Compiler design principles lesson project

The first phase: designing the original language

Programming language features:

1. **ID:**
   - Should not be used like this $#@! for the characters
   - Don not use Space
   - Use underline (_) at the beginning and end of the ID
2. **Allowed numbers:**
   - **Whole numbers:** Numbers from 0 to 9
   - **Decimal numbers:** 25,9 => for decimal part is used ,

Symbols and operands:

|add|	plural
|Minus|	subtraction
|multi|	multiplication
|div|	division
|set|	Assignment
|value|	equal
<	smaller
>	bigger

Allowed syntax:

syntax	Description

Clause (condition) {
/Code
}
	Conditional commands

f-loop (from …. To … by ….) {
/Code
}
w-loop (from …. To ….) {
/Code
}
	Repeat and loop commands

Define function-name (….) {
/Code
}
	How to define a function

function-name (….)	function call

Var |set| (var – int – float)	Assign to a variable
|add| (var) with (var)	The sum of two numbers
|minus| (var) with (var)	Subtraction of two numbers
|multi| (var) with (var)	Multiply two numbers
|div| (var) with (var)	Divide two numbers