

The Language Roller

BNF-converter

November 6, 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 $(\langle letter \rangle | \text{'_'})^+$

Newline literals are recognized by the regular expression `' '`

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	Case	Ceil
Count	Default	Delete
Else	Flatten	Floor
If	Mean	Repeat
Root	Round	Sqrt
Sum	Switch	Then
ToFlat	ToList	ToNumeral
ToString	Trunc	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.

$$\begin{aligned}
 \langle \text{Cmd} \rangle & ::= \langle \text{Exp} \rangle \\
 & \quad | \quad \langle \text{Stmt} \rangle \\
 \langle \text{ListExp} \rangle & ::= \epsilon \\
 & \quad | \quad \langle \text{Exp} \rangle \\
 & \quad | \quad \langle \text{Exp} \rangle , \langle \text{ListExp} \rangle \\
 \langle \text{Exp} \rangle & ::= \langle \text{Exp1} \rangle \\
 \langle \text{Exp1} \rangle & ::= \langle \text{Exp2} \rangle \\
 & \quad | \quad \langle \text{Exp1} \rangle + \langle \text{Exp2} \rangle \\
 & \quad | \quad \langle \text{Exp1} \rangle - \langle \text{Exp2} \rangle \\
 \langle \text{Exp2} \rangle & ::= \langle \text{Exp3} \rangle \\
 & \quad | \quad \langle \text{Exp2} \rangle * \langle \text{Exp3} \rangle \\
 & \quad | \quad \langle \text{Exp2} \rangle / \langle \text{Exp3} \rangle
 \end{aligned}$$

```

<Exp3> ::= <Exp4>
        | <Exp3> ^ <Exp4>
        | <ExpD>
        | If <Exp> Then <Exp> Else <Exp>
        | Switch <Exp> <Cases> Default <Exp>
        | <Exp> [ <ListPred> ]

<Exp4> ::= ( <Exp> )
        | - <Exp>
        | <Val>
        | { <ListExp> }
        | { <Range> }
        | <ExpKW>
        | <VarIdent> ( <ListExp> )

<Numeral> ::= <Integer>
            | <Double>

<Val> ::= <Numeral>
        | <VarIdent>
        | <String>

<Range> ::= <Exp> .. <Exp>
          | <Exp> , <Exp> .. <Exp>

<ExpD> ::= d
        | d <Exp4>
        | <Exp3> d
        | <Exp3> d <Exp4>

<ExpKW> ::= Count <Exp>
          | Sum <Exp>
          | Mean <Exp>
          | Sqrt <Exp>
          | Root <Exp> <Exp>
          | Floor <Exp>
          | Ceil <Exp>
          | Round <Exp>
          | Trunc <Exp>
          | Repeat <Exp> <Exp>
          | Acc <VarIdent> <Exp>
          | Flatten <Exp>
          | ToFlat <Exp>
          | ToString <Exp>
          | ToNumeral <Exp>
          | ToList <Exp>

```

$$\begin{aligned}
\langle \text{Cases} \rangle &::= \epsilon \\
&| \quad \text{Case } \langle \text{Exp} \rangle : \langle \text{Exp} \rangle \langle \text{Cases} \rangle \\
\langle \text{ListPred} \rangle &::= \epsilon \\
&| \quad \langle \text{Pred} \rangle \\
&| \quad \langle \text{Pred} \rangle , \langle \text{ListPred} \rangle \\
\langle \text{Pred} \rangle &::= \langle \text{Pred1} \rangle \\
\langle \text{Pred1} \rangle &::= \langle \text{Pred2} \rangle \\
&| \quad \langle \text{Pred1} \rangle \ \& \ \langle \text{Pred2} \rangle \\
&| \quad \langle \text{Pred1} \rangle \ | \ \langle \text{Pred2} \rangle \\
&| \quad \langle \text{Pred1} \rangle \ \sim \ \langle \text{Pred2} \rangle \\
\langle \text{Pred2} \rangle &::= \langle \text{Pred3} \rangle \\
&| \quad = \langle \text{Val} \rangle \\
&| \quad < \langle \text{Val} \rangle \\
&| \quad > \langle \text{Val} \rangle \\
&| \quad \leq \langle \text{Val} \rangle \\
&| \quad \geq \langle \text{Val} \rangle \\
\langle \text{Pred3} \rangle &::= (\langle \text{Pred} \rangle) \\
&| \quad ! \langle \text{Pred} \rangle \\
&| \quad \# \\
&| \quad \% \\
&| \quad \$ \\
&| \quad \{ \langle \text{Pred} \rangle \} \\
&| \quad \langle \text{Exp} \rangle \\
\langle \text{Stmt} \rangle &::= \langle \text{VarIdent} \rangle = \langle \text{Exp} \rangle \\
&| \quad \langle \text{VarIdent} \rangle += \langle \text{Exp} \rangle \\
&| \quad \langle \text{VarIdent} \rangle -= \langle \text{Exp} \rangle \\
&| \quad \langle \text{VarIdent} \rangle *= \langle \text{Exp} \rangle \\
&| \quad \langle \text{VarIdent} \rangle /= \langle \text{Exp} \rangle \\
&| \quad \langle \text{VarIdent} \rangle (\langle \text{ListExp} \rangle) = \langle \text{Exp} \rangle \\
&| \quad \text{Delete } \langle \text{VarIdent} \rangle
\end{aligned}$$