

Lexic.txt

Alphabet:

A-Z, a-z (uppercase and lowercase letters of the English alphabet)

0-9 (digits)

_ (underline character)

a) Special symbols, representing:

- operators: +, -, *, /, ==, <=, <, >, >=, !=, =

- separators: {}, (), [], :, "", comma

- reserved words: read, print, if, else, for, while, int, char, array

b) Identifiers: sequence of letters, digits or “_” such that the first character is a letter

identifier = letter {letter | digit | “_”}

letter = “a” | “b” | ... | “z” | “A” | “B” | “D” | ... | “Z”

digit = “0” | nonZeroDigit

nonZeroDigit = “1” | “2” | ... | “9”

c) Constants:

stringConst = “ ” {letter | digit | “_” | “ ”} “ ”

intConst = “0” | [“+” | “-”] nonZeroDigit {digit}

Syntax.in

program = compoundStmt.

compoundStmt = declarationStmt | assignmentStmt | ifStmt | whileStmt | ioStmt.

declarationStmt = simpleType identifier “;” | arrayDecl.

simpleType = “int” | “string” | “char”.

arrayDecl = simpleType identifier “[“ ”]” “;”.

assignmentStmt = identifier “=” expression “;”.

expression = expression + term | expression - term | term.

term = term * factor | term / factor | factor.

factor = “(“ expression “)” | identifier | intConst.

stmtList = stmt | stmt “;” stmtList.

compoundStmt = “{“ stmtList “}”

ioStmt = “read” “(“ identifier “)” ” “;” | “print” “(“ identifier “)” ” “;”.

ifStmt = “if” “(“ condition “)” compoundStmt |

“if” “(“ condition “)” compoundStmt “else” compoundStmt.

condition = expression relation expression.

relation = “<” | “<=” | “==” | “!=” | “>=” | “>”.

whileStmt = “while” “(“ condition “)” compoundStmt.

Token.in

+
-
*
/
==
<=
<
>
>=
!=
=
(
)
[
]
{
}
:
;
,
read
write
if
else
while
int
char
array

Review (Serbanoiu Stefania)

1. Lexic.txt
 - the alphabet is well-defined
 - various special symbols, treating even *new_line* and *end_of_line*
 - underscore is not considered a possible part of identifiers
2. Syntax.txt
 - the rules are clear and easy to understand
 - array size is taken into consideration
 - conditions between strings and integers are separated
3. Token.in
 - All tokens in the language are specified