MiniJava Language Reference Manual

MiniJava is a subset of Java. The meaning of a MiniJava program is given by its meaning as a Java program. Overloading is not allowed in MiniJava. The MiniJava statement System.out.println(...); can only print integers. The MiniJava expression e.length only applies to expressions of type int[].

LEXICAL ISSUES

Identifiers: An *identifier* is a sequence of letters, digits, and underscores, starting with a letter. Uppercase letters are distinguished from lowercase. In this appendix the symbol *id* stands for an identifier.

Integer literals: A sequence of decimal digits is an *integer constant* that denotes the corresponding integer value. In this appendix the symbol *INTE-GER_LITERAL* stands for an integer constant.

Binary operators: A binary operator is one of

&& < + - *

In this appendix the symbol op stands for a binary operator.

Comments: A comment may appear between any two tokens. There are two forms of comments: One starts with /*, ends with */, and may be nested; another begins with // and goes to the end of the line.

GRAMMAR

In the MiniJava grammar, we use the notation N^* , where N is a nonterminal, to mean 0, 1, or more repetitions of N.

```
Program → MainClass ClassDecl*
 MainClass
                   class id { public static void main ( String [] id )
                      { Statement } }
 ClassDecl \rightarrow class id \{ VarDecl^* MethodDecl^* \}
                  class id extends id { VarDecl* MethodDecl* }
    VarDecl \rightarrow
                   Type id:
MethodDecl \rightarrow
                  public Type id ( FormalList )
                      { VarDecl* Statement* return Exp; }
 FormalList \rightarrow
                  Type id FormalRest*
FormalRest
                   , Type id
      Type
                   int []
                   boolean
                   int
  Statement
                  { Statement* }
                  if (Exp) Statement else Statement
                  while (Exp) Statement
                  System.out.println (Exp);
                  id = Exp;
                  id [Exp] = Exp;
                  Exp op Exp
                  Exp [Exp]
                  Exp . length
                  Exp . id (ExpList)
                  INTEGER_LITERAL
                  true
                  false
                  id
                  this
                  new int [ Exp ]
                  new id ()
                  ! Exp
                  (Exp)
   ExpList
                  Exp ExpRest*
   ExpRest
```