

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*:
 $\wedge(\text{procedure/array/node/if/then/elseif/else/case/endcase/while/do/endwhile/repeat/until/loop/forever/for/endifor/input/output/call/return/stop/end/floor/ceil/log/goto/by})\$$
2. ***T_UnaryOp*** (*Unary Operators*): not
 - a. *Regular expression*: $\wedge(\text{not})\$$
3. ***T_ExpoOp*** (*Exponentiation*): ^
 - a. *Regular expression*: $\wedge(\wedge)\$$
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*: $\wedge(\wedge/*//mod)\$$
5. ***T_ASOp*** (*Addition and Subtraction*): +, -
 - a. *Regular expression*: $\wedge(\wedge+/-)\$$
6. ***T_RelOp*** (*Relational Operators*): ==, <=, >=, !=, <, >
 - a. *Regular expression*: $\wedge(==/<=>=!=/</>)\$$
7. ***T_LogicOp*** (*Logical Operators*): and, or
 - a. *Regular expression*: $\wedge(\wedge\text{and/or})\$$
8. ***T_AssignOp*** (*Assignment*): =
 - a. *Regular expression*: $\wedge(=)\$$
9. ***T_Delim*** (*Delimiters*): ;, :, (,), ', [], { }, ,
 - a. *Regular expression*: $\wedge([;:|\(|\)|\{|\}|\,)\$$
10. ***T_ID*** (*Identifiers*): variable and function names, e.g., middle, lower, upper, BINARY_SEARCH, A, n, x
 - a. *Regular expression*: $\wedge([a-zA-Z_][a-zA-Z0-9_]\wedge)\$$
11. ***T_NumLit*** (*Numeric literals*): integers, floating point numbers
 - a. *Regular expression*: $\wedge(-?\wedge[0-9]\wedge+(\wedge[0-9]\wedge+)?)\$$
12. ***T_StrLitD*** (*String literals*):
 - a. *Regular expression*: $\wedge(\wedge["'\wedge/|\,.\wedge"]\wedge)*\wedge"$ (for string in double quotes)
13. ***T_StrLitS*** (*String literals*):
 - a. *Regular expression*: $\wedge(\wedge[\wedge'\wedge/|\,.\wedge])\wedge)*\wedge'$ (for string in single quotes)

Token Class	Symbols or Expected Values	Regex
<i>T_RES</i> (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, by	<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/by)\$</code>
<i>T_UnaryOp</i> (Unary Operators)	not	<code>^(not)\$</code>
<i>T_ExpoOp</i> (Exponentiation)	^	<code>^(^)\$</code>
<i>T_MDOp</i> (Multiplication and Division)	x, /, mod	<code>^(*/ /mod)\$</code>
<i>T_ASOp</i> (Addition and Subtraction)	+, -	<code>^(+ -)\$</code>
<i>T_RelOp</i> (Relational Operators)	==, <, >, <=, >=, !=	<code>^(==/<=>=>!=/</>)\$</code>
<i>T_LogicOp</i> (Logical Operators)	and, or	<code>^(and/or)\$</code>
<i>T_AssignOp</i> (Assignment)	=	<code>^(=)\$</code>
<i>T_Delim</i> (Delimiters)	;, :, (,), ', [], { }	<code>^[,;:\(\)\[\]\{\}]\$</code>
<i>T_ID</i> (Identifiers)	variable and function names	<code>^[a-zA-Z][a-zA-Z0-9_]*\$</code>
<i>T_NumLit</i> (Numeric literals)	integers, floating point numbers	<code>^(-?[0-9]+(\.[0-9]+)?)\$</code>
<i>T_StrLitD</i> (String literals in "")	strings in ""	<code>\"([^\"] \\\" \\.)\"*</code>
<i>T_StrLitS</i> (String literals in '')	strings in ''	<code>\'([^\'] \\\' \\.)\'*</code>

Table 1. Summarized Token Classes in order of precedence