#### MILESTONE 1

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Name of the Program: ARGS

**Extension**: .args

GitHub Link: <a href="https://github.com/Girija2905/SER502-Spring2023-Team11">https://github.com/Girija2905/SER502-Spring2023-Team11</a>

#### **Tools Used:**

Lexer: PythonParser: PythonInterpreter: Python

#### Introduction:

Args is a programming language that has been intentionally created to be easily understandable and usable by people who have little or no experience in programming.

#### **Language Tools:**

To achieve a program output, the initial step involves reading the input file via a lexical analyzer, which converts the file's characters into tokens, stored in a token list. Following this, a parser verifies if the source code complies with the syntax rules and produces a parse tree. An interpreter processes the parse tree using syntax-based interpretation. The parser creates an intermediate code or parse tree file with a unique extension. These operations are designed in Prolog, utilizing list data structures.

## **Language Constraints and its operators:**

Starting the program-> command "Start program"

```
Start program{
!!block!!
}
```

2. **Block ->** should contain declarations and expressions.

3. **Primitive Types ->** num for integer, str for string and bit for boolean Declaration of primitive types: num x = := 4str y =:= "this is a string" bit z =:= true bit w =:= false 4. Assignment operator -> "=:=" 5. **Comments** -> !!....!! Syntax: !!This is a comment !! 6. **Print statement** -> "show" for print Syntax: show(x) 7. Conditional constructs -> Ternary operator: Syntax: x>y ?? show(x) :: show(y) • If then else: if for if; or\_if for elif; if\_not for else Syntax: if(condition){ show("if condition") }or if(condition){ show("or\_if condition") }if not{ show("if\_not condition") }

## 8. Looping Structures ->

• while loop:

```
Syntax:
    when(condition){
     !!expressions!!
}
```

• *for loop*: "for var in scope(start,end,increment)" -> here var is variable; scope is used instead of range; start is

```
Syntax:

for var in scope(0,10,1){

show(var)

}
```

!!this will loop through 0 to 10 by incrementing var by 1 and display it!!

# **Operators**:

# 1. Arithmetic Operators:

- + for add operator
- ~ for subtract operator
- >\* for multiplication operator
- >/ for division operator
- \$ for modulus operator
- ^\* for exponentiation operator

## 2. Comparison Operators:

```
=::= for equality operator
```

> for greater than

< for less than

>=:= for greater than or equal

<=:= for less than or equal

!=:= for not equal to

# 3. Logical Operators:

```
&& for AND
|| for OR
## for NOT
```

#### Grammar

```
<br/><block> ::= <declaration> | <expression>
<primitive type> ::= num | str | bit
<declaration> ::= <primitive_type> <identifier>
<declaration> ::= <primitive type> <identifier> =:= <value>
<identifier> ::= [a-zA-Z][a-zA-Z0-9]*
<value> ::= <num value> | <str value> | <bit value>
<str value> ::= [a-zA-Z0-9]*
<num value> ::= <digit> | ~<digit>
<digit> ::= <digit><digit>
<digit> ::= 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9
<br/><br/>t value> ::= true | false
<comparison operator> ::= > | < | >=:= | <=:= | !=:= | =::=</pre>
<arithmetic operator> ::= + | ~ | >* | >/ | $| ^*
logical operator> ::= && | || ##
<print_statement> ::= show(<....>)
<comment> ::= !!....!!
<expression> ::= <identifier> =:= <arithmetic_expression>
<expression> ::= <identifier> =:= <ternary operator>
<expression> ::= <identifier> =:= <logical expression>
```

```
<expression> ::= <arithmetic_expression> | <logical_expression>
<expression> ::= <conditional expression> | <looping expression>
<arithmetic expression> ::= <identifier> <arithmetic operator> <expression>
<arithmetic expression> ::= <identifier> <arithmetic operator> <identifier>
<condition> ::= <comparison expression> { <logical operator> <comparison expression> }
<comparison expression> ::= <identifier> <comparison operator> <expression>
<comparison expression> ::= <identifier> <comparison operator> <identifier>
<conditional_expression> ::= <ternary_operator> | <if_then_else>
<ternary operator> ::= <condition> ?? <expression> :: <expression>
<if_then_else> ::= <if_statement> { <or_if_statement> } [ <if_not_statement> ]
<if statement> ::= if( <condition> ){ <block> }
<or if statement> ::= or if( <condition> ){<block> }
<if not statement> ::= if not{<block> }
<looping expression> ::= <while loop> | <for loop>
<while loop> ::= when( <condition> ){<block> }
<for_loop> ::= for <identifier> in scope(<start> ,<end> ,<increment> ){ <block> }
<start> ::= <identifier> | <value>
<end>::= <identifier> | <value>
<increment> ::= <num value>
```