The Language Roller

BNF-converter

October 25, 2015

This document was automatically generated by the *BNF-Converter*. It was generated together with the lexer, the parser, and the abstract syntax module, which guarantees that the document matches with the implementation of the language (provided no hand-hacking has taken place).

The lexical structure of Roller

Literals

VarIdent literals are recognized by the regular expression (\(\lefta \) | \(\cdot \) +

Reserved words and symbols

The set of reserved words is the set of terminals appearing in the grammar. Those reserved words that consist of non-letter characters are called symbols, and they are treated in a different way from those that are similar to identifiers. The lexer follows rules familiar from languages like Haskell, C, and Java, including longest match and spacing conventions.

The reserved words used in Roller are the following:

```
Acc Count Mean
Repeat Sum d
```

The symbols used in Roller are the following:

```
( ) +
- * /
, { ...
} & |
^ = !=
< > <=
>= $ [
```

Comments

Single-line comments begin with #. Multiple-line comments are enclosed with #- and -#.

The syntactic structure of Roller

Non-terminals are enclosed between \langle and \rangle . The symbols ::= (production), | (union) and ϵ (empty rule) belong to the BNF notation. All other symbols are terminals.

```
\langle Cmd \rangle ::= \langle Exp \rangle
                            \langle Stmt \rangle
\langle Exp \rangle ::= \langle Exp1 \rangle
                             \langle ExpKW \rangle
\langle Exp1 \rangle ::= \langle Exp2 \rangle
                               \langle Exp1 \rangle + \langle Exp2 \rangle
                                \langle Exp1 \rangle - \langle Exp2 \rangle
\langle Exp2 \rangle ::= \langle Exp3 \rangle
                               \langle Exp2 \rangle * \langle Exp3 \rangle
                               \langle Exp2 \rangle / \langle Exp3 \rangle
\langle Exp3 \rangle ::= (\langle Exp \rangle)
                               \langle Val \rangle
                                \langle ExpSeq \rangle
                                \langle ExpLOp \rangle
                               \langle VarIdent \rangle ( \langle ListExp \rangle )
\langle ListExp \rangle ::= \epsilon
                          |\langle Exp \rangle
                                   \langle Exp \rangle , \langle ListExp \rangle
\langle Numer \rangle ::= \langle Integer \rangle
                                   -\langle Integer \rangle
\langle Val \rangle ::= \langle Numer \rangle
              | \langle VarIdent \rangle | \langle String \rangle
\langle ListVal \rangle ::= \epsilon
                        | \langle Val \rangle
                        \langle Val \rangle , \langle ListVal \rangle
```

```
\langle ExpSeq \rangle ::= \langle ExpD \rangle
                                       \{\langle Val \rangle \ldots \langle Val \rangle \}
                                       \{ \langle Val \rangle , \langle Val \rangle ... \langle Val \rangle \}
                                       \{\langle ListVal \rangle\}
\langle ExpD \rangle ::= d
                       \begin{array}{ccc} | & & \mathrm{d} \ \langle Exp \, \rangle \\ | & & \langle Exp \, \rangle \ \mathrm{d} \end{array}
                                  \langle Exp 
angle d \langle Exp 
angle
\langle ExpKW \rangle ::= Count \langle Exp \rangle
                                         Sum \langle Exp \rangle
                                         Repeat \langle Exp \rangle \langle Exp \rangle
                                         Mean \langle Exp \rangle
                                         Acc \langle Exp \rangle \langle VarIdent \rangle
\langle Pred \rangle ::= \langle Pred1 \rangle
\langle Pred1 \rangle ::= \langle Pred2 \rangle
                                    \langle Pred1 \rangle , \langle Pred2 \rangle
                                    ⟨Pred1⟩ & ⟨Pred2⟩
                                    \langle Pred1 \rangle \mid \langle Pred2 \rangle
                                    \langle Pred1 \rangle ^ \langle Pred2 \rangle
\langle Pred2 \rangle ::= \langle Pred3 \rangle
                                    = \langle Val \rangle
                                  ! = \langle Val \rangle
                                    \langle Val \rangle
                                    > \langle Val \rangle

< = \langle Val \rangle

                                    >= \langle Val \rangle
\langle Pred3 \rangle ::= (\langle Pred \rangle)
                                     \langle Val  
                                    \langle Val \rangle
                                  \langle Val \rangle \dots \langle Val \rangle
                                    \langle Val \rangle , \langle Val \rangle . . \langle Val \rangle
\langle ExpLOp \rangle ::= \langle Exp \rangle [\langle Pred \rangle]
\langle Stmt \rangle ::= \langle VarIdent \rangle = \langle Exp \rangle
                                 \langle VarIdent \rangle ( \langle ListExp \rangle ) = \langle Exp \rangle
```