FINAL CONTEXT FREE GRAMMAR B++ Programming Language

The grammar G = (V, T, S, P) of our interpreter is defined by:

```
V = \{ \langle \text{source} \rangle, \langle \text{block} \rangle, \langle \text{statement} \rangle, \langle \text{expression} \rangle, \langle \text{assignment} \rangle, \}
    <ifStatement>, <forStatement>, <whileStatement>, <doWhileStatement>,
    <missingSemiColonAss>, <ifStat> <elseIfStat>, <elseStat>,
    <missingLBraceForLoop> <missingRBraceForLoop>, <missingLBraceWhileLoop>,
    <missingRBraceWhileLoop>, <missingRBraceDoWhileLoop>,
    <missingLBraceDoWhileLoop>, <missingSemiColonloop>, <functionCall>,
    <idList>, <exprList>, <expression>, <indexes>, <list>, <PRINTLN>, <INPUT>,
    <IF>, <ELSE>, <FOR>, <WHILE>, <TO>, <DO>, <NULL>, <IDENTIFIER>, <NUMBER>,
    <STRING>, <letters+>, <digits+>}
T = \{a, b, ..., z, A, B, ..., Z, 0, 1, ..., 9, ;, :, \{, \}, [, ], //, ", ", +, -,
```

*, /, %, &, |, !} \cup {other special characters}

S = <source>

P has the following productions:

Production for the program

<source> → <block> EOF

<block> → (<statement>) * (RETURN <expression> SCOLON)?

Productions for variable declaration

<assignment> → VAR IDENTIFIER <indexes>? '=' <expression> → IDENTIFIER <indexes>? '=' <expression>

Productions for statements

→ <assignment> SCOLON <statement>

→ <functionCall> SCOLON

→ <ifStatement>

→ <forStatement>

→ <whileStatement>

→ <doWhileStatement>

→ <missingSemiColonAss>

Productions for expressions

<expression> → '-' <expression> → '!' <expression>

→ <assoc=right> <expression> '^' <expression>

 \rightarrow <expression> <op>=('*' | '/' | '%') <expression>

→ <expression> <op>=('+' | '-') <expression>

→ <expression> ('++' | '**' | '//' | '%%' | '--') <expression>

→ <expression> <op>=('>=' | '<=' | '>' | '<') <expression>

```
→ <expression> <op>=( '==' | '!=' ) <expression>
→ <expression> '&&' <expression>
→ <expression> '||' <expression>
→ NUMBER
→ NULL
→ BOOL
→ STRING <indexes>?
→ IDENTIFIER <indexes>?
→ '(' <expression> ')' <indexes>?
→ <expression> ')'
→ '(' <expression>
→ INPUT '(' STRING? ')'
```

Other Productions

```
→ <ifStat> <elseIfStat>* <elseStat>?
<ifStatement>
<ifStat>
                   → IF <expression> LBRACE <block> RBRACE
<elseIfStat>
                 → ELSE IF <expression> LBRACE <block> RBRACE
<elseStat>
                  → ELSE LBRACE <block> RBRACE
                  → FOR IDENTIFIER '=' <expression> TO expression
<forStatement>
                     LBRACE block RBRACE
                   → <missingLBraceForLoop>
                   → <missingRBraceForLoop>
RBRACE
LBRACE block
                   → WHILE <expression> LBRACE block RBRACE
<WhileStatement>
                   → <missingLBraceWhileLoop>
                   → <missingRBraceWhileLoop>
<missingLBraceWhileLoop> > WHILE <expression> block RBRACE
<missingRBraceWhileLoop>→ WHILE <expression> LBRACE block
→ <functionCall>
<DoWhileStatement>
                   → DO LBRACE <block> RBRACE WHILE <expression> SCOLON
                   → <missingLBraceDoWhileLoop>
                   → <missingRBraceDoWhileLoop>
                   → <missingSemiColonLoop>
<missingLBraceDoWhileLoop> \rightarrow DO <block> RBRACE WHILE <expression> SCOLON
<missingRBraceDoWhileLoop> > DO LBRACE <block> WHILE <expression> SCOLON
<functionCall>
                   → IDENTIFIER '(' exprList? ')'
                   → PRINTLN '(' expression? ')'
                   → PRINT '(' expression? ')'
                   → PRINTLN expression? ')'
                   → PRINTLN '(' expression?
                   → <expression> ( ',' expression )*
<exprList>
<indexes>
                   → ( '[' <expression> ']')+
                  → '[' exprList? ']'
<list>
```

Keywords

```
→ 'brint'
<PRINTLN>
                     → 'bnput'
<INPUT>
                     → 'bf'
<IF>
                      → 'blse'
<ELSE>
                     → 'bor'
<FOR>
<RETURN>
                     → 'beturn'
                     → 'bhile'
<WHILE>
                     → 'bto'
<TO>
<DO>
                     → 'bdo'
                     → 'bull'
<NULL>
                     → 'brue'
<BOOL>
                     → 'balse'
                     → INT ( '.' Digit *)?
<NUMBER>
                  → [a-zA-Z_] [a-zA-Z_0-9]*
<IDENTIFIER>
                     → '&&';
AND
                     → '||';
OR
EQUALS
                     → '==';
                     → '!=';
NEQUALS
                      → '>=';
GTEQUALS
                     → '<=';</p>
LTEQUALS
                     → '^';
POW
                     → '!';
BANG
GT
                      → '>';
                     → '<';</p>
LT
                     → '*';
MUL
DIV
                      → '/';
                     → '+';
ADD
                     → '-';
SUB
                     → '%';
MOD
                     → ')';
RPAREN
LPAREN
                     → '(';
                     → '{';
LBRACE
                     → '}';
RBRACE
                     → '[';
LBRACKET
                     → ']';
RBRACKET
                     → ';';
SCOLON
ASSIGN
                     → '=';
                     → ',';
COMMA
QMARK
                     → '?';
```