SetlCup Tutorial

Jonas Eilers

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Contents

Chapter 1

Functionality

The Setlx-addition SetlCup is a LR-Parser-Generator based on JavaCup. The idea is to use a user given scanner- and parser-definition and create an AST out of a given input using the definitions.

In this document the needed syntax of the definitions is examined and the given output is evaluated.

A sample input file is divided into three Sections:

1. Commentpart
2. Scanner-Part
3. Parser-Part

1.1 Comment-Part

In the comment-part everything which is written will not be used by the Program itself. It is adviced to comment your idea behind the parser and scanner structure in this section. The section is ended with the "%%%" symbol.

1.2 Scanner-Part

The scanner is responsible for checking whether the input file consists of the defined tokens. It can be written like this:

```
1 INTEGER := 1-9[0-9]*|0;
2 ASTERISK := \*;
3 WHITESPACE := [ ];
4 SKIP := ASTERISK | INTEGER | WHITESPACE;
```

1. In line 1 the Token "INTEGER" is defined. Tokens are in the following way:
   token_name := regex ;
2. Predefined tokens in Regular Expressions like "$*, +, ?, |, \{, \}, (,), \cdots$" need to be escaped.

3. In some contexts tokens like Whitespaces are not needed. They can be skipped by using defining the "SKIP"-Token with the tokens, which shall be skipped. Multiple tokens need to be seperated by a pipe "|".

1.3 Parser-Part

In this part the grammar-rules are defined with the following syntax:

```
1 rule_name := rule_element:id {: action_code :}
2          | rule_element
3          | {: action_code :}
4          | ;
```

rule_name The rule_name is the name of the rule. It is possible to reference defined rules via their rule_name

rule_element The element can consist of multiple Tokens (defined in the scanner) and rule_names. Each can have an id, which is possible to be used in the action_code.

action_code The action_code is an optional part in a rule. It needs to be at the end of the rule it self. Each rule_element can have an action_code. In this action_code Setlx Code can be written. By using the variable "'result"' it is possible to pass values between rules. The id of the elements in the respective rule can be referred to by using its name.

| The pipe seperates the rule_elements.

1.4 Example

```
1
2
3  %%%
4
5  SEMICOLON := ; ;
6  TIMES := \* ;
7  MINUS    := - ;
8  DIVIDE    := \\ ;
9  INTEGER      := 0|[1-9][0-9]* ;
10 NEWLINE := \n ;
11 WHITESPACE := [ \t\v\n\r\s] ;
12 MOD := %;
13 PLUS  := \+ ;
14 LPAREN := \( ;
15 RPAREN := \) ;
16 SKIP := WHITESPACE | NEWLINE ;
17
18 %%%
19
20 e_list ::= e_list:l e_part:part {: result := ExprList(l, part); :}
21           | e_part:epart {: result := epart; :}
22           ;
23 e_part ::= expr:e SEMICOLON {: result := e; :}
24           ;
25 expr ::= expr:e PLUS   prod:p {: result := Plus(e , p); :}
26       | expr:e MINUS  prod:p {: result := Minus(e , p); :}
27       | prod:p                {: result := p;      :}
28       ;
29 prod ::= prod:p TIMES  fact:f {: result := Times(p , f); :}
30       | prod:p DIVIDE fact:f {: result := Div(p , f); :}
31       | prod:p MOD    fact:f {: result := Mod(p , f); :}
32       | fact:f                {: result := f;      :}
33       ;
34 fact ::= LPAREN expr:e RPAREN {: result := ( e );    :}
35       | INTEGER:n             {: result := Integer(n); :}
36       ;
```