



Project #3 Language

Description:

A program in Project #3 consists of a sequence of function definitions -. Each function consists in turn of variable declarations, type declarations, function declarations, and statements. The types in Project #3 are very restricted look at table 1. in addition to table 1, single dimensional arrays and pointer types are possibly using user defined struct types as in C Language. The array index value can only be simple unary expression such as an identifier, a constant or another simple array access expression. Project#3 Language is case sensitive.

Scanner:

Lexical Analysis:

Project #3 Scanner must recognize the following keywords and returns
Return Token in table 1:

Keywords	Meaning	Return Token
IfTrue-Otherwise	conditional statements	Condition
Imw	Integer type	Integer
SIMw	Signed Integer type	SInteger
Chj	Character Type	Character
Series	Group of characters	String
IMwf	Float type	Float
SIMwf	Signed Float type	SFloat
NOReturn	Void Type	Void
RepeatWhen / Reiterate	repeatedly execute code as long as condition is true	Loop
Turnback	Return a value from a function	Return

OutLoop	Break immediately from a loop	Break
Loli	grouped list of variables placed under one name	Struct
(+, -, *, /)	Used to add, subtract, multiply and divide respectively	Arithmetic Operation
(&&, , ~)	Used to and, or and not respectively	Logic operators
(==, <, >, !=, <=, >=)	Used to describe relations	relational operators
=	Used to describe Assignment operation	Assignment operator
->	Used in loli to access loli elements	Access Operator
{},[],	Used to group statements or array index respectively	Braces
[0-9] and any combination	Used to describe numbers	Constant
“,”	Used in defining strings and single character reprecively	Quotation Mark
Include	Used to include one file in another	Inclusion
/^	Used to Comment some portion of code (Single Line)	Comment
/@	Used to Comment some portion of code (Multiple Lines)	Comment
@/	Used to a matcher to Comment left side (Multiple Lines)	Comment

Table 1: Tokens Description

The Scanner also recognizes identifiers. An identifier is a sequence of letters and digits, starting with a letter. The underscore ‘_’ counts as a letter. For each identifier, Project#3 Scanner returns the token IDENTIFIER. Project#3 language allows many identifiers to be identified by one type separated by comma (,)

Comments in Project #3 :

Project#3 includes two types of comments single line comments are **prefixed by `/^`** and multiple line comment are written between **`/@` and `@/`**. Your scanner must ignore all comments and white.

Include file command:

In order to facilitate the inclusion of multiple files, your Project#3 scanner is also responsible for directly handling the include file command. **When encountering the include directive** placing at the first column of a given line, the scanner **must open the file indicated by the file name in the directive and start processing its contents**. Once the included file has been processed the scanner must return to processing the original file. **An included file may also include another file and so forth**. If the file names does not exist in the local directory you should simply **ignore the include command** and proceed with the tokens in the current file.

Tokens and return values:

You must build a dictionary to save Keywords that are defined in Project #3 language.

Project#3 Language Delimiters (words and lines):

The words are delimited by **Space and tab**. The line delimiter is **semicolon (;)and newline**.

Output format:

Scanner:

In case of **correct token**: Line #: (Number of line) Token Text: -----

Token Type: -----

In case of **Error tokens**: Line #: (Number of line) Error in Token Text: -----

Total NO of errors: (NO of errors found)

Parser:

Firstly you must state Scanner phase output as above then state Parser Phase output

In case of correct Statement: Line #: (Number of line) Matched Rule
Used:-----

In case of Error: Line #: (Number of line) Not Matched

Total NO of errors: (NO of errors found)

Parser Grammar rules:

1. program \rightarrow declaration-list | comment | include_command
2. declaration-list \rightarrow declaration-list declaration | declaration
3. declaration \rightarrow var-declaration | fun-declaration
4. var-declaration \rightarrow type-specifier ID ;
5. type-specifier \rightarrow Imw | SIMw | Chj | Series | IMwf | SIMwf | NOReturn

6. fun-declaration \rightarrow type-specifier ID (params) compound-stmt

| comment type-specifier ID

7. params \rightarrow param-list | NOReturn | ϵ

8. param-list \rightarrow param-list , param | param

9. param \rightarrow type-specifier ID

10. compound-stmt \rightarrow { comment local-declarations statement-list }

| { local-declarations statement-list }

11. local-declarations \rightarrow local-declarations var-declaration | ϵ

12. statement-list \rightarrow statement-list statement | ϵ

13. statement \rightarrow expression-stmt | compound-stmt | selection-stmt

| iteration-stmt | jump-stmt

14. expression-stmt \rightarrow expression ; | ;

15. selection-stmt \rightarrow IfTrue (expression) statement

| IfTrue (expression) statement Otherwise statement

16. iteration-stmt \rightarrow RepeatWhen (expression) statement

| Reiterate (expression ; expression ; expression) statement

17. jump-stmt \rightarrow Turnback expression ; | Stop ;

18. expression \rightarrow id-assign = expression | simple-expression | id-assign

19. id-assign \rightarrow ID

20. simple-expression \rightarrow additive-expression relop additive-expression

| additive-expression

21. relop \rightarrow <= | < | > | >= | == | != | && | ||

22. additive-expression \rightarrow additive-expression addop term | term

23. addop \rightarrow + | -

24. term \rightarrow term mulop factor | factor

25. mulop \rightarrow * | /

26. factor \rightarrow (expression) | id-assign | call | num

27. call \rightarrow ID (args)

28. args \rightarrow arg-list | ϵ

29. arg-list \rightarrow arg-list , expression | expression

30. num \rightarrow Signed num | Unsigned num

31. Unsigned num \rightarrow value

32. Signed num \rightarrow pos-num | neg-num

33. pos-num \rightarrow + value

34. neg-num \rightarrow - value

35. value \rightarrow INT_NUM | FLOAT_NUM

36. comment \rightarrow /@ STR @/ | /^ STR

37. include_command \rightarrow include (F_name.txt);

38. F_name \rightarrow STR

Sample Input and output:

Input:

```
1- /@ This is main function @/  
2- NOReturn decrease() {  
3- int 3num = 5;  
4- RepeatWhen (counter < num) {  
5- reg3 = reg3 - 1;  
}  
}
```

Scanner Output:

```
Line : 1 Token Text: /@      Token Type: Comment Start  
Line : 1 Token Text: This is main function Token Type: Comment Content  
Line : 1 Token Text: @/      Token Type: Comment End  
Line : 2 Token Text: NOReturn Token Type: Void  
Line : 2 Token Text: decrease Token Type: Identifier  
Line : 2 Token Text: (      Token Type: Braces  
Line : 2 Token Text: )      Token Type: Braces  
Line : 2 Token Text: {      Token Type: Braces  
Line : 3 Token Text: int     Token Type: Type  
Line : 3 Error in Token Text: 3num Token Type: Invalid Identifier
```

Line : 3 Token Text: = Token Type: Assignment operator

Line : 3 Token Text: 5 Token Type: Constant

-----Etc.

Total NO of errors: 1

Scanner and Parser Output:

Firstly you must state Scanner phase output as in scanner sample input and output then state parser output based on scanner output

Parser Phase Output:

Line : 1 Matched Rule used: Comment

Line : 2 Matched Rule used: fun-declaration

Line : 3 Not Matched Error: Invalid identifier "3num"

-----Etc.

Total NO of errors: 1