

CSE450 Exam Cheat Sheet

Regular Expressions

* Matches the previous element zero or more times.
+ Matches the previous element one or more times.
? Matches the previous element zero or one time.
{n} Matches the previous element exactly n times.
{n,} Matches the previous element at least n times.
{n,m} Matches the previous element at least n times, but no more than m times.
[character_group] Matches any single character in character_group. By default, the match is case-sensitive.
[~character_group] Negation: Matches any single character that is not in character_group. By default, characters in character_group are case-sensitive.
[first-last] Character range: Matches any single character in the range from *first* to *last*.
. Matches any single character in the Unicode general category or named block specified by name.
^ The match must start at the beginning of the string or line.
\$ The match must occur at the end of the string or before \n at the end of the line or string.

Project 5 solution lex

VAL_LITERAL	r'((\d+)(\.\d+)?) (\.\d+)'
CHAR_LITERAL	r"'([^\']* \\n \\t \\\\ \\\"')"
STRING_LITERAL	r'"([^\"] \\n \\t \\\\ \\\"')*"
ID	r'[a-zA-Z_][a-zA-Z_0-9]*'
ASSIGN_ADD	r'\+='
ASSIGN_MULT	r'*='
COMP_EQU	r'=='
COMP_LTE	r'<='
COMP_LESS	r'<'
BOOL_AND	r'&&'
WHITESPACE	r'[\t]'
newline	r'\n+'
ASSIGN_SUB	r'\-='
ASSIGN_DIV	r'/'=
COMP_NEQU	r'!=
COMP_GTE	r'>='
COMP_GTR	r'>'
BOOL_OR	r'\\ '
COMMENT	r'\#[^\n]*'

Context Free Grammars

CFGs Consist of 4 components (Backus-Naur Form or BNF):

Terminal Symbols = token or ϵ	$S \rightarrow aSa$
Non-terminal Symbols = syntactic variables	$S \rightarrow T$
Start Symbol S = special non-terminal	$T \rightarrow bSb$
Production Rules of the form LHS \rightarrow RHS	$T\epsilon$

- LHS = A single non-terminal
- RHS = A string of terminals and non-terminals
- Specify how non-terminals may be expanded
- By default, the LHS of the first production rule is the Start Symbol

Shorthand - vertical bar '|' to combine multiple productions

$S \rightarrow aSa|T$

$T \rightarrow bTb|\epsilon$

project 5 CFG

program : statements

statements :

statements : statements statement

statement : expression ';' | print_statement ';' | declaration ';' | block | if_statement | while_statement

statement : ';' ;

statement : FLOW_BREAK ';' ;

if_statement : FLOW_IF '(' expression ')' statement %prec IFX

if_statement : FLOW_IF '(' expression ')' statement FLOW_ELSE statement

while_statement : FLOW_WHILE '(' expression ')' statement

block : '{' new_scope statements '}'

"new_scope :

print_statement : COMMAND_PRINT '(' non_empty_comma_sep_expr ')'

non_empty_comma_sep_expr : expression

non_empty_comma_sep_expr : non_empty_comma_sep_expr ',' expression

expression : var_usage '=' expression

expression : expression '+' expression | expression '-' expression | expression '*' expression | expression '/' expression

expression : '-' expression %prec UMINUS

expression : '!' expression

expression : var_usage ASSIGN_ADD expression | var_usage ASSIGN_SUB expression | var_usage ASSIGN_DIV expression | var_usage ASSIGN_MULT expression

expression : expression COMP_EQU expression | expression COMP_NEQU expression | expression COMP_LTE expression | expression COMP_LESS expression | expression COMP_GTR expression | expression COMP_GTE expression

expression : expression BOOL_AND expression | expression BOOL_OR expression

simple_declaration : type ID

assign_declaration : simple_declaration '=' expression

expression : ID '.' ID '(' ')' ;

statement : ID '.' ID '(' expression ')' ;

declaration : simple_declaration | assign_declaration

var_usage : ID

expression : var_usage

expression : STRING_LITERAL

expression : CHAR_LITERAL

expression : '(' expression ')'

type : ARRAY_KEYWORD '(' TYPE ')'

var_usage : ID '[' expression ']' ;

type : STRING_KEYWORD

expression : COMMAND_RANDOM '(' expression ')'

Tube IC

val_copy s1 s2	s2 = s1
add s1 s2 s3	s3 = s1 + s2
sub s1 s2 s3	s3 = s1 - s2
mult s1 s2 s3	s3 = s1 * s2
div s1 s2 s3	s3 = s1 / s2
test_less s1 s2 s3	If (s1 < s2) set s3 to 1, else set s3 to 0.
test_gtr s1 s2 s3	If (s1 > s2) set s3 to 1, else set s3 to 0.
test_equ s1 s2 s3	If (s1 == s2) set s3 to 1, else set s3 to 0.
test_nequ s1 s2 s3	If (s1 != s2) set s3 to 1, else set s3 to 0.
test_gte s1 s2 s3	If (s1 >= s2) set s3 to 1, else set s3 to 0.
test_lte s1 s2 s3	If (s1 <= s2) set s3 to 1, else set s3 to 0.
jump Lable	jump to the lable
jump_if_0 s1 Lable	If s1 == 0, jump to Lable.
jump_if_n0 s1 Lable	If s1 != 0, jump to Lable.
Lable	
random s1 s2	s2 = a random integer x, where 0 <= x < s1.
out_val s1	Write a floating-point value of s1 to standard out.
out_char s1	Write s1 as char to standard out.

Flow Control examples

using them jumps