ISIS-1106 Lenguajes y Máquinas, TP1

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$< sructView > ::= 'struct' < structName > ' :' 'View' '\{' < structBody > '\}'$

$< structName > ::= (((a|..|z) + (0|..|9)*)|((A|..|Z) + (0|..|9)*)) +$

$< structBody > ::= 'var' 'body' ' :' 'some' 'View' '\{' < mandatoryViewBody > < generalViewBody > '\}'$

$< mandatoryViewBody > ::= (< structName > '(' ')' < forViewAndImageMethod > *) | < component >$
$| (< structuringElement >< forTextAndStructuringElementMethod > *)$

$< optionalViewBody > ::= (((< structName > '(' ')' < forViewAndImageMethod > *)*) | (< component >$
$*) | (< structuringElement >< forTextAndStructuringElementMethod > *)*) *$

$< generalViewBody > ::= < mandatoryViewBody >< optionalViewBody >$

$< component > ::= ('Image' '(' '"' < string > '"' ')' < forViewAndImageMethod > *) | ('Text' '(' '"'$
$< string > '"' ')' < forTextAndStructuringElementMethod > *) | ('Spacer' '(' ')')$

$< string > ::= ((A|..|Z) * (a|..|z) * (0|..|9)*) +$

$< number > ::= ['-'](0|..|9) +$

$< structuringElement > ::= < VStack > | < HStack >$

$< VStack > ::= '\{' < generalViewBody > + '\}'$

$< HStack > ::= '\{' < generalViewBody > + '\}'$

$< offset > ::= '.offset' '(' [< offsetArgument >] ')'$

$< offsetArgument > ::= ('x' ' :' < number >) | ('y' ' :' < number >) | ('x' ' :' < number > ',' 'y' ' :'$
$< number >) | ('y' ' :' < number > ',' 'x' ' :' < number >)$

$< padding > ::= '.padding' '(' [< paddingArgument >] ')'$

$< paddingArgument > ::= ('.top' ',' < number >) | ('.bottom' ',' < number >) | ('.left' ',' < number >) |$
$('.right' ',' < number >)$

$< font > ::= '.font' '(' '.' < string > ')'$

$< foregroundColor > ::= '.foregroundColor' '(' '.' < string > ')'$

$< forViewAndImageMethod > ::= < offset > | < padding >$

$< forTextAndStructuringElementMethod > ::= < offset > | < padding > | < font > | < foregroundColor >$