**Definitions CFGs**

Class Definiton CFG

**Note:-**

**Return statement SST me nhi rkhana or return st optional h**

<class\_def> → <class\_header> class ID <extend\_st> <implement\_st> : ( <class\_body> )

**Agar AM kch bhi nhi h to bydefault public hoga**

<class\_header> → AM final | AM | final |  €

<extend\_st> → extends ID |  €

<implement\_st> → implements ID <interface\_rec> |  €

<interface\_rec> → , ID <interface\_rec> |  €

<class\_body> → <attrb> <class\_body> | <constructor> <class\_body> | <method> <class\_body> |  €

<attrb> → <attrb&method\_header> <dec>

<dec> --> <dec\_var> | <dec\_arr> | <dec\_obj> | <dec\_enum> | <dec\_dict>

<attrb&method\_header> → € | AM | static | final | AM static | AM final | static final | AM static final

<method> → <attrb&method\_header> <func\_def>

<constr> → AM ID { <params\_list> } : ( <constr\_body> )

<constr\_body> →  <pointer\_st> <MST>

<pointer\_st> → TS { <args\_list> } <pointer\_st> |  €

<args\_list> <OE> <list\_args> | ∈

<list\_args> , <OE> <list\_args> | ∈

**Interface CFG**

**Note:-**

**Interface Defintion CFG syntax java based:**

interface InterfaceName {

// Constant variables (optional)

int CONSTANT\_VARIABLE = 100; // By default, variables in interfaces are public, static, and final

// Abstract methods (method declaration without implementation)

void method1();

int method2(String param);  
  
syntax 2:  
  
interface Calculator {

// Method with parameters

int add(int a, int b);

int subtract(int x, int y);

}  
  
hmari language syntax:   
public interface Calculator extends plus , minus , multiply : (  
int var = 100

int add{int a, int b}

int subtract{int x, int y}

void print{}

)

**CFG:**

<interface\_def> → <interface\_header> interface ID <extend\_st\_interface> : ( <interface\_body> )

<interface\_header> 🡪 AM | ∈  
  
<extend\_st\_interface> --> extends ID <interface\_rec> | ∈  
  
<interface\_rec> --> , ID <interface\_rec> | ∈

<interface\_body> → <attrb><interface\_body> | <method\_interface> <interface\_body>

<attrb> 🡪 <attr\_header> <dec>   
  
<attrb\_header> 🡪 AM static final | ∈

<dec> --> <dec\_var> | <dec\_arr> | <dec\_obj> | <dec\_enum> | <dec\_dict>

<method\_interface> --> <interface\_method\_header> <func\_def\_interface>

Methods of our interface will never be static

<interface\_method\_header> --> AM | ∈

<func\_def\_interface>--> DT ID { <params\_list> }  
<func\_def\_interface>--> DT [ ] <arr\_mul> ID { <params\_list> }

<func\_def\_interface>-->String ID { <params\_list> }

<func\_def\_interface>--> String [ ] <arr\_mul> ID { <params\_list> }

<func\_def\_interface>--> ID ID { <params\_list> }

<func\_def\_interface>--> ID [ ] <arr\_mul> ID { <params\_list> }

<func\_def\_interface>--> dict ID { <params\_list> }  
<func\_def\_interface>--> dict [ ] <arr\_mul> ID { <params\_list> }

**Func def**

Syntax

Returntype ID { int a,char b, bool c }: (

SST

…

)

<func\_def> DT ID { <params\_list> } : <body>

<func\_def> String ID { <params\_list> } : <body>

<func\_def> void ID { <params\_list> } : <body>

<func\_def> DT[ ] <arr\_mul> ID { <params\_list> } : <body>

<func\_def> String[ ] ID <arr\_mul> { <params\_list> } : <body>

<func\_def> ID[ ] <arr\_mul> ID { <params\_list> } : <body>

<func\_def> 🡪 ID ID { <params\_list> } : <body>

<func\_def> 🡪 dict ID { <params\_list> } : <body>

<func\_def> dict [ ] <arr\_mul> ID { <params\_list> } : <body>

<arr\_mul> 🡪 [ ] <arr\_mul> | €

<params\_list> 🡪 <params> | €

<params> → DT ID <list>

<params> → ID ID <list>

<params> → DT [ ] <arr\_mul> ID <list>

<params> → ID [ ] <arr\_mul> ID <list>

<params> → String ID <list>

<params> → String [ ] <arr\_mul> ID <list>

<params> 🡪 dict ID <list>

<params> 🡪 dict [ ] <arr\_mul> ID <list>

<list> → , <params> | €

<body> → ( <MST> <return\_st> )

<SST> → <while\_st> | <dec\_st> | <if\_st> | …

<MST> <SST>  <MST> | €

<return\_st> → € | return <OE>

**Enum Def**

Syntaxes:

enum Direction : (

North,

South,

East,

West

)  
  
enum Direction : (

North = 11,

South =33,

East =56,

West=89

)

CFG

<enum\_def> --> Enum ID : ( ID <list> )

<list> --> , ID <init\_enum\_def> <list> | €

<init\_enum\_def> --> = <OE> <list> | €