Compiler Design Assignment 1 Report

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1 Grammar

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source \rightarrow funcs decls sts
\operatorname{decl} \to \operatorname{int} \operatorname{ID} \mid \operatorname{float} \operatorname{ID} \mid \operatorname{bool} \operatorname{ID} \mid \operatorname{char} \operatorname{ID}
funcs \rightarrow funcst funcs | \varepsilon
decls \rightarrow decl; decls \mid \varepsilon
block \rightarrow begin sts end
\mathtt{sts} \to \mathtt{st} \ \mathtt{sts} \mid \varepsilon
\mathtt{st} \rightarrow \mathrm{ifst} \mid \mathrm{whilest} \mid \mathrm{elsest} \mid \mathrm{assignmentst} \mid \mathrm{returnst} \mid \varepsilon
ifst \rightarrow if (booleanexp) block
whilest \rightarrow while (booleanexp) block
\mathtt{funcst} \to \mathtt{func} \; \mathrm{ID}(\mathrm{params}) : \mathrm{type} \; \mathrm{block}
returnst \rightarrow return arithmetic exp;
type \rightarrow int \mid float \mid bool \mid char \mid void
\mathtt{funcname} \to \mathrm{ID}
elsest \rightarrow st else st
\mathtt{assignmentst} \to \mathrm{ID} = \mathrm{arithmetic exp};
arithmeticexp → multexp and arithmeticexp | multexp or arithmeticexp | multexp-arithmeticexp |
multexp+arithmeticexp | multexp % arithmeticexp | multexp
multexp → simpleexp * multexp | simpleexp / multexp | simpleexp
simpleexp \rightarrow ID \mid INTNUM \mid FLOATNUM \mid BOOLVAL \mid CHARACTER \mid (arithmeticexp) \mid ID(funccallparams)
funccallparams \rightarrow simepleexp, funccallparams | \varepsilon
booleanexp→ simpleexp boolop simpleexp
boolop \to > |<| == |<= |>= |!=
params \rightarrow decl, params | \varepsilon
```

2 Lexical Structure

- Comments: Comments starts with # characters and ends with the end of line character.
- Keywords: if, int, float, char, bool, func, while, begin, end, return, true, false
- Identifiers: Starts with a letter and continues with a letter or digit. Keywords can not be used in identifier. Must be max 32 characters.
- Operators: The followings are operators: + / * = == <<=>>= ! =
- **Delimiters**: The followings are delimeters: whitespace, tab, new line
- Numbers: The numbers are defined as follows:
 - **Digit**: 0|1|2|3|4|5|6|7|8|9
 - IntNum: digit+(the maximum integer number is 231)
 - Exponent: E $(+ | | \varepsilon) \ digit^+$ (the maximum exponent value is 128)
 - Fraction: .digit+
 - FloatNum: digit+exponent | digit+fraction (exponent | ε)
- Char: ASCII chars.
- Bool: True or False.