

# Token Lexemes for our language Switch

1. IDENTIFIER:  
Matches valid identifiers, starting with a letter and followed by letters, digits, or underscores.
2. NUMBER:  
Matches sequences of digits, representing numeric literals.
3. STRING:  
Matches string literals enclosed in double quotes, allowing for escape sequences.
4. BOOL:  
Matches boolean literals on or off.
5. REL\_OP:  
Matches relational operators like <=, >=, ==, <, >.
6. ADD\_OP:  
Matches addition and subtraction operators (+, -).
7. MUL\_OP:  
Matches multiplication and division operators (\*, /).
8. TAKE, SHOW, EITHER, WHATIF, OR, VAR, ASSIGNMENT, LOOP\_WHILE, LOOP\_FROM, FUNC, SKIP, TRY, CATCH, FINALLY:  
Keywords in our language.
9. LEFT\_PAREN, RIGHT\_PAREN, LEFT\_BRACE, RIGHT\_BRACE, LEFT\_SQUARE\_BRACKET, RIGHT\_SQUARE\_BRACKET, COMMA, COLON, ENDOFSTMT, DOT, ARROW:  
Various punctuation and delimiter symbols.