The Language Doge

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 Doge

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

Unsigned literals are recognized by the regular expression ["123456789"] $\langle digit \rangle *$ ('u' | 'U')

Long literals are recognized by the regular expression ["123456789"] $\langle digit \rangle *$ ('1' | 'L')

Unsigned Long literals are recognized by the regular expression ["123456789"] $\langle digit \rangle *$ ('u''l' | 'U''L')

Hexadecimal literals are recognized by the regular expression '0'('x' | 'X')($\langle digit \rangle$ | ["abcdef"] | ["ABCDEF"])+

HexUnsigned literals are recognized by the regular expression '0'('x' | 'X')($\langle digit \rangle$ | ["abcdef"] | ["ABCDEF"]) + ('u' | 'U')

HexLong literals are recognized by the regular expression '0'('x' | 'X')($\langle digit \rangle$ | ["abcdef"] | ["ABCDEF"]) + ('l' | 'L')

HexUnsLong literals are recognized by the regular expression '0'('x' | 'X')($\langle digit \rangle$ | ["abcdef"] | ["ABCDEF"]) + ('u''l' | 'U''L')

Octal literals are recognized by the regular expression '0'["01234567"]*

OctalUnsigned literals are recognized by the regular expression '0' ["01234567"]* ('u' | 'U')

Octal Long literals are recognized by the regular expression '0' ["01234567"] * ('l' | 'L')

Octal Uns
Long literals are recognized by the regular expression '0'
["01234567"]* ('u''l' | 'U''L')

```
CDouble literals are recognized by the regular expression (\langle digit \rangle + '.' | '.'\langle digit \rangle + \rangle(('e' | 'E')'-'?\langle digit \rangle + \rangle! | \langle digit \rangle + \rangle ('e' | 'E')'-'?\langle digit \rangle + \rangle | \langle digit \rangle + \rangle '.'\langle digit \rangle + \rangle 'E''-'?\langle digit \rangle + \rangle
```

CFloat literals are recognized by the regular expression ($\langle digit \rangle$ +'.' $\langle digit \rangle$ + | $\langle digit \rangle$ + '.' | '.' $\langle digit \rangle$ +)(('e' | 'E')'-'? $\langle digit \rangle$ +)?('f' | 'F') | $\langle digit \rangle$ + ('e' | 'E')'-'? $\langle digit \rangle$ + ('f' | 'F')

CLongDouble literals are recognized by the regular expression $(\langle digit \rangle + '.'\langle digit \rangle + | \langle digit \rangle + '.' | '.'\langle digit \rangle +)(('e' | 'E')'-'?\langle digit \rangle +)?('l' | 'L') | \langle digit \rangle + ('e' | 'E')'-'?\langle digit \rangle + ('l' | 'L')$

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 Doge are the following:

$Typedef_name$	amaze	auto
break	case	continue
default	do	doge
else	enum	extern
for	goto	if
iz	new	not
register	sizeof	${ t stahp}$
static	struct	such
switch	union	very
volatile	while	WOW

The symbols used in Doge are the following:

```
such void
                              such char
               such int
                              such long
such short
such float
               such double
                              such signed
such unsigned
               such typedef
                              such const
                              (
)
               [
                              ]
               . . .
               &&
! =
               <
                              >
<=
               >=
                              <<
>>
                              ++
                              ->
                              /=
%=
<<=
               >>=
                              &=
```

Comments

Single-line comments begin with //, #.
Multiple-line comments are enclosed with /* and */.

The syntactic structure of Doge

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.

```
 \begin{array}{lll} \langle External\text{-}declaration \rangle & ::= & \operatorname{doge} \langle ClassName \rangle \langle Extends \rangle \; \{ \; \langle ListExternal\text{-}declaration \rangle \; \} \\ & | & \operatorname{amaze} \langle Ident \rangle \; \{ \; \langle ListExternal\text{-}declaration \rangle \; \} \\ & | & \langle Function\text{-}def \rangle \\ & | & \langle Dec \rangle \\ \langle ClassName \rangle & ::= & \langle Ident \rangle \; :: \; \langle Ident \rangle \\ & | & \langle Ident \rangle \\ \\ \langle Extends \rangle & ::= & \operatorname{very} \langle ClassName \rangle \\ & | & \epsilon \\ \end{array}
```

```
\langle Jump\text{-}stm \rangle ::= \text{wow};
                          wow \langle Exp \rangle ;
                          goto \langle Ident \rangle;
                          continue;
                          break;
\langle Type\text{-specifier}\rangle ::=
                               such void
                               such char
                               such short
                               such int
                               such long
                               such float
                               such double
                               such signed
                               such unsigned
                               \langle Struct\text{-}or\text{-}union\text{-}spec \rangle
                               \langle Enum-specifier \rangle
                               Typedef_name
\langle Storage\text{-}class\text{-}specifier \rangle
                                 ::=
                                         such typedef
                                         extern
                                         static
                                         auto
                                         register
\langle Type-qualifier \rangle ::=
                               such const
                               volatile
\langle Unary-operator \rangle ::=
\langle Assignment-op \rangle ::=
                                *=
                                /=
                                <<=
                                >>=
                                ^=
                                |=
```

```
\langle Init\text{-}declarator \rangle ::= \langle Declarator \rangle iz \langle Initializer \rangle
                                             \langle Declarator \rangle
\langle Enumerator \rangle ::= \langle Ident \rangle iz \langle Constant-expression \rangle
                                        \langle Ident \rangle
\langle Exp2 \rangle ::= \langle Exp15 \rangle \langle Assignment-op \rangle new \langle ClassName \rangle
                           stahp \langle Ident \rangle
                           \begin{array}{c|c} \langle Exp15 \rangle & \langle Assignment\text{-}op \rangle & \langle Exp2 \rangle \\ \langle Exp3 \rangle & \end{array}
\langle Declaration\text{-specifier} \rangle ::= \operatorname{such} \langle ClassName \rangle \langle Pointer \rangle \langle Ident \rangle
                                                       such \langle ClassName \rangle \langle Ident \rangle
                                                        \langle Type\text{-specifier} \rangle
                                                        \langle Storage\text{-}class\text{-}specifier \rangle
                                                        \langle Type-qualifier \rangle
\langle Program \rangle ::= \langle ListExternal-declaration \rangle
\langle ListExternal-declaration \rangle ::=
                                                            \langle External-declaration \rangle
                                                               ⟨External-declaration⟩ ⟨ListExternal-declaration⟩
\langle Function\text{-}def \rangle ::= \langle ListDeclaration\text{-}specifier \rangle \langle Declarator \rangle \langle ListDec \rangle \langle Compound\text{-}stm \rangle
                                         ⟨ListDeclaration-specifier⟩ ⟨Declarator⟩ ⟨Compound-stm⟩
                                         \langle Declarator \rangle \langle ListDec \rangle \langle Compound-stm \rangle
                                         \langle Declarator \rangle \langle Compound-stm \rangle
\langle Dec \rangle ::= \langle ListDeclaration\text{-specifier} \rangle;
            \langle ListDeclaration\text{-specifier}\rangle\langle ListInit\text{-declarator}\rangle;
 \begin{array}{ccc} \langle ListDec \rangle & ::= & \langle Dec \rangle \\ & | & \langle Dec \rangle \ \langle ListDec \rangle \end{array} 
\langle ListDeclaration\text{-specifier}\rangle ::= \langle Declaration\text{-specifier}\rangle
                                                               ⟨Declaration-specifier⟩ ⟨ListDeclaration-specifier⟩
\langle ListInit-declarator \rangle ::= \langle Init-declarator \rangle
                                       \langle Init\text{-}declarator \rangle, \langle ListInit\text{-}declarator \rangle
\langle Struct\text{-or-union-spec} \rangle ::= \langle Struct\text{-or-union} \rangle \langle Ident \rangle \{ \langle ListStruct\text{-dec} \rangle \}
                                                        \langle Struct\text{-}or\text{-}union \rangle \{ \langle ListStruct\text{-}dec \rangle \}
                                                        \langle Struct\text{-}or\text{-}union \rangle \langle Ident \rangle
\langle Struct\text{-}or\text{-}union \rangle ::= struct
                                 union
\langle ListStruct-dec \rangle ::= \langle Struct-dec \rangle
                               \langle Struct-dec \rangle \langle ListStruct-dec \rangle
```

```
\langle Struct\text{-}dec \rangle ::= \langle ListSpec\text{-}qual \rangle \langle ListStruct\text{-}declarator \rangle;
\langle ListSpec\text{-}qual \rangle \quad ::= \quad \langle Spec\text{-}qual \rangle
                            \langle Spec\text{-}qual \rangle \langle ListSpec\text{-}qual \rangle
\langle Spec\text{-}qual \rangle ::= \langle Type\text{-}specifier \rangle
                        \langle Type-qualifier \rangle
\langle ListStruct\text{-}declarator \rangle ::= \langle Struct\text{-}declarator \rangle
                                         \langle Struct\text{-}declarator \rangle, \langle ListStruct\text{-}declarator \rangle
\langle Struct\text{-}declarator \rangle ::= \langle Declarator \rangle
                                  | : ⟨Constant-expression⟩
| ⟨Declarator⟩ : ⟨Constant-expression⟩
\langle Enum\text{-}specifier \rangle \quad ::= \quad \texttt{enum} \ \{ \ \langle ListEnumerator \rangle \ \}
                                 \begin{array}{ll} | & \texttt{enum} \; \langle Ident \rangle \; \{ \; \langle ListEnumerator \rangle \; \} \\ | & \texttt{enum} \; \langle Ident \rangle \end{array}
\langle ListEnumerator \rangle ::= \langle Enumerator \rangle
                                            ⟨Enumerator⟩, ⟨ListEnumerator⟩
\langle Declarator \rangle ::= \langle Pointer \rangle \langle Direct-declarator \rangle
                          \langle Direct-declarator \rangle
\langle Direct\text{-}declarator \rangle ::= \langle Ident \rangle
                                               (\langle Declarator \rangle)
                                               \langle Direct\text{-}declarator \rangle \ [ \langle Constant\text{-}expression \rangle \ ]
                                               \langle Direct-declarator \rangle []
                                               \langle Direct-declarator \rangle (\langle Parameter-type \rangle)
                                               \langle Direct-declarator \rangle ( \langle ListIdent \rangle )
                                               \langle Direct-declarator \rangle ()
\langle Pointer \rangle ::=
                    | * \langle ListType-qualifier \rangle 
 | * \langle Pointer \rangle
                            * (ListType-qualifier) (Pointer)
\langle ListType\text{-qualifier} \rangle ::= \langle Type\text{-qualifier} \rangle
                                              \langle Type-qualifier \rangle \langle ListType-qualifier \rangle
\langle Parameter-type \rangle ::= \langle Parameter-declarations \rangle
                                  \langle Parameter-declarations \rangle, ...
\langle Parameter-declarations \rangle ::= \langle Parameter-declaration \rangle
                                                         \langle Parameter-declaration \rangle, \langle Parameter-declaration \rangle
\langle Parameter\text{-}declaration \rangle ::= \langle ListDeclaration\text{-}specifier \rangle
                                                     \langle ListDeclaration\text{-specifier}\rangle\langle Declarator\rangle
                                                        ⟨ListDeclaration-specifier⟩ ⟨Abstract-declarator⟩
```

```
\langle ListIdent \rangle ::= \langle Ident \rangle
                             \langle Ident \rangle , \langle ListIdent \rangle
\langle Initializer \rangle ::= \langle Exp2 \rangle
                           \left\{ \begin{array}{l} \left\langle \text{Initializers} \right\rangle \\ \left\langle \text{Initializers} \right\rangle \end{array}, \right\} 
\langle Initializers \rangle ::= \langle Initializer \rangle
                                    \langle Initializers \rangle, \langle Initializer \rangle
\langle Type\text{-}name \rangle ::= \langle ListSpec\text{-}qual \rangle
                             \langle ListSpec\text{-}qual \rangle \langle Abstract\text{-}declarator \rangle
\langle Abstract\text{-}declarator \rangle ::= \langle Pointer \rangle
                                                         \langle Dir-abs-dec \rangle
                                                        \langle Pointer \rangle \langle Dir-abs-dec \rangle
\langle Dir-abs-dec \rangle ::= (\langle Abstract-declarator \rangle)
                                     []
                                       [\langle Constant\text{-expression} \rangle]
                                         \langle Dir-abs-dec \rangle []
                                         \langle Dir-abs-dec \rangle \ [ \langle Constant-expression \rangle ]
                                         (\langle Parameter-type \rangle)
                                         \langle Dir-abs-dec \rangle ()
                                         \langle Dir-abs-dec \rangle (\langle Parameter-type \rangle)
\langle Stm \rangle ::= \langle Labeled\text{-}stm \rangle
                          \langle Compound\text{-}stm \rangle
                          \langle Expression\text{-}stm \rangle
                           \langle Selection\text{-}stm \rangle
                           \langle Iter\text{-}stm \rangle
                           \langle Jump-stm \rangle
\langle Labeled\text{-}stm \rangle ::= \langle Ident \rangle : \langle Stm \rangle
                                          case \langle Constant-expression \rangle : \langle Stm \rangle
                                          default : \langle Stm \rangle
\langle Compound\text{-}stm \rangle ::= \{ \}
                                         \{ \langle ListStm \rangle \}
                                          \{ \langle ListDec \rangle \}
                                              \{ \langle ListDec \rangle \langle ListStm \rangle \}
\langle Expression\text{-}stm \rangle ::= ;
                                   |\langle Exp \rangle|;
\langle Selection\text{-}stm \rangle ::= if (\langle Exp \rangle) \langle Stm \rangle
                                      if ( \langle Exp 
angle ) \langle Stm 
angle else \langle Stm 
angle
                                  switch (\langle Exp \rangle) \langle Stm \rangle
```

```
::= while (\langle Exp \rangle) \langle Stm \rangle
\langle Iter\text{-}stm \rangle
                                         do \langle Stm \rangle while (\langle Exp \rangle);
                                         for (\langle Expression\text{-}stm \rangle \langle Expression\text{-}stm \rangle) \langle Stm \rangle
                                         for (\langle Expression\text{-}stm \rangle \langle Expression\text{-}stm \rangle \langle Exp \rangle) \langle Stm \rangle
\langle ListStm \rangle
                            ::=
                                         \langle Stm \rangle
                                         \langle Stm \rangle \langle ListStm \rangle
\langle Exp \rangle
                  ::= \langle Exp \rangle , \langle Exp2 \rangle
                                 \langle Exp2 \rangle
\langle Exp3 \rangle
                                   \langle Exp4 \rangle ? \langle Exp \rangle : \langle Exp3 \rangle
                                   \langle Exp4 \rangle
\langle Exp4 \rangle
                      ::=
                                   \langle Exp4 \rangle \mid \mid \langle Exp5 \rangle
                                   \langle Exp5 \rangle
\langle Exp5 \rangle
                                   \langle Exp5 \rangle && \langle Exp6 \rangle
                      ::=
                                   \langle Exp6 \rangle
\langle Exp6 \rangle
                                   \langle Exp6 \rangle \mid \langle Exp7 \rangle
                      ::=
                                   \langle Exp7 \rangle
\langle Exp7 \rangle
                                   \langle Exp7 \rangle ^{\sim} \langle Exp8 \rangle
                      ::=
                                   \langle Exp8 \rangle
\langle Exp8 \rangle
                                   \langle Exp8 \rangle \& \langle Exp9 \rangle
                      ::=
                                   \langle Exp9 \rangle
\langle Exp9 \rangle
                                   \langle Exp9 \rangle == \langle Exp10 \rangle
                                    \langle Exp9 \rangle != \langle Exp10 \rangle
                                    \langle Exp10 \rangle
\langle Exp10 \rangle
                        ::=
                                     \langle Exp10 \rangle < \langle Exp11 \rangle
                                      \langle Exp10 \rangle > \langle Exp11 \rangle
                                      \langle Exp10 \, \rangle <= \langle Exp11 \, \rangle
                                      \langle Exp10 \rangle >= \langle Exp11 \rangle
                                      \langle Exp11 \rangle
                                      \langle Exp11 \rangle << \langle Exp12 \rangle
\langle Exp11 \rangle
                                      \langle Exp11 \rangle >> \langle Exp12 \rangle
                                      \langle Exp12 \rangle
\langle Exp12 \rangle
                                      \langle Exp12 \rangle + \langle Exp13 \rangle
                                      \langle Exp12 \rangle - \langle Exp13 \rangle
                                      \langle Exp13 \rangle
\langle Exp13 \rangle
                                      \langle Exp13 \rangle * \langle Exp14 \rangle
                                      \langle Exp13 \rangle / \langle Exp14 \rangle
                                      \langle Exp13 \rangle \% \langle Exp14 \rangle
                                      \langle Exp14 \rangle
```

```
( \langle Type\text{-}name \rangle ) \langle Exp14 \rangle
\langle Exp14 \rangle
                     ::=
                                 \langle Exp15 \rangle
\langle Exp15 \rangle
                     := ++ \langle Exp15 \rangle
                                 --\langle Exp15\rangle
                                 \langle Unary-operator \rangle \langle Exp14 \rangle
                                 \mathtt{sizeof}\ \langle Exp15 \, \rangle
                                 sizeof (\langle Type\text{-}name \rangle)
                                 \langle Exp16 \rangle
\langle Exp16 \rangle
                                 \langle Exp16 \rangle [ \langle Exp \rangle ]
                     ::=
                                 \langle Exp16 \rangle ()
                                 \langle Exp16 \rangle ( \langle ListExp2 \rangle )
                                 \langle Exp16 \rangle . \langle Ident \rangle
                                 \langle Exp16 \rangle -> \langle Ident \rangle
                                 \langle Exp16 \rangle ++
                                 \langle Exp16 \rangle --
                                 \langle Exp17 \rangle
                                 \langle Ident \rangle
\langle Exp17 \rangle
                     ::=
                                 \langle Constant \rangle
                                 \langle String \rangle
                                 (\langle Exp \rangle)
\langle Constant \rangle
                           ::=
                                      \langle Double \rangle
                                       \langle Char \rangle
                                       \langle Unsigned \rangle
                                       \langle Long \rangle
                                       \langle UnsignedLong \rangle
                                       \langle Hexadecimal \rangle
                                       \langle HexUnsigned \rangle
                                       \langle HexLong \rangle
                                       \langle HexUnsLong \rangle
                                       \langle Octal \rangle
                                       \langle OctalUnsigned \rangle
                                       ⟨OctalLong⟩
                                       ⟨OctalUnsLong⟩
                                       \langle CDouble \rangle
                                       \langle CFloat \rangle
                                       \langle CLongDouble \rangle
                                       \langle Integer \rangle
\langle Constant\text{-expression} \rangle ::=
                                                            \langle Exp3 \rangle
\langle ListExp2 \rangle
                         ::= \langle Exp2 \rangle
                                      \langle Exp2 \rangle , \langle ListExp2 \rangle
```