

- *Class may extend another class or default to extending Object*

$\langle \text{class} \rangle \Rightarrow$   
 $\quad \mathbf{class} \ \langle \text{class id} \rangle \langle \text{extend} \rangle \ \{ \ \langle \text{class section} \rangle^* \}$   
 $\langle \text{extend} \rangle \Rightarrow$   
 $\quad \epsilon$   
 $\quad | \ \mathbf{extends} \ \langle \text{class id} \rangle$

- *Sections – private protected public refinements and main*

$\langle \text{class section} \rangle \Rightarrow$   
 $\quad \langle \text{refinement} \rangle$   
 $\quad | \ \langle \text{access group} \rangle$   
 $\quad | \ \langle \text{main} \rangle$

- *Refinements are named method dot refinement*

$\langle \text{refinement} \rangle \Rightarrow$   
 $\quad \mathbf{refinement} \ \{ \ \langle \text{refine} \rangle^* \}$   
 $\langle \text{refine} \rangle \Rightarrow$   
 $\quad \langle \text{return type} \rangle \langle \text{var id} \rangle . \langle \text{var id} \rangle \langle \text{params} \rangle \ \{ \ \langle \text{statement} \rangle^* \}$

- *Access groups contain all the members of a class*

$\langle \text{access group} \rangle \Rightarrow$   
 $\quad \langle \text{access type} \rangle \ \{ \ \langle \text{member} \rangle^* \}$   
 $\langle \text{access type} \rangle \Rightarrow$   
 $\quad \mathbf{private}$   
 $\quad | \ \mathbf{protected}$   
 $\quad | \ \mathbf{public}$   
 $\langle \text{member} \rangle \Rightarrow$   
 $\quad \langle \text{var decl} \rangle$   
 $\quad | \ \langle \text{method} \rangle$   
 $\quad | \ \langle \text{init} \rangle$   
 $\langle \text{method} \rangle \Rightarrow$   
 $\quad \langle \text{return type} \rangle \langle \text{var id} \rangle \langle \text{params} \rangle \ \{ \ \langle \text{statement} \rangle^* \}$   
 $\langle \text{init} \rangle \Rightarrow$   
 $\quad \mathbf{init} \ \langle \text{params} \rangle \ \{ \ \langle \text{statement} \rangle^* \}$

- *Main is special – not instance data starts execution*

$\langle \text{main} \rangle \Rightarrow$   
 $\quad \mathbf{main} \ ( \ \mathbf{String}[] \ \langle \text{var id} \rangle \ ) \ \{ \ \langle \text{statement} \rangle^* \}$

- *Finally the meat and potatoes*

$\langle \text{statement} \rangle \Rightarrow$   
 $\quad \langle \text{var decl} \rangle \ ;$

|  $\langle \text{assignment} \rangle$  ;  
 |  $\langle \text{super} \rangle$  ;  
 |  $\langle \text{return} \rangle$  ;  
 |  $\langle \text{conditional} \rangle$   
 |  $\langle \text{loop} \rangle$   
 |  $\langle \text{expression} \rangle$  ;

- *Accessing a variable possibly by index*

$\langle \text{lvalue} \rangle \Rightarrow$   
      $\langle \text{var id} \rangle$   
 |  $\langle \text{lvalue} \rangle [ \langle \text{expression} \rangle ]$

- *Accessing a member's member's member etc etc*

$\langle \text{lvalue} \rangle \Rightarrow$   
      $\langle \text{lvalue} \rangle$   
 |  $\langle \text{lvalue} \rangle . \langle \text{lvalue} \rangle$

- *Assignment – lvalues receive the results of expressions*

$\langle \text{assignment} \rangle \Rightarrow$   
      $\langle \text{lvalue} \rangle := \langle \text{expression} \rangle$

- *Super invocation is so we can do constructor chaining*

$\langle \text{super} \rangle \Rightarrow$   
     **super** (  $\langle \text{args} \rangle$  )

- *Methods need to be able to return something too*

$\langle \text{return} \rangle \Rightarrow$   
     **return**  $\langle \text{expression} \rangle$

- *Basic control structures*

$\langle \text{conditional} \rangle \Rightarrow$   
     **if** (  $\langle \text{expression} \rangle$  ) {  $\langle \text{statement} \rangle^*$  } **else** {  $\langle \text{statement} \rangle^*$  }  
 $\langle \text{loop} \rangle \Rightarrow$   
     **while** (  $\langle \text{expression} \rangle$  ) {  $\langle \text{statement} \rangle^*$  }

- *Anything that can result in a value*

$\langle \text{expression} \rangle \Rightarrow$   
      $\langle \text{invocation} \rangle$   
 |  $\langle \text{field} \rangle$   
 |  $\langle \text{variable} \rangle$   
 |  $\langle \text{arithmetic} \rangle$   
 |  $\langle \text{test} \rangle$

|  $\langle \text{instantiate} \rangle$   
 |  $\langle \text{refine expr} \rangle$   
 |  $\langle \text{literal} \rangle$   
 |  $( \langle \text{expression} \rangle )$   
 | **null**

- *Method invocations always have a receiver*

$\langle \text{invocation} \rangle \Rightarrow$   
 $\langle \text{expression} \rangle . \langle \text{invoke} \rangle$   
 $\langle \text{invoke} \rangle \Rightarrow$   
 $\langle \text{var id} \rangle ()$   
 |  $\langle \text{var id} \rangle ( \langle \text{args} \rangle )$

- *Field of some foreign object (or this)*

$\langle \text{field} \rangle \Rightarrow$   
 $\langle \text{expression} \rangle . \langle \text{variable} \rangle$

- *Variable values can be indexed or not*

$\langle \text{variable} \rangle \Rightarrow$   
 $\langle \text{var id} \rangle$   
 |  $\langle \text{variable} \rangle [ \langle \text{expression} \rangle ]$

- *Basic arithmetic can and will be done!*

$\langle \text{arithmetic} \rangle \Rightarrow$   
 $\langle \text{expression} \rangle \langle \text{bin op} \rangle \langle \text{expression} \rangle$   
 |  $\langle \text{unary op} \rangle \langle \text{expression} \rangle$   
 $\langle \text{bin op} \rangle \Rightarrow$   
 $+$   
 |  $-$   
 |  $*$   
 |  $/$   
 |  $\%$   
 $\langle \text{unary op} \rangle \Rightarrow$   
 $-$

- *Common boolean predicates*

$\langle \text{test} \rangle \Rightarrow$   
 $\langle \text{expression} \rangle \langle \text{bin pred} \rangle \langle \text{expression} \rangle$   
 |  $\langle \text{unary pred} \rangle \langle \text{expression} \rangle$   
 | **refinable** (  $\langle \text{var id} \rangle$  )  
 $\langle \text{bin pred} \rangle \Rightarrow$   
**and**

```

| or
| xor
| nand
| nor
| <
| <=
| =
| !=
| >=
| >
<unary pred> ⇒
!

```

- *Making something*

```

<instantiate> ⇒
  <object instantiate>
  | <array instantiate>
<object instantiate> ⇒
  new <class id>
  | new <class id> ( <args> )
<array instantiate> ⇒
  new <type> [ <expression> ]

```

- *Refinement takes a specific specialization and notes the required return type*

```

<refine expr> ⇒
  refine <specialize> to <type>
<specialize> ⇒
  <var id> ()
  | <var id> ( <args> )

```

- *Literally necessary*

```

<literal> ⇒
  <int lit>
  | <bool lit>
  | <float lit>
  | <string lit>
<float lit> ⇒
  <digit>+ . <digit>+
<int lit> ⇒
  <digits>+
<bool lit> ⇒
  true

```

| **false**  
 ⟨string lit⟩ ⇒  
     “⟨string escape seq⟩”

- *Params and args are as expected*

⟨params⟩ ⇒  
     ( ⟨paramlist⟩ )  
 ⟨paramlist⟩ ⇒  
     ⟨var decl⟩  
     | ⟨paramlist⟩ , ⟨var decl⟩  
 ⟨args⟩ ⇒  
     ⟨expression⟩  
     | ⟨args⟩ , ⟨expression⟩

- *All the basic stuff we've been saving up until now*

⟨var decl⟩ ⇒  
     ⟨type⟩⟨var id⟩  
 ⟨return type⟩ ⇒  
     **unit**  
     | ⟨type⟩  
 ⟨type⟩ ⇒  
     ⟨class id⟩  
     | ⟨type⟩[]  
 ⟨class id⟩ ⇒  
     ⟨upper⟩⟨alphanum⟩\*  
 ⟨var id⟩ ⇒  
     ⟨lower⟩⟨alphanum⟩\*