

BNF Grammar for the language “Lua”

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<Program> ::= <Statements>

<Statements> ::= <Statement> ';' <Statements> | <Statement>

<Statement> ::= <Conditional-statement> | <Loop-statement> | <Assign-statement> |
<Function-statement> | <expression>

<Conditional-statement> ::= 'if' (<expression>) <Statements> 'end' |
'if' (<expression>) <Statements> 'else' <Statements> 'end'

<Loop-statement> ::= <while-stmt> | <for-stmt> | <repeat-stmt>
<while-stmt> ::= 'while' '(' <expression> ')' 'do' <Statements> 'end'
<repeat-stmt> ::= 'repeat' <Statements> 'until' '(' <expression> ')'

<Assign-statement> ::= <identifier> '=' <expression>

<expression> ::= <expression> 'or' <or-term> | <or-term>
<or-term> ::= <or-term> 'and' <and-term> | <and-term>
<and-term> ::= <and-term> '<' <rel-term> | <and-term> '>' <rel-term> |
<and-term> '<=' <rel-term> | <and-term> '>=' <rel-term> |
<and-term> '~=' <rel-term> | <and-term> '==' <rel-term> | <rel-term>
<rel-term> ::= <rel-term> '+' <term> | <rel-term> '-' <term> | <term>
<term> ::= <term> '*' <factor> | <term> '/' <factor> | <term> '%' <factor> | <factor>
<factor> ::= 'not' <un-term> | '#' <un-term> | '-' <un-term> | <un-term>
<un-term> ::= <un-term> '^' <identifier> | <un-term> '^' <literal> | <identifier> | <literal> |
<Function-call>

<Function-statement> ::= 'function' <identifier> <func_body>
<func_body> ::= '(' <arguments> ')' <Statements> <return-statement> 'end' |
'(' ')' <Statements> <return-statement> 'end'

<arguments> ::= <identifier> ',' <arguments> | <identifier>
<return-statement> ::= 'return' <expression-list>
<expression-list> ::= <expression> ',' <expression-list> | <expression>

<Function-call> ::= <identifier> '(' <arguments> ')' | <identifier> '(' ')'

<identifier> ::= <letter><word>
<word> ::= <letter><word> | <digit><word> | ε

<literal> ::= <number-literal> | `true` | `false`
<number-literal> ::= <digit><number-literal> | <digit>
<letter> ::= `a` | `b` | `c` | | `z` | `_`
<digit> ::= `0` | `1` | `2` | | `9`