Mini Language

1 .Language Definition:

1.1 Alphabet:

- a. Upper (A-Z) and lowercase letters (a-z) of the English alphabet
- b. Underline character '_';
- c. Decimal digits (0-9);

1.2 Lexic:

a. Special symbols, representing:

Operators:

```
&=
                     &&
                                  !=
                     Ш
             |=|
                                  <=
             ^=
      *=
                     <-
                                  >=
      /=
<<
             <<=
                    ++
                           =
                                  :=
      %=
>>
             >>=
```

Separators: () [] {};;, space

Reserved words:

```
func
                                                   Println
break
              continue
                                         int
                                         float64
                                                  Print
case
              map
                            struct
else
              package
                            switch
                                         char
                                                   Scan
                                                   Printf
const
              return
                            type
                                         bool
if
              for
                            import
                                         var
```

b. Identifiers:

- a sequence of letters and digits, such that the first character is a letter; the rule is:

```
Identifier ::= Letter| {Letter| digit}

IdentifierList ::= Identifier {"," Identifier}

Letter::= "A" | "B" | . . . | "Z" | "a" | "b" | . . . | "z"

Digit::= "0" |"1"|2"|"3"|4"|"5"|"6"|"7"|"8"|"9"
```

```
Number ::= [ "+" | "-" ]Digit{Digit}

Escape_char :: = `\` ( "n" )
```

c. constants

1. integer

```
int_const ::= [ "+" | "-" ] Digit | Number
bool_const ::= "true" | "false"
```

2. float

3. character

4. string

```
string ::= """ {character{string}} """
character ::= Letter| Digit
```

2. Syntax:

The words - predefined tokens are specified between " and ":

2.1 Syntactic rules:

2.2 Types

```
Type ::= "bool" | "int" | "float64" | "char"
```

2.2.1 Array Type

```
ArrayType ::= "[" ArrayLength "]" Type
ArrayLength ::= Digit{Digit}
```

2.2.2 Function Type

```
FunctionType = "func" Signature .

Signature = Parameters [ Result ] .

Result = Parameters | Type .

Parameters = "(" [ ParameterList [ "," ] ] ")" .

ParameterList = ParameterDecl { "," ParameterDecl } .

ParameterDecl = [ IdentifierList ] [ "..." ] Type .
```

2.2.3 Struct Type

```
StructType = "struct" "{" { FieldDecl ";" } "}" .
FieldDecl = (IdentifierList Type) [ Tag ] .
Tag = string .
```

2.3 Blocks

A block is a possibly empty sequence of declarations and statements within matching brace brackets.

```
Block = "{" StatementList "}" .
StatementList = Statement {Statement } .
```

2.3 Declarations and scope

```
SourceFile = PackageClause { ImportDecl } { Declaration }
PackageClause = "package" PackageName .
PackageName = Identifier .
ImportDecl = "import" ( ImportSpec | "(" { ImportSpec ";" } ")" ) .
ImportSpec = [ PackageName ] ImportPath .
ImportPath = string.
Declaration = VarDecl | FunctionDecl .
```

2.3.1 Expressions

```
ExpressionList = Expression { "," Expression }

Expression ::= UnaryExpr | Expression binary_op Expression
UnaryExpr ::= PrimaryExpr | unary_op UnaryExpr .

PrimaryExpr ::= Identifier
binary_op = "||" | "&&" | rel_op | add_op | mul_op .

rel_op = "==" | "!=" | "<" | "<=" | ">=" .

add_op = "+" | "-" .

mul_op = "*" | "/" .

unary_op = "+" | "-" | "!" | "&" | .
```

2.3.2 VarDecl

2.3.3 FunctionDecl

```
FunctionDecl = "func" FunctionName [ "(" { Identifier type} {", " Identifier type} ")" ] Signature [ FunctionBody ] .

FunctionName = Identifier .

FunctionBody = Block
```

2.4 Expressions

```
QualifiedIdent = PackageName "." Identifier . (ex: math.Sin)

Statement ::= Assignstmt | Iostmt | Ifstmt | Forstmt

SimpleStmt = Expression | IncDecStmt | assignment | ShortVarDecl

assignstmt ::= Identifier ":=" Expression

IncDecStmt = Expression ( "++" | "--" )

WriteStmt ::== "fmt.Print" | "fmt.Printf" | "fmt.Println"

Iostmt ::= "fmt.Scan" "(" Identifier ")" | WriteStmt "(" Identifier ")"

IfStmt = "if" [ SimpleStmt ";" ] Expression Block .

Condition ::= Expression

ForStmt = "for" [ Condition | ForClause | RangeClause ] Block .

ForClause = [ InitStmt ] ";" [ condition ] ";" [ PostStmt ] .

InitStmt = SimpleStmt.

PostStmt = SimpleStmt.

RangeClause = [ ExpressionList "=" | IentifierList ":=" ] "range" Expression

ReturnStmt = "return" [ ExpressionList ]
```

//Program

```
package main
import (
"fmt"
```

```
"math"
func main() {
   var k int
   fmt.Print("Enter the value of k: ")
   fmt.Scan(&k)
   fmt.Printf("Prime numbers less than %d are:\n", k)
   for i := 2; i < k; i++ {
       if isPrime(i) {
            fmt.Println(i)
func isPrime(n int) bool {
   if n < 2 {
       return false
   sqrtN := int(math.Sqrt(float64(n)))
   for i := 2; i <= sqrtN; i++ {
       if n%i == 0 {
           return false
```

return true
}