

1. ***T\_RES*** (*Keywords*): procedure, array, node, if, then, elseif, else, case, endcase, while, do, endwhile, repeat, until, loop, forever, for, endfor, input, output, call, return, stop, end, floor, ceil, log, goto
  - a. *Regular expression*:  
 $\wedge(\textit{procedure/array/node/if/then/elseif/else/case/endcase/while/do/endwhile/repeat/until/loop/forever/for/endifor/input/output/call/return/stop/end/floor/ceil/log/goto})\wedge$
2. ***T\_UnaryOp*** (*Unary Operators*): not
  - a. *Regular expression*:  $\wedge(\textit{not})\wedge$
3. ***T\_ExpoOp*** (*Exponentiation*): ^
  - a. *Regular expression*:  $\wedge(\wedge)\wedge$
4. ***T\_MDOp*** (*Multiplication and Division*): \* (we convert the multiplication symbol x to \*, to avoid confusion with the variable name x), /, mod
  - a. *Regular expression*:  $\wedge(\wedge/*//mod)\wedge$
5. ***T\_ASOp*** (*Addition and Subtraction*): +, -
  - a. *Regular expression*:  $\wedge(\wedge+/-)\wedge$
6. ***T\_RelOp*** (*Relational Operators*): ==, <=, >=, <, >
  - a. *Regular expression*:  $\wedge(\wedge==/<=>=</>)\wedge$
7. ***T\_LogicOp*** (*Logical Operators*): and, or
  - a. *Regular expression*:  $\wedge(\wedge\textit{and/or})\wedge$
8. ***T\_AssignOp*** (*Assignment*): =
  - a. *Regular expression*:  $\wedge(\wedge=)\wedge$
9. ***T\_Delim*** (*Delimiters*): ;, :, (, ), ', [ ], { }, ,
  - a. *Regular expression*:  $\wedge(\wedge[;:|\(|\)|\{|\}\wedge])\wedge$
10. ***T\_ID*** (*Identifiers*): variable and function names, e.g., middle, lower, upper, BINARY\_SEARCH, A, n, x
  - a. *Regular expression*:  $\wedge(\wedge[a-zA-Z][a-zA-Z0-9_]\wedge*)\wedge$
11. ***T\_NumLit*** (*Numeric literals*): integers, floating point numbers
  - a. *Regular expression*:  $\wedge(\wedge-?([0-9]+(\wedge.[0-9]+\wedge)?)\wedge)\wedge$
12. ***T\_StrLitD*** (*String literals*):
  - a. *Regular expression*:  $\wedge(\wedge["|\wedge|\\|.|"]\wedge)*\wedge$  (for string in double quotes)
13. ***T\_StrLitS*** (*String literals*):
  - a. *Regular expression*:  $\wedge(\wedge['|\wedge|\\|.|']\wedge)*\wedge$  (for string in single quotes)

Token Class	Symbols or Expected Values	Regex
<b><i>T_RES</i></b> (Keywords)	procedure, array, node, if, else, case, endcase, while, do, endwhile, repeat, until, loop, forever, for, endfor, input, output, call, return, stop, end, floor, ceil, log, goto	<code>^(procedure array/node/if/then/elseif/else/case/endcase/while/do/endwhile/repeat/until/loop/forever/for/endfor/input/output/call/return/stop/end/floor/ceil/log/goto)\$</code>
<b><i>T_UnaryOp</i></b> (Unary Operators)	not	<code>^(not)\$</code>
<b><i>T_ExpoOp</i></b> (Exponentiation)	^	<code>^(^)\$</code>
<b><i>T_MDOp</i></b> (Multiplication and Division)	x, /, mod	<code>^(*/ /mod)\$</code>
<b><i>T_ASOp</i></b> (Addition and Subtraction)	+, -	<code>^(+ -)\$</code>
<b><i>T_RelOp</i></b> (Relational Operators)	==, <, >, ≤ ≥	<code>^(==/&lt;=&gt;= &lt;/&gt;)\$</code>
<b><i>T_LogicOp</i></b> (Logical Operators)	and, or	<code>^(and/or)\$</code>
<b><i>T_AssignOp</i></b> (Assignment)	=	<code>^(=)\$</code>
<b><i>T_Delim</i></b> (Delimiters)	;, :, (, ), ', [ ], { }	<code>^[,;:\(\)\[\]\{\}]\$</code>
<b><i>T_ID</i></b> (Identifiers)	variable and function names	<code>^[a-zA-Z][a-zA-Z0-9_]*\$</code>
<b><i>T_NumLit</i></b> (Numeric literals)	integers, floating point numbers	<code>^(-?[0-9]+(\.[0-9]+)?)\$</code>
<b><i>T_StrLitD</i></b> (String literals in “”)	strings in “”	<code>\"([^\"] \\\" \\.)\"*</code>
<b><i>T_StrLitS</i></b> (String literals in ‘’)	strings in ‘’	<code>\'([^\'] \\\' \\.)\'*</code>

Table 1. Summarized Token Classes in order of precedence