

Compiler Design

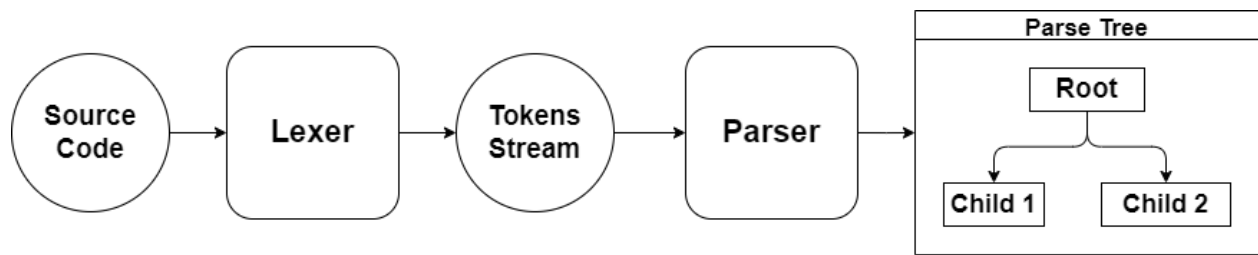
Course Project: Parser

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Project Architecture



1- Lexer (Scanner): Responsible for scanning the source code character by character and detecting a reserved patterns for every token type, then converting this stream of characters into stream of tokens

2- Parser: Responsible for converting the tokens into meaningful syntax nodes with children

Our Parser

This parser is implemented in typescript + node, it understands a custom syntax that will be described in the CFG later.

This parser can compile about 7 Statements:

1. If Else Statement
2. While Statement
3. Do While Statement
4. Switch Case Statement
5. Assignment Statement
6. Break Statement
7. Expression Statement

It has 22 type of nodes which is:

1. Program
2. Statements
3. Block Statement
4. If Statement
5. Else Statement
6. While Statement
7. Do_While Statement
8. Switch Statement
9. Cases
10. Case Clause
11. Default
12. Expression Statment
13. Expression
14. Assignement Statement
15. Logical Expression
16. Conditional Expression
17. Expr (Math Expression)
18. Term
19. Factor
20. Unary Expression
21. Break Statement
- 22. Number**
- 23. Identifier**
- 24. Syntax Node**

Context Free Grammer:

Program \Rightarrow Statments

Statments \Rightarrow Statment Statments | Empty

Statment \Rightarrow BlockStatment | IfStatment | WhileStatment |
SwitchStatment | Do_WhileStatment | ExpressionStatment |
BreakStatment | AssignmentStatment

IfStatement \Rightarrow **if** (Expression) Statement ElseStatement

ElseStatement \Rightarrow **else** Statement | Empty

BlockStatment \Rightarrow { Statements }

WhileStatement \Rightarrow **while** (Expression) Statement

DoWhileStatement \Rightarrow **do** Statement **while** (Expression)

SwitchStatement \Rightarrow **switch** (Identifier) { Cases Default }

Cases \Rightarrow CaseClause Cases | Empty

CaseClause \Rightarrow **case** factor : Statements

Default \Rightarrow **default** : Statements | Empty

BreakStatement \Rightarrow **break** ;

AssigmentStatements \Rightarrow **Identifier** = Expression ;

ExpressionStatement \Rightarrow Expression ;

Expression \Rightarrow Expr | LogicalExpression | Identifier

LogicalExpression \Rightarrow LogicalExpression LogOp Conditional | Conditional

Conditional \Rightarrow Expr ConOp Expr | Expr

logOp \Rightarrow **&&** | **||**

ConOp \Rightarrow **>** | **<** | **==** | **!=** | **===** | **<=** | **>=**

Expr \Rightarrow Term + Expr | Term - Expr | Term

Term \Rightarrow Factor * Term | Factor / Term | Factor

Factor \Rightarrow **Identifier** | **Number** | (Expr) | UnaryExpression

UnaryExpression \Rightarrow + Factor | - Factor

Example:

```
y = 1 + 9 * 4;  
if (x * 2 == 20 || x > 50) {  
    x = 5;  
}
```

