#### 1 Introduction

# 2 Teamwork planning

### 2.1 Interface design for scanner and GUI

Designed by the whole team, before Tuesday 23 May.

#### 2.2 Names class implementation

Implementation finished by Zhengyang before Saturday 27 May. Testing finished by Shaowu before Tuesday 30 May.

#### 2.3 Scanner class implementation

Implementation finished by Shaowu before Saturday 27 May. Testing finished by Zhiwei before Tuesday 30 May.

### 2.4 Parser class implementation

Implementation finished by Zhiwei and Zhengyang before Saturday 27 May. Testing finished by Shaowu before Tuesday 30 May.

## 2.5 GUI class implementation

Implementation finished by Zhiwei and Shaowu before Saturday 27 May. Testing finished by Zhengyang before Tuesday 30 May.

## 2.6 System integration

Integration and testing by the whole team, before the deadline of the second interim report (Friday 2 June).

## 2.7 System maintenance

Modification and testing by the whole team, before the deadline of the final report (Thursday 8 June).

# 3 Syntax in EBNF language

```
file = 'DEVICES', {DEV, ','}, DEV, ';', 'CONNECT', {CON, ','}, CON, ';', 'MONITOR', {MON, ','}, MON, ';';

DEV = 'CLOCK', DEV.NAME, digit, {digit} | 'SWITCH', DEV.NAME, (1 | 0 ) | 'AND' | 'NAND' | 'OR' | 'NOR', DEV.NAME, [1], digit | 'D.TYPE', DEV.NAME
```

```
'XOR', DEV.NAME;

DEV.NAME* = digit | letter, {digit | letter | '_'};

CON = O.PIN, '=>', I.PIN;

O.PIN = DEV.NAME |
DEV.NAME, '.', 'Q' | 'QBAR';

I.PIN = DEV.NAME, '.', 'I', [1], digit |
DEV.NAME, '.', 'DATA' | 'CLK' | 'SET' | 'CLEAR';

MON = O.PIN | I.PIN;

*DEV.NAME = [0-9a-zA-Z_]+, DEV.NAME can be any combination of letter and number and '_', other than "DEVICES", "CONNECT", "MONITOR", "CLOCK", "SWITCH", "AND", "NAND', "OR", "NOR", "D.TYPE", "XOR"
```

- 4 Syntax error identification and handling
- 5 Semantics error identification and handling

# 6 Example definition files

Circuit 1 definition file.

```
DEVICES AND A 1,
          OR B 1,
          XOR C,
          NAND D 3,
          SWITCH S1 1,
          SWITCH S2 1,
          SWITCH S3 1,
          SWITCH S4 1;
CONNECT S1 \Rightarrow A.I1,
          S2 \implies B.I1,
          S3 \implies C.I1,
          S4 \implies C.I2,
          A \Rightarrow D.I1,
          B \implies D.I2,
          C \Rightarrow D.I3;
MONITOR D;
```

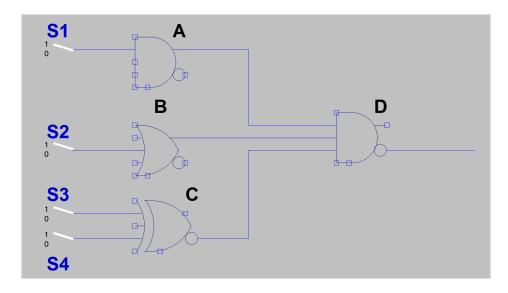


Figure 1: Circuit1

## Circuit 2 definition file.

```
DEVICES CLOCK L 100, SWITCH S1 1, SWITCH S2 0, SWITCH S3 0, DTYPE M, NOR A 2; CONNECT S1 \Rightarrow M.SET, S2 \Rightarrow M.DATA, S3 \Rightarrow M.CLEAR, L \Rightarrow M.CLEAR, L \Rightarrow M.CLK, M.Q \Rightarrow A.I1, M.QBAR \Rightarrow A.I2; MONITOR A, QBAR;
```

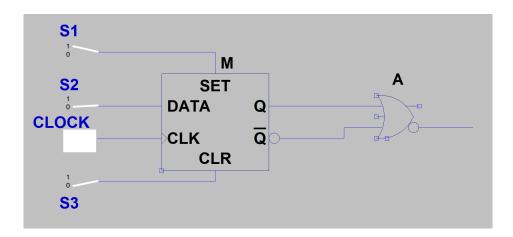


Figure 2: Circuit1