



# The Java Language Specification

Lexical Structure of Literals



## CFG

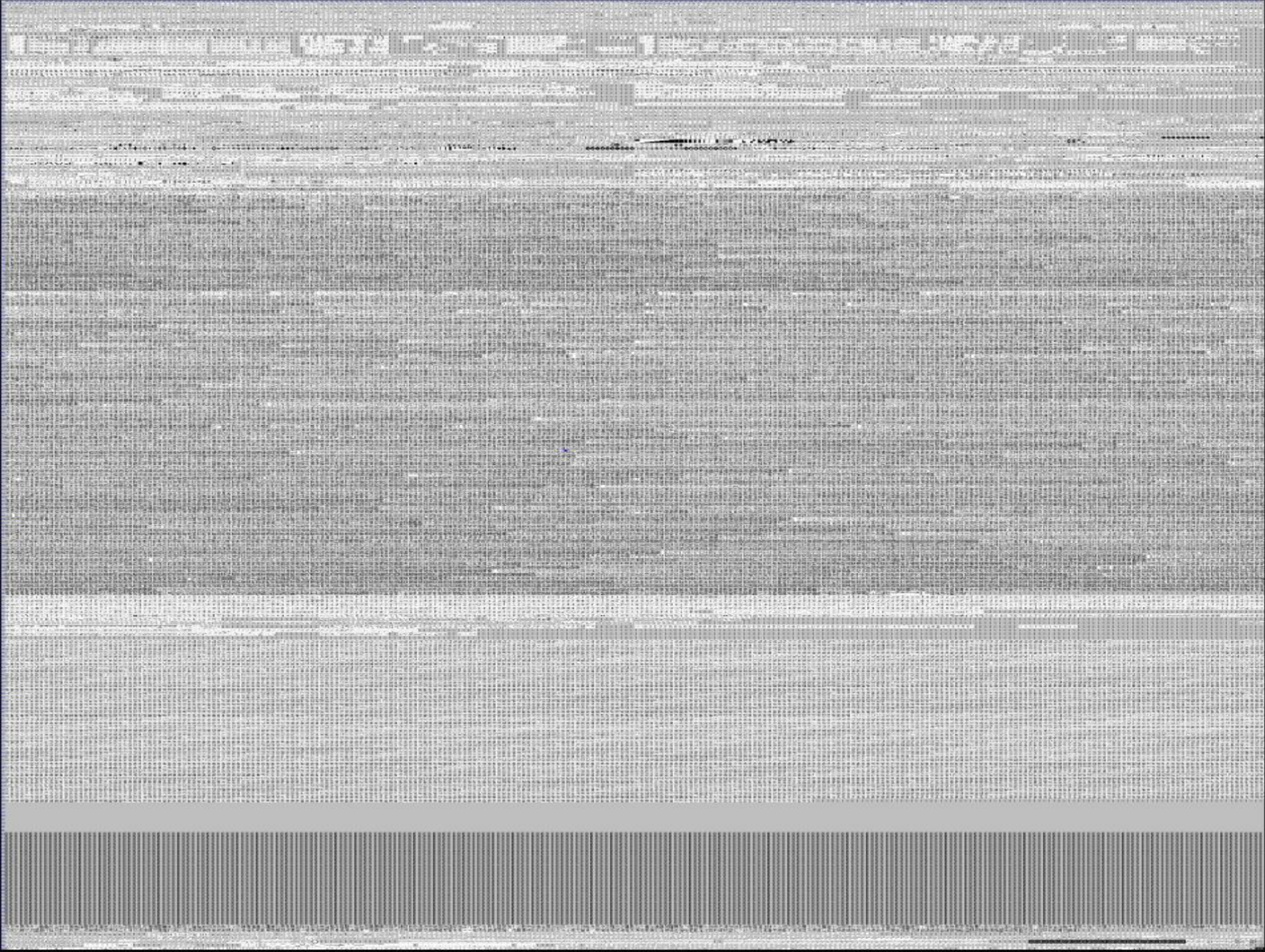
A grammar (when the context is not given, often called a formal grammar for clarity) is a set of production rules for strings in a formal language

A context-free grammar (CFG) is a set of recursive rewriting rules (or productions) used to generate patterns of strings



# Unicode

The Unicode Standard provides a unique number for every character (All 1,112,064 of them), no matter what platform, device, application or language





[illegible]



## Lexical Translations

A raw Unicode character stream is translated into a sequence of tokens, using the following three lexical translation steps:

1. A translation of Unicode escapes in the raw stream of Unicode characters to the corresponding Unicode character
2. A translation of the Unicode stream resulting from step 1 into a stream of input characters and line terminators
3. A translation of the stream of input characters and line terminators resulting from step 2 into a sequence of input elements

Removing the white spaces and comments, we get tokens that are terminal symbols of the syntactic grammar.



## White spaces

WhiteSpace:

the ASCII SP character, also known as "space"

the ASCII HT character, also known as "horizontal tab"

the ASCII FF character, also known as "form feed"



## Comments

Comments can be of two types:

`/* text */` (All enclosed characters are ignored)

`//` (All characters till end of line are ignored)

Comments have the following properties:

1. Comments do not nest
2. `/*` and `*/` have no special meaning in comments that begin with `//`
3. `//` has no special meaning in comments that begin with `/*` or `/**`





## Identifiers and Keywords

An identifier is an unlimited-length sequence of Java letters and Java digits, the first of which must be a Java letter.

A java letter consists of ASCII A-Z, ASCII a-z and ASCII \_ and \$.

Java digits include ASCII 0-9

50 keywords are reserved and cannot be used as identifiers.

A few common ones are : if, for, new, return, private, public, while, do etc.



# Literals

A literal is the source code representation of a value of a primitive type, the string type or the null type

The different types of literals in java are:

1. IntegerLiteral
2. FloatingPointLiteral
3. BooleanLiteral
4. CharacterLiteral
5. StringLiteral
6. NullLiteral

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# Integer Literals

**IntegerLiteral:**

**DecimalIntegerLiteral**

**HexIntegerLiteral**

**OctalIntegerLiteral**

**BinaryIntegerLiteral**

**—**



**DecimalIntegerLiteral:**

**DecimalNumeral [IntegerTypeSuffix]**

**HexIntegerLiteral:**

**HexNumeral [IntegerTypeSuffix]**

**OctalIntegerLiteral:**

**OctalNumeral [IntegerTypeSuffix]**

**BinaryIntegerLiteral:**

**BinaryNumeral [IntegerTypeSuffix]**

**\_\_\_\_\_**

IntegerTypeSuffix:

l L

—

**DecimalNumeral:**

**0**

**NonZeroDigit [Digits]**

**NonZeroDigit Underscores Digits**

**NonZeroDigit:**

**1** **2** **3** **4** **5** **6** **7** **8** **9**

**—**

**Digits:**

**Digit**

**Digit [DigitsAndUnderscores] Digit**

**Digit:**

**0**

**NonZeroDigit**

**—**



**DigitsAndUnderscores:**  
DigitOrUnderscore{DigitOrUnderscore}

**DigitOrUnderscore:**  
Digit

-

**Underscores:**

\_ {\_}

—

**HexNumeral:**

o x HexDigits

o X HexDigits

**HexDigits:**

HexDigit

HexDigit[HexDigitsAndUnderscores] HexDigit

—

**HexDigit:**

**(one of) 0 1 2 3 4 5 6 7 8 9 a b c d e f A  
B C D E F**

**HexDigitsAndUnderscores:**

**HexDigitOrUnderscore{HexDigitOrUnderscore}**

**—**

HexDigitOrUnderscore:  
HexDigit

-

—



**OctalNumeral:**

- o OctalDigits**
- o Underscores OctalDigits**

**OctalDigits:**

**OctalDigit**

**OctalDigit[OctalDigitsAndUnderscores]OctalDigit**

**—**

**OctalDigit:**

**(one of) 0 1 2 3 4 5 6 7**

**OctalDigitsAndUnderscores:**

**OctalDigitOrUnderscore{OctalDigitOrUnderscore}**

**—**

**OctalDigitOrUnderscore:  
OctalDigit**

**-**

**\_**

**BinaryNumeral:**

- o b BinaryDigits
- o B BinaryDigits

**BinaryDigits:**

BinaryDigit

BinaryDigit[BinaryDigitsAndUnderscores]BinaryDigit

**BinaryDigit:**

(one of) 0 1

—

**BinaryDigitsAndUnderscores:**

**BinaryDigitOrUnderscore{BinaryDigitOrUnderscore}**

**BinaryDigitOrUnderscore:**

**BinaryDigit**

**-**

**—**

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# Floating-Point Literals



**FloatingPointLiteral:**  
**DecimalFloatingPointLiteral**  
**HexadecimmalFloatingPointLiteral**

—

# DecimalFloatingPointLiteral:

Digits <sub>1</sub> [Digits] [ExponentPart] [FloatTypeSuffix]

. Digits [ExponentPart] [FloatTypeSuffix]

Digits ExponentPart [FloatTypeSuffix]

Digits [ExponentPart] FloatTypeSuffix

—

**ExponentPart:**

**ExponentIndicator SignedInteger**

**ExponentIndicator:**

**e E**

**—**

# SignedInteger [Sign] Digits

Sign:

+ -

—

**FloatTypeSuffix:**  
**f F d D**

**—**

HexadecimalFloatingPointLiteral:  
HexSignificand BinaryExponent  
[FloatTypeSuffix]

HexSignificand:  
HexNumeral [.]  
0 x [HexDigits] . HexDigits  
0 X [HexDigits] . HexDigits

---

# BinaryExponent:

BinaryExponentIndicator SignedInteger

# BinaryExponentIndicator:

p P

---



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# Boolean Literals

**BooleanLiteral:**  
(one of) true false

—

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# Character Literal

**CharacterLiteral:**  
    **'SingleCharacter'**  
    **'EscapeSequence'**

**SingleCharacter:**  
    **InputCharacter but not ' or \**

**—**

—

**Null Literal**

**NullLiteral:**  
Null

—

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# Escape Sequence

## EscapeSequence:

\b (backspace)

\t (horizontal tab)

\n (linefeed)

\f (formfeed)

\r (carriage return)

\" (double quote)

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Separator

**It helps to define the structure of a program.**

**( ) - encloses argument**

**{ } - define block of code**

**[ ] - declare array type**

**;- terminate statement**

**: - used after loop label**

**. - select a field or method**

**—**

—

Operator

## Operator:(one of)

= > < ! ~ ? : -> == >= <= <<  
!= && || ++ -- + - \* / & | ^ %  
>> << >>> += -= \*= /= &= != ^=  
%= <<= >>= >>>=

—

---

# String literals

**A string literal consists of zero or more characters enclosed in double quotes.**

**Characters may be represented by escape sequences.**

**—**

**StringLiteral:**

**" {StringCharacter} "**

**StringCharacter:**

**InputCharacter but not " or \  
EscapeSequence**

**—**

**The characters CR and LF are never an InputCharacter.**

**A long string literal can always be broken using the string concatenation operator +**

**—**



—

# Expressions

**Expression names**

**Primary expressions**

**Unary operator expressions**

**Binary operator expressions**

**Ternary operator expressions**

**Lambda expressions**

**—**

**AssignmentExpression:**

ConditionalExpression

Assignment

**Assignment:**

LeftHandSide Assignment Operator Expression

—

LeftHandSide:  
  ExpressionName  
  FieldAccess  
  ArrayAccess

AssignmentOperator:(one of)

= \*= /= %= += -= <<= >>= >>>= &= ^=  
|=

—

**Thank You**

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