# CmpE 260 - Principles of Programming Languages Spring 2019 Assignment 1

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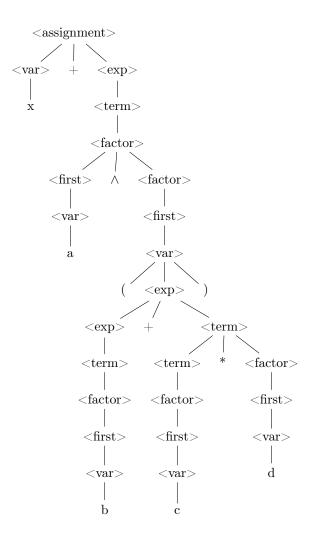
# Solution 1

#### 1.a

```
 < assignment > \rightarrow < var > = < exp > \\ < exp > \rightarrow < exp > + < term > | < exp > - < term > | < term > \\ < term > \rightarrow < term > * < factor > | < term > / < factor > | < factor > \\ < factor > \rightarrow (< exp >)| < var > \\ < var > \rightarrow a|b|c|d|e|f|g|h|\beta|j|k|l|m|n|o|p|q|r|s|t|u|v|w|x|y|z
```

#### 1.b

```
 < assignment> \rightarrow < var> = < exp> \\ < exp> \rightarrow < exp> + < term> | < exp> - < term> | < term> \\ < term> \rightarrow < term> * < factor> | < term> / < factor> | < factor> \\ < factor> \rightarrow < first> \wedge < factor> | < first> \\ < first> \rightarrow (< exp>)| < var> \\ < var> \rightarrow a|b|c|d|e|f|g|h|\beta|j|k|l|m|n|o|p|q|r|s|t|u|v|w|x|y|z
```



# Solution 2

```
M_r(repeat < st - list > until < bool >, s) \equiv
    if M_{sl}(\langle st - list \rangle, s) = error
          then\ error
          else if M_b(< bool >, M_{sl}(< st - list >, s)) = error
                else if M_b(< bool >, M_{sl}(< st - list >, s)) = true
                      then M_{sl}(\langle st - list \rangle, s)
                       else M_r(repeat < st - list > until < bool >, M_{sl}(< st - list >, s))
M_b(\langle var \rangle_1 = = \langle var \rangle_2, s) \equiv
    if \ VarMap(\langle var \rangle_1, s) = undef
          then error
          else if VarMap(\langle var \rangle_2, s) = undef
                then error
                else if VarMap(\langle var \rangle_1, s) = VarMap(\langle var \rangle_2, s)
                      then true
                       else false
M_{sl}(\langle assign - st \rangle \langle st - list \rangle, s) \equiv
    if\ M_a(\langle assign - st \rangle, s) = error
          then\ error
          else M_{sl}(\langle st - list \rangle, M_a(\langle assign - st \rangle, s))
M_{sl}(\langle assign - st \rangle, s) \equiv
    if M_a(\langle assign - st \rangle, s)
M_a(\langle var \rangle_1 = \langle var \rangle_2, s) \equiv
    if \ VarMap(\langle var \rangle_2, s) = undef
          then\ error
          else < i_1, v_1 >, ..., < i_n, v_n > where \\
                v_j = VarMap(i_j, s) , if i_j \neq \langle var \rangle_1
                        VarMap(\langle var >_2, s), if i_i = \langle var >_1
```

# Solution 3

```
< declaration > \rightarrow < section_k > < section_t > < section_z > < section_a >
       < section_k > .num = < section_a > .num
        < section_t > .num = < section_a > .num
       < section_z > .num = < section_a > .num
              < section_k > \rightarrow katara < element - list >
       < section_k > .num \leftarrow < element - list > .num
 < element - list > .type \leftarrow W
              < section_t > \rightarrow toph < element - list >
        < section_t > .num \leftarrow < element - list > .num
 < element - list > .type \leftarrow E
              < section_z > \rightarrow zuko < element - list >
       < section_z > .num \leftarrow < element - list > .num
 < element - list > .type \leftarrow F
              < section_a > \rightarrow aang < avatar - list >
       < section_a > .num \leftarrow < avatar - list > .num
      < element - list >_1 \rightarrow < element > < element - list >_2
< element - list >_1 .num \leftarrow if(< element - list > .type = < element > .type)
                                   then(< element - list >_2 .num + 1)else(< element - list >_2 .num)
       < element - list > \rightarrow < element >
< element - list > .num \leftarrow if(< element - list > .type = < element > .type)then(1)else(0)
        \langle avatar - list \rangle_1 \rightarrow \langle element \rangle \langle avatar - list \rangle_2
 \langle avatar - list \rangle_1 .num \leftarrow \langle avatar - list \rangle_2 .num + 1
         < avatar - list > \rightarrow < element >
  < avatar - list > .num \leftarrow 1
              < element > \rightarrow W
        < element > .type \leftarrow W
              < element > \rightarrow E
        < element > .type \leftarrow E
              < element > \rightarrow F
        < element > .type \leftarrow F
              < element > \rightarrow A
        \langle element \rangle .type \leftarrow A
```