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

1. **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**

|  |  |
| --- | --- |
| Description | syntax |
| Conditional commands | Clause (condition) {  /Code  } |
| Repeat and loop commands | f-loop (from …. To … by ….) {  /Code  }  w-loop (from …. To ….) {  /Code  } |
| How to define a function | Define function-name (….) {  /Code  } |
| function call | function-name (….) |
| Assign to a variable | Var |set| (var – int – float) |
| The sum of two numbers | |add| (var) with (var) |
| Subtraction of two numbers | |minus| (var) with (var) |
| Multiply two numbers | |multi| (var) with (var) |
| Divide two numbers | |div| (var) with (var) |