



Snailz

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Tokens

<u>PLUS</u>	+	<u>MINUS</u>	-
<u>TIMES</u>	*	<u>DIVIDE</u>	/
<u>LPAREN</u>	(<u>RPAREN</u>)
<u>NAME</u>	a-z or A-Z or 0-9	<u>NUMBER</u>	0-9
<u>AND</u>	&&	<u>OR</u>	
<u>SORT</u>	>> (BOGO sort)	<u>LBRA</u>	[
<u>EQUAL</u>	=	<u>RBRA</u>]

Tokens

<u>COM</u>	,	<u>COMPEQU</u>	==
<u>QUOTE</u>	' or "		
<u>PEROID</u>	.		
<u>SCOLIN</u>	;		
<u>GR8R</u>	>		
<u>LES</u>	<		
<u>MOD</u>	%		

Data Types

<u>Shell</u>	tuple (0-9,0-9)
<u>Slow</u>	4 byte 0-9
<u>Slime</u>	8 byte 0-9
<u>Spiral</u>	Yes or No
<u>Snail</u>	a single letter
<u>Escargo</u>	a group of letters


```
Slow var1 = 9;  
Slow var2 = 7;  
Spiral var3 = (var1=var2);
```

Token parsing of 1st line

Token slow Name
Token var1 Name
Token = Equal
Token 9 Number
Token ; Scoln

1. This 1st line would store the value 9 in the variable var1
2. This 2nd line would store the value 7 in the variable var2
3. This third line would first evaluate the correctness of the statement and then store No in var3

Slow ex [] = [95,4] >>;

Example of Token parsing

Token slow Name
Token ex Name
Token [Rbra
Token] Lbra
Token = equal
Token] Lbra
Token 9 Number
Token 5 Number
Token , Com
Token 4 Number
Token , Com
Token] Lbra
Token > Sort
Token > Sort
Token ; Scoln

1. This would put the slows into an array
2. Then do a bogo sort on the array