

# Syntax Definition and Explanation of SEN

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## 1 The Complete Syntax

$\langle \text{program} \rangle \rightarrow \langle \text{value} \rangle$   
|  $\epsilon$

$\langle \text{value} \rangle \rightarrow \langle \text{atom} \rangle$   
|  $\langle \text{symbol} \rangle$   
|  $\langle \text{string} \rangle$   
|  $\langle \text{list} \rangle$   
|  $\langle \text{plist} \rangle$

$\langle \text{atom} \rangle \rightarrow \text{'nil'}$   
|  $\text{'t'}$   
|  $\langle \text{anything} \rangle$

$\langle \text{symbol} \rangle \rightarrow \text{'.'} \langle \text{atom} \rangle$

$\langle \text{string} \rangle \rightarrow \text{'\"} \langle \text{chars} \rangle \text{'\"}$

$\langle \text{chars} \rangle \rightarrow \langle \text{unicode-char} \rangle \langle \text{chars} \rangle$   
|  $\langle \text{escaped-char} \rangle \langle \text{chars} \rangle$   
|  $\epsilon$

$\langle \text{escaped-char} \rangle \rightarrow \text{'\b'}$   
|  $\text{'\f'}$   
|  $\text{'\n'}$   
|  $\text{'\r'}$   
|  $\text{'\t'}$   
|  $\text{'\u'}$   $\langle \text{hex-digit} \rangle \langle \text{hex-digit} \rangle \langle \text{hex-digit} \rangle \langle \text{hex-digit} \rangle$

$\langle \text{list} \rangle \rightarrow \text{'('} \langle \text{list-values} \rangle \text{'}'$

$\langle \text{list-values} \rangle \rightarrow \langle \text{value} \rangle \langle \text{list-values} \rangle$   
|  $\epsilon$

$\langle \text{plist} \rangle \rightarrow \text{'('} \langle \text{pairs} \rangle \text{'}'$

$\langle \text{pairs} \rangle \rightarrow \langle \text{symbol} \rangle \langle \text{value} \rangle \langle \text{pairs} \rangle$   
|  $\epsilon$

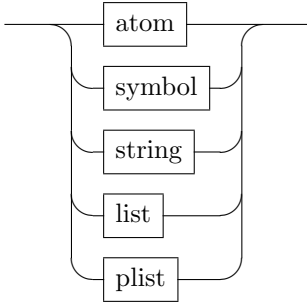
$\langle comment \rangle \rightarrow ' ; ' \langle comment-chars \rangle$

$\langle comment-chars \rangle \rightarrow \langle not-line-terminator \rangle \langle comment-chars \rangle$   
 $\quad \quad \quad | \quad \epsilon$

## 2 Individual Components

### 2.1 Values

*value*

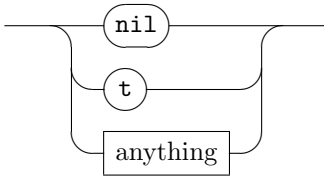


$\langle value \rangle \rightarrow \langle atom \rangle$   
 $\quad \quad \quad | \quad \langle symbol \rangle$   
 $\quad \quad \quad | \quad \langle string \rangle$   
 $\quad \quad \quad | \quad \langle list \rangle$   
 $\quad \quad \quad | \quad \langle plist \rangle$

A *value* is any of the possible SEN structures.

### 2.2 Atoms

*atom*



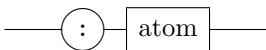
$\langle atom \rangle \rightarrow ' nil '$   
 $\quad \quad \quad | \quad ' t '$   
 $\quad \quad \quad | \quad \langle anything \rangle$

An *atom* is any of the special constructs *nil* or *t*, or any combination of characters, excluding the space character and parentheses (). In addition, an *atom* may not begin with the colon, :.

The *nil* value is akin to *null* or *none* in many other programming languages. It is also used as the de-facto *false*. *t* is akin to *true*.

### 2.3 Symbols

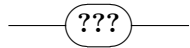
*symbol*



$\langle symbol \rangle \rightarrow ' : ' \langle atom \rangle$

A *symbol* is a literal value. While an *atom* may be subject to interpretations (for example, *t* may turn to *true* in a target language), a *symbol* will always appear as-is.

## 2.4 Strings



$\langle string \rangle \rightarrow \text{' ' } \langle char \rangle \text{' '}$

$\langle char \rangle \rightarrow \langle unicode-char \rangle \langle char \rangle$   
 $\quad \quad \quad \langle escaped-char \rangle \langle char \rangle$   
 $\quad \quad \quad \epsilon$

$\langle escaped-char \rangle \rightarrow \text{'\b'}$   
 $\quad \quad \quad \text{'\f'}$   
 $\quad \quad \quad \text{'\n'}$   
 $\quad \quad \quad \text{'\r'}$   
 $\quad \quad \quad \text{'\t'}$   
 $\quad \quad \quad \text{'\u' } \langle hex-digit \rangle \langle hex-digit \rangle \langle hex-digit \rangle \langle hex-digit \rangle$

A *string* is what you may be familiar with from the C family. *Strings* are delimited by the double-quote character. Any Unicode character may be written inside the double-quotes, with the exception of the double-quote and the backslash, which must be escaped. To escape a character, one writes the backslash character, followed by the desired character. For example: `\"`, which results in the literal double-quote character; `\p`, which results in the character *p*.

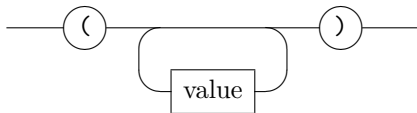
Several common characters which may be difficult to write directly are represented by an escape-sequence:

Sequence	Meaning	Unicode
<code>\b</code>	backspace	U+0008
<code>\f</code>	form-feed	U+000C
<code>\n</code>	line-feed	U+000A
<code>\r</code>	carriage-return	U+000D
<code>\t</code>	tab	U+0009

Another escape-sequence, `\u`, may be used to represent unicode values inside the range `U+0000`  $\rightarrow$  `U+FFFF`, as such `\uXXXX` where each *X* is a hexadecimal digit (case insensitive). For instance, the tab character `U+0009` may be written as `\u0009`.

## 2.5 Lists

*list*



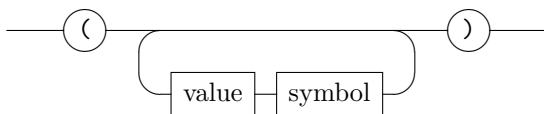
$\langle list \rangle \rightarrow \text{'(' } \langle list-values \rangle \text{' ')'}$

$\langle list-values \rangle \rightarrow \langle value \rangle \langle list-values \rangle$   
 $\quad \quad \quad \epsilon$

A *list* is one or more *values*, separated by spaces. They do not have to be homogeneous; that is, you can mix up the value types. You may arbitrarily nest lists to easily create complex structures.

## 2.6 Property-Lists

*plist*



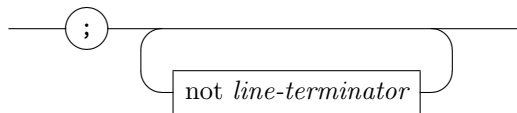
$\langle plist \rangle \rightarrow \text{'(' } \langle pairs \rangle \text{' ')'}$

$\langle pairs \rangle \rightarrow \langle symbol \rangle \langle value \rangle \langle pairs \rangle$   
 $\quad \quad \quad \epsilon$

*p-lists*, or *property-lists*, can be considered a poor man's hash-table. They are made of one or more *key*  $\Rightarrow$  *value* pairs, where the key must be a *symbol*, and the value may be any *value* allowed in the language. The *key* and *value* are separated by a space, and so are each pair. Like regular *lists*, *p-lists* are heterogeneous.

## 2.7 Comments

*comment*


$$\langle comment \rangle \rightarrow ';' \langle comment-chars \rangle$$
$$\langle \textit{comment-chars} \rangle \rightarrow \langle \textit{not-line-terminator} \rangle \langle \textit{comment-chars} \rangle$$

$\mid \quad \epsilon$

A *comment* may be inserted at any point in the program, except inside a string. Its contents are ignored by the parser. The comment spans from the beginning of the semi-colon ; until a line-terminator is met (EOL or EOF).