# Language Descriptions

#### **Tokens**

1- Variable and constant Declaration

```
int x;
int x = 5;
const int x = 5;
string x = "Hello";
string x = "c";
```

- Available types
  - int
  - float
  - string
  - bool

#### 2- Mathematical and Logical expressions

- Mathematical operator
  - o +, -, \*, /, %,
- · Logical operator
  - o ==,!=,>,<,>=,<=
  - and, or, not, xor

### 3 - Assignment statement

```
x = 5;
x = "Hello";
x = 5.5;
x = true;
```

### 4 - If else statement

```
if (x == 5 and y == 10) {
  x = 10;
} endif
```

```
if (x >= 5 or y <= 10) {
  x = x +1;
} else {</pre>
```

```
x = x - 1;
}
```

```
if (x < 5 and y > 10) {
    x = x + 1;
} else if (x > 5) {
    x = x - 1;
} else {
    x = 0;
}
```

# 5 - While loop

```
while (x < 5) {
   x = x + 1;
}</pre>
```

# 6 - Repeat until

```
repeat {
  x = x + 1;
} until (x == 5);
```

# 7 - For loop

```
for (int i = 0; i < 5; i = i + 1) {
   x = x + 1;
}</pre>
```

### 8 - Switch case

```
switch (x) {
  case 1:
    x = 1;
    break;
  case 2:
    x = 2;
    break;
  default:
    x = 0;
}
```

### 9 - Function declaration

```
int func1(int x, int y) {
  return x + y;
}
```

```
void func2(int x) {
    x = x + 1;
}
```

```
int func3() {
  return 5;
}
```

### 10 - Function call

```
int x = func1(5, 10);
func2(5);
int y = func3();
```

### 11 - Block structure

```
{
  int x = 5;
  {
    x = x + 1;
  }
}
```

### 12- Comments

```
// This is a comment
```

### 13-Print

```
print("Hello World");
print(x);
print(5);
print(5+6);
```

#### 14- Enum

```
enum Color {
   RED,
   GREEN,
   BLUE
}
enum Color c = RED;
```

#### How to run

- There is a script named **build.sh** that generates the parser and lexer and takes test file from you as input argumnt.
- You can run the script by typing the following command in the terminal:

```
./build.sh test_cases/if_test.c
```

- Note: the test file should be in the test\_cases folder.
- It will print the tokens with its line number.