

# COMPILER DESIGN GRAMMAR PRE.

## What is Compiler?

A compiler translates the code written in one language to some other language without changing the meaning of the program. It is also expected that a compiler should make the target code efficient and optimized in terms of time and space.

## WHAT IS COMPILER DESIGN?

Compiler design principles provide an in-depth view of translation and optimization process. Compiler design covers basic translation mechanism and error detection & recovery. It includes lexical, syntax, and semantic analysis as front end, and code generation and optimization as back-end.



#### WHAT WE GONNA DO

The grammar that we have designed systematically describes the execution flow from the import statement of the library to the end of the execution of the program.

## SPECIAL HIGHLIGHTS

- Import Library
- \$<Comments>\$
- Special Structural Types(Stack, Queue, and Array)
- Letter = a | ... | z | A | ... | Z
- Digit = 0 | ... | 9
- Logical Operator = and | or
- Conditional Operators < | > | <= | >= | != | ==
- Arithmetic Operators = + | | \* | / | %
- Functions Declarations

### THE GRAMMAR

- Program → Import [standard Library] Variable\_declaration\_ list Funtion\_list
- Library → Math Library | String Library | Math | String | E
- Variable\_Declaration\_ List → Variable ; Variable\_Declaration\_List | €
- Funtion\_List → Function; Function\_List | Ε
- Function → Type id (ParameterList) Block | sType id(ParameterList) Block
- sType → Array | Stack | Queue
- Variable → Type id | Type sType id[Num]
- Type → Int | Float | Char | Bool | Void | Date\_Time | String
- Id → Letters Alpha
- Alpha → Letters Alpha | Digit Alpha | \_Alpha | E
- Parameter\_List → Parameter Parameter\_List | €
- Parameter → Type id | Type sType id | E
- Block → {(Variable\_Declaration\_List | Statement\_List)\*}
- Statement\_List → Statement Statement\_List | €
- Statement → Expression | Loop\_Statement | Conditional\_Statement |
   Function\_Call\_Statement | Return Expression | Return Id | break | Read(id); | Write(Text);

### ...CONTINUED

- Loop\_Statement → for(id=expression; id Conditional\_Operator expression; id=id
   Arithmetic\_Operator Num) Block | while(expression) Block | do Block while(expression)
- Expression → Arithmetic\_Expression | ConditionaL\_Expression | Logical\_Expression |
   id = Expression
- Arithmetic\_Expression → Num Arithmetic\_Operator Arithmetic\_Expression | Num |
   {Arithmetic\_Expression} | [Arithmetic\_Expression] | (Arithmetic\_Expression)
- Conditional\_Expression → id Conditional\_Operator id
- Logical\_Expression → Conditional\_Expression Logical\_Operator Logical\_Expression |
   Conditional Expression
- Conditional\_Statement → if(Expression) Block else Block | if(Expression) Block
- Function\_Call\_Statement → Function\_Name
   (List\_Of\_Identifiers)|id=Function\_Name(List\_Of\_Identifiers)
- Text → [a-zA-Z0-9\t\n ./<>?;:'''`!@#\$%^&\*()\[\]{}\_+=|\\-]
- List\_Of\_Identifiers → id | id, List\_Of\_Identifier | E
- Conditional\_Operator → < | > | != | >= | <= | ==
- Arithmetic\_Operator → + | | \* | /
- Logical\_Operator → OR | AND
- Num → [digit]+
- Letter → [a-z|A-Z]
- Digit → [0-9]
- Num → [+|-]?Digit[.]Digit

## AN EXAMPLE

```
1 Import[Standard Math]
           int a;
           char d;
4 int main()
6 float z;
           write ("Enter value")
           read(number)
           for(i=1;i<=number; i=i+2)</pre>
                    write(i)
13 }
```

#### **REFERENCES**

- Compiler principles, techniques, and tools by Ravi sat,
   Jeffery d.ulman
- torialspoint.com/compiler\_design
- Programming in ANSI C by Balaguruswamy

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