The Language $XLE_MORPHOLOGY$

BNF-converter

October 25, 2016

This document was automatically generated by the *BNF-Converter*. It was generated together with the lexer, the parser, and the abstract syntax module, which guarantees that the document matches with the implementation of the language (provided no hand-hacking has taken place).

The lexical structure of $XLE_MORPHOLOGY$

Literals

```
Identifier literals are recognized by the regular expression (\langle letter \rangle \mid \langle digit \rangle \mid '_')(\langle letter \rangle \mid \langle digit \rangle \mid '_')*

FileName literals are recognized by the regular expression (\langle letter \rangle \mid \langle digit \rangle \mid '_' | '-')(\langle letter \rangle \mid \langle digit \rangle \mid '_' | '-')*
```

Reserved words and symbols

The set of reserved words is the set of terminals appearing in the grammar. Those reserved words that consist of non-letter characters are called symbols, and they are treated in a different way from those that are similar to identifiers. The lexer follows rules familiar from languages like Haskell, C, and Java, including longest match and spacing conventions.

The reserved words used in $XLE_MORPHOLOGY are the following$:

There are no reserved words in $XLE_MORPHOLOGY$.

The symbols used in $XLE_MORPHOLOGY$ are the following:

: P! \n

Comments

Single-line comments begin with //.
Multiple-line comments are enclosed with /* and */.

The syntactic structure of $XLE_MORPHOLOGY$

Non-terminals are enclosed between \langle and \rangle . The symbols ::= (production), | (union) and ϵ (empty rule) belong to the BNF notation. All other symbols are terminals.

```
\langle MORPHOLOGY \rangle ::= \langle ListRULE \rangle
\langle RULE \rangle ::= \langle OBJECTIVE \rangle : \langle ListFILEX \rangle
                               \langle OBJECTIVE \rangle : \langle ListFILES \rangle
\langle OBJECTIVE \rangle ::= \langle Identifier \rangle
                                             \langle Identifier \rangle \langle Identifier \rangle
\langle FILEX \rangle ::= P! \langle Identifier \rangle
                                \langle Identifier \rangle
\langle FILES \rangle ::= P! \langle Identifier \rangle
                               \langle Identifier \rangle
\langle ListFILEX \rangle ::= \langle FILEX \rangle
                                        \langle FILEX \rangle \langle ListFILEX \rangle
                                        \langle FILEX \rangle \setminus n
                                       \langle FILEX \rangle \setminus n \langle ListFILEX \rangle
\langle ListFILES \rangle
                           ::=\langle FILES \rangle
                                       \langle FILES \rangle \setminus n \langle ListFILES \rangle
                                       \langle FILES \rangle.
                                       \langle FILES \rangle . \langle ListFILES \rangle
\langle ListRULE \rangle
                                      \langle RULE \rangle
                                      \langle RULE \rangle . \langle ListRULE \rangle
```