

Language Specification:

Language Definition:

1.1 Alphabet:

1.1.a. Upper (A-Z) and lower case letters (a-z) of the English alphabet

b. Underline character '_';

c. Decimal digits (0-9);

Lexic:

a.Special symbols, representing:

- operators + - * / ++ := < <= = >=

- separators [] { } : ; space

- reserved words:

array char const do else if int of program read

then var while write swap of type size

b.identifiers

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

identifier ::= letter | letter{letter}{digit}

letter ::= "A" | "B" | ... | "Z"

digit ::= "0" | "1" | ... | "9"

c.constants

1.integer - rule:

noconst:=+no|-no|no

no:=digit{no}

2.character

character:='letter'|'digit'

Array

size:=number of identifiers

type:= INT | CHAR |

array:= ARRAY[size] OF type

Comments:

1. Single-line Comments:

" // " to start a comment that continues to the end of the line

2. Multi-line Comments:

" /* " to begin a comment and " */ " to end it. This allows for comments that span multiple lines

Syntax:

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

Syntactical rules:

program ::= "VAR" decllist ";" cmpdstmt "."

decllist ::= declaration | declaration ";" decllist

declaration ::= identifier ":" "INT"

cmpdstmt ::= "BEGIN" stmtlist "END"

stmtlist ::= stmt | stmt ";" stmtlist

stmt ::= simplstmt | structstmt

simplstmt ::= assignstmt | iostmt

assignstmt ::= identifier ":" expression

expression ::= expression "+" term | expression "-" term | term

term ::= term "*" factor | term "/" factor | factor

factor ::= "(" expression ")" | identifier | integer

iostmt ::= "READ" "(" identifier ")" | "WRITE" "(" expression ")"

structstmt ::= ifstmt | whilestmt | forstmt

ifstmt ::= "IF" condition "THEN" stmt ["ELSE" stmt]

whilestmt ::= "WHILE" condition "DO" stmt

forstmt ::= "FOR" assignstmt "TO" expression "DO" stmt //incrstmt

incrstmt ::= identifier + 1 "++"

condition ::= expression RELATION expression

RELATION ::= "<" | "<=" | "=" | "<>" | ">=" | ">"

```
swapstmt ::= "SWAP" "(" identifier ", " identifier ")"    //this swaps the two identifiers
```

b)PROGRAM: (Bubble Sort)

VAR

```
    arr: ARRAY[5] OF INT;
```

```
    i: INT;
```

```
    j: INT;
```

```
    temp: INT;
```

```
    n: INT;
```

BEGIN

```
    arr[0] := 5;
```

```
    arr[1] := 7;
```

```
    arr[2] := 18;
```

```
    arr[3] := 4;
```

```
    arr[4] := 14;
```

```
    n := 5;
```

```
    FOR i := 0 TO n - 1 DO
```

```
        FOR j := 0 TO n - i - 2 DO
```

```
            IF arr[j] > arr[j + 1] THEN
```

```
                SWAP(arr[j], arr[j + 1]);
```

```
            END;
```

```
        END;
```

```
    END;
```

```
/*
```

```
    The array will be sorted
```

```
    arr[] = [4, 5, 7, 14, 18];
```

```
*/
```

END.