

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

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

- *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*

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

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

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

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

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

- *Finally the meat and potatoes*

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

```

| <assignment> ;
| <super> ;
| <return> ;
| <conditional>
| <loop>
| <expression> ;

```

- *Accessing a variable possibly by index*

```

<lvalue> ⇒
    <var id>
    | <lvalue> [ <expression> ]

```

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

```

<lvalue> ⇒
    <lvalue> . <lvalue>

```

- *Assignment – lvalues receive the results of expressions*

```

<assignment> ⇒
    <lvalue> := <expression>

```

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

```

<super> ⇒
    super ( <args> )

```

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

```

<return> ⇒
    return <expression>

```

- *Basic control structures*

```

<conditional> ⇒
    if ( <expression> ) { <statement>* } <else>
<else> ⇒
    ε
    | <elseif> else { <statement>* }
<elseif> ⇒
    ε
    | <elseif> elsif ( <expression> ) { <statement>* }
<loop> ⇒
    while ( <expression> ) { <statement>* }

```

- *Anything that can result in a value*

$\langle \text{expression} \rangle \Rightarrow$   
 $\quad \langle \text{invocation} \rangle$   
 $\quad | \quad \langle \text{field} \rangle$   
 $\quad | \quad \langle \text{variable} \rangle$   
 $\quad | \quad \langle \text{arithmetic} \rangle$   
 $\quad | \quad \langle \text{test} \rangle$   
 $\quad | \quad \langle \text{instantiate} \rangle$   
 $\quad | \quad \langle \text{refine expr} \rangle$   
 $\quad | \quad \langle \text{literal} \rangle$   
 $\quad | \quad ( \langle \text{expression} \rangle )$   
 $\quad | \quad \text{null}$

- *Method invocations always have a receiver*

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

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

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

- *Variable values can be indexed or not*

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

- *Basic arithmetic can and will be done!*

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

- *Common boolean predicates*

$\langle \text{test} \rangle \Rightarrow$   
 $\quad \langle \text{expression} \rangle \langle \text{bin pred} \rangle \langle \text{expression} \rangle$   
 $\quad | \quad \langle \text{unary pred} \rangle \langle \text{expression} \rangle$   
 $\quad | \quad \mathbf{refinable} \ ( \ \langle \text{var id} \rangle \ )$   
 $\langle \text{bin pred} \rangle \Rightarrow$   
 $\quad \mathbf{and}$   
 $\quad | \quad \mathbf{or}$   
 $\quad | \quad \mathbf{xor}$   
 $\quad | \quad \mathbf{nand}$   
 $\quad | \quad \mathbf{nor}$   
 $\quad | \quad <$   
 $\quad | \quad <=$   
 $\quad | \quad =$   
 $\quad | \quad \mathbf{!=}$   
 $\quad | \quad >=$   
 $\quad | \quad >$   
 $\langle \text{unary pred} \rangle \Rightarrow$   
 $\quad \mathbf{!}$

- *Making something*

$\langle \text{instantiate} \rangle \Rightarrow$   
 $\quad \langle \text{object instantiate} \rangle$   
 $\quad | \quad \langle \text{array instantiate} \rangle$   
 $\langle \text{object instantiate} \rangle \Rightarrow$   
 $\quad \mathbf{new} \ \langle \text{class id} \rangle$   
 $\quad | \quad \mathbf{new} \ \langle \text{class id} \rangle \ ( \ \langle \text{args} \rangle \ )$   
 $\langle \text{array instantiate} \rangle \Rightarrow$   
 $\quad \mathbf{new} \ \langle \text{type} \rangle \ [ \ \langle \text{expression} \rangle \ ]$

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

$\langle \text{refine expr} \rangle \Rightarrow$   
 $\quad \mathbf{refine} \ \langle \text{specialize} \rangle \ \mathbf{to} \ \langle \text{type} \rangle$   
 $\langle \text{specialize} \rangle \Rightarrow$   
 $\quad \langle \text{var id} \rangle \ ( \ )$   
 $\quad | \quad \langle \text{var id} \rangle \ ( \ \langle \text{args} \rangle \ )$

- *Literally necessary*

$\langle \text{literal} \rangle \Rightarrow$   
 $\quad \langle \text{int lit} \rangle$   
 $\quad | \quad \langle \text{bool lit} \rangle$   
 $\quad | \quad \langle \text{float lit} \rangle$

|  $\langle \text{string lit} \rangle$   
 $\langle \text{float lit} \rangle \Rightarrow$   
      $\langle \text{digit} \rangle^+ . \langle \text{digit} \rangle^+$   
 $\langle \text{int lit} \rangle \Rightarrow$   
      $\langle \text{digits} \rangle^+$   
 $\langle \text{bool lit} \rangle \Rightarrow$   
     **true**  
     | **false**  
 $\langle \text{string lit} \rangle \Rightarrow$   
     “ $\langle \text{string escape seq} \rangle$ ”

- *Params and args are as expected*

$\langle \text{params} \rangle \Rightarrow$   
     (  $\langle \text{paramlist} \rangle$  )  
 $\langle \text{paramlist} \rangle \Rightarrow$   
      $\langle \text{var decl} \rangle$   
     |  $\langle \text{paramlist} \rangle , \langle \text{var decl} \rangle$   
 $\langle \text{args} \rangle \Rightarrow$   
      $\langle \text{expression} \rangle$   
     |  $\langle \text{args} \rangle , \langle \text{expression} \rangle$

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

$\langle \text{var decl} \rangle \Rightarrow$   
      $\langle \text{type} \rangle \langle \text{var id} \rangle$   
 $\langle \text{return type} \rangle \Rightarrow$   
     **unit**  
     |  $\langle \text{type} \rangle$   
 $\langle \text{type} \rangle \Rightarrow$   
      $\langle \text{class id} \rangle$   
     |  $\langle \text{type} \rangle []$   
 $\langle \text{class id} \rangle \Rightarrow$   
      $\langle \text{upper} \rangle \langle \text{ualphanum} \rangle^*$   
 $\langle \text{var id} \rangle \Rightarrow$   
      $\langle \text{lower} \rangle \langle \text{ualphanum} \rangle^*$