

NatLang Language Design

Here's a **language design summary** includes description covers **syntax, structure, supported features, and operator rules**.

NatLang is a beginner-friendly, English-inspired programming language designed to make logical thinking and programming approachable through natural-language-like syntax. It supports variables, expressions, control flow, and output using intuitive keywords.

Program Structure

A complete NatLang program begins with:Hi!

And ends with: Bye!

In between, the program consists of **statements**, each separated by a "." and optionally followed by a newline (\n).

Supported Statement Types

1. Variable Declarations

LetsSay x is 10.

LetsSay msg is "Hello!".

LetsSay a is true.

2. Aliases

LetsSay alias isAlso original.

This creates a reference to the value of another variable.

3. Assignment

x is x plus 1.

msg is "Updated!".

4. Output

Show x.

Show "Done!".

5. If-Else Conditionals

When x IsGreaterThan 5

Then

Show "Big".

Otherwise

Show "Small".

ThenStop

6. Ternary Conditional (Single-line)

LetsSay msg is When 1 plus x IsEqualTo 11 Then "Match" Otherwise "No Match" ThenStop.

7. For Loops

ForAll item in numbers:

Show item.

StopNow

8. Until Loops

Until x IsEqualTo 10:

x is x plus 1.

NowStop

Expressions

Expressions support:

- Constants: number, string, boolean
- Variables
- Arithmetic and logic operations
- Parentheses for grouping

Examples:

x plus y.

(2 plus 3) times 4.

a AsWellAs b.

Arithmetic Operators (with Precedence)

| Operator | Symbol | Precedence |
|----------------|--------------------|------------|
| Parentheses | (...) | Highest |
| Multiplicative | times, dividedBy | High |
| Additive | plus, minus | Medium |
| Logical | AsWellAs, EitherOr | Low |

Comparison Operators

Used in When or Until conditions:

- IsEqualTo
- IsNotEqualTo
- IsGreaterThan
- IsLessThan
- IsAtLeast
- IsAtMost
- IsNot

Values

- **Number:** 5, 3.14
- **String:** "Hello!" (must be in double quotes)
- **Boolean:** true, false
- **List (optional):** [1, 2, 3] (if supported by evaluator)

Special Tokens

Token Meaning

Hi! Program start

Bye! Program end

. Statement terminator

\n Newline (optional)

Grammar in BNF form

%Program Structure

program ::= "Hi!" NEWLINE statements "Bye!" NEWLINE

%Statements

statements ::= statement NEWLINE statements
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statement ::= var_decl "."
| assignment "."
| output_stmt "."
| if_stmt
| for_loop
| until_loop
| ternary_stmt "."

%Variable

var_decl ::= "LetsSay" IDENTIFIER "is" value
| "LetsSay" IDENTIFIER "isAlso" IDENTIFIER

assignment ::= IDENTIFIER "is" expression

%Output

output_stmt ::= "Show" expression

%Control Structures

if_stmt ::= "When" condition NEWLINE
"Then" NEWLINE statements
"Otherwise" NEWLINE statements
"ThenStop"

for_loop ::= "ForAll" IDENTIFIER "in" IDENTIFIER ":" NEWLINE
statements
"StopNow"

until_loop ::= "Until" condition ":" NEWLINE
statements
"NowStop"

ternary_stmt ::= "When" condition "Then" statement "Otherwise" statement "ThenStop"

%Expressions with Precedence

expression ::= logical_or

logical_or ::= logical_and
| logical_and "EitherOr" logical_or

logical_and ::= comparison
| comparison "AsWellAs" logical_and

comparison ::= additive
| additive comparison_operator additive

additive ::= multiplicative
| multiplicative "plus" additive
| multiplicative "minus" additive

multiplicative ::= primary
| primary "times" multiplicative
| primary "dividedBy" multiplicative

primary ::= NUMBER
| STRING
| BOOLEAN
| IDENTIFIER
| "(" expression ")"

%Values

value ::= NUMBER
| STRING
| BOOLEAN
| LIST

%Conditions

condition ::= expression comparison_operator expression

%Operators

comparison_operator ::= "IsEqualTo"
| "IsNotEqualTo"
| "IsGreaterThan"
| "IsLessThan"
| "IsAtLeast"
| "IsAtMost"
| "IsNot"

%Terminals

IDENTIFIER ::= [a-zA-Z][a-zA-Z0-9]*
NUMBER ::= [0-9]+ ("." [0-9]+)?
STRING ::= "\"" chars "\""
chars ::= char | char chars
char ::= [a-zA-Z0-9]
BOOLEAN ::= "true" | "false"
LIST ::= "[" (value ("," value)*)? "]"
NEWLINE ::= "\n"