file that contains your string

100+3*44



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Example 2: Test

Start of regular expression

\$ grun Expr prog -tokens sample.txt

```
D:\ANTLRCode\test1>java org.antlr.v4.gui.TestRig Expr prog -tokens sample.txt
[@0,0:2='100',<INT>,1:0]
[@1,3:3='+',<'+'>,1:3]
[@2,4:4='3',<INT>,1:4]
                                              Tokens
[@3,5:5='*',<'*'>,1:5]
[@4,6:7='44',<INT>,1:6]
[@5,8:11='\r\n\r\n',<NEWLINE>,1:8]
[@6,12:11='<EOF>',<EOF>,3:0]
111
                                 Actions
222
D:\ANTLRCode\test1>
```

References

https://www.youtube.com/watch?v=O0D0Lc5syGA

https://www.antlr.org/

https://levlaz.org/setting-up-antlr4-on-windows/

https://tomassetti.me/antlr-mega-tutorial/