Complier Specifications

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1 REFERENCE GRAMMAR

1.1 Macro Syntax

```
\langle Program \rangle \rightarrow VariableList FunctionList
    \langle VariableList \rangle \rightarrow VariableList MultipleVariable; \mid \varepsilon
    \langle FunctionList \rangle \rightarrow Function FunctionList \mid \varepsilon
    \langle \text{MultipleVariable} \rangle \rightarrow \text{Variable} \mid \text{MultipleVariable}, \text{ Identifier} = \text{Expression} \mid \text{Multiple-Identifier}
Variable, Identifier | MultipleVariable, Identifier[IntegerLiteral] | MultipleVariable, Identi-
fier[IntegerLiteral][IntegerLiteral]
    (Variable) → Datatype Identifier = Expression | Datatype Identifier | Datatype Identi-
fier[IntegerLiteral] | Datatype Identifier[IntegerLiteral][IntegerLiteral]
    (Expression) →Literal | Identifier | Expression operator Expression | FunctionCall | (Ex-
pression) | Expression? Expression: Expression | Identifier[Expression] | Identifier[Expression]
    \langle FunctionCall \rangle \rightarrow Identifier(ParameterList)
    \langle ParameterList \rangle \rightarrow \varepsilon \mid Expression \mid Expression, ParameterList
    \langle Function \rangle \rightarrow Datatype identifier (argument list) Block
    \langle Block \rangle \rightarrow \{VariableList StatementList\}
    \langle ArgumentList \rangle \rightarrow Variable, ArgumentList \mid Variable \mid \varepsilon
    \langle StatementList \rangle \rightarrow Statement StatementList \mid \varepsilon
    \langle Statement \rangle \rightarrow AssignmentStatement; | FunctionCall; | ReturnStatement | forStatement
 whileStatement | ifStatement | Block
    \langle AssignmentStatement \rangle \rightarrow Identifier = Expression | Identifier | Expression |
Identifier[Expression][Expression] = Expression
    \langle ReturnStatement \rangle \rightarrow return expression; | return;
    \langle \text{forStatement} \rangle \rightarrow \text{for(MultipleVariable; expression; AssignmentStatement) Block | for(;)}
expression; AssignmentStatement) Block | for(MultipleVariable; expression; ) Block | for(;
expression; ) Block
```

```
\label{eq:continuous} $$ \langle \text{while statement} \rangle \to \text{while (expression) Block} $$ \langle \text{elifStatementList} \rangle \to \text{elif(expression) Block elifStatementList} \mid \text{else Block} \mid \varepsilon $$ \langle \text{if statement} \rangle \to \text{if(expression) Block elifStatementList} $$
```

1.2 Micro Syntax

```
\begin{split} &\langle \text{numerals} \rangle \to [\text{0-9}] \\ &\langle \text{alphabets} \rangle \to [\text{a-zA-Z}] \\ &\langle \text{CharLiteral} \rangle \to `\Sigma' \\ &\langle \text{StringLiteral} \rangle \to "\Sigma^*" \\ &\langle \text{BoolLiteral} \rangle \to \text{true} \mid \text{false} \\ &\langle \text{IntegerLiteral} \rangle \to \langle \text{numerals} \rangle \langle \text{numerals} \rangle^* \\ &\langle \text{Literal} \rangle \to \text{CharLiteral} \mid \text{StringLiteral} \mid \text{BoolLiteral} \mid \text{IntegerLiteral} \\ &\langle \text{Identifier} \rangle \to \langle \text{alphabets} \rangle \; (\langle \text{alphabets} \rangle \mid \langle \text{numerals} \rangle)^* \\ &\langle \text{Operator} \rangle \to + \mid - \mid / \mid * \mid \% \mid \text{and} \mid \text{or} \mid \text{xor} \mid \text{not} \mid == \mid != \mid > \mid < \langle \text{Datatype} \rangle \to \text{int} \mid \text{unsigned} \mid \text{char} \mid \text{bool} \mid \text{void} \end{split}
```

2 SEMANTIC CHECKS

- No identifier is to be used before it is declared.
- The value assigned to an identifier must be of the same type as the identifier.
- The number and types of arguments in a method call must be the same as the number and types of the formals, i.e., the signatures must be identical.
- The integer literal while declaring an array must be positive.
- The expression used as an array index must be of the type integer.
- If a method call is used as an expression, the method must return a result.
- A return statement must not have a return value unless it appears in the body of a method that is declared to return a value.
- The expression in an if/elif/while statement should evaluate to a proper boolean

3 TYPES

The basic types in *Complier* are - int(signed by default), unsigned, char, bool and 1D, 2D arrays.

Arrays are zero indexed i.e. they are indexed from 0 to N-1 where N is the number of elements in the array. Arrays are accessed using the usual C bracketing convention.

4 VARIABLE SCOPES

In *Complier*, all variables must be declared at the start of a block of the code, and they can only be used in that block of code.

5 CONTROL STATEMENTS

Complier has the 3 basic Control Statements: for, while and if statements. All 3 control statements follow C-like syntax to avoid any post processing overheads.

5.1 if/elif/else

The if statement works as follows:

First, the expression is evaluated. If it is true, the true part of the code is executed, otherwise the else/elif branches (if any) are executed.

5.2 for

The for statement works as follows:

The initial parentheses encloses 3 sections. The Variable part initializes an integer variable whose scope is limited to the loop. This variable is used to keep track of the number of iterations the loop goes into. The Expression part is a terminating expression which may or may not include the indexing variable. The last part, the statement part specifies a certain action to be performed after each time the loop is executed. The loop is executed until the terminating expression is satisfied.

5.3 while

The while statement works as follows:

This, in contrast to the while has only one expression. The statement list enclosed in the brackets are executed until the expression evaluates to a false value

6 Functions

The language has support only for Call by value style parameter passing. There is also support for recursion. All functions have a fixed signature.

The program must have a function with the signature 'int main()'. This function would be called when the execution of the program starts.

7 Expression

Expressions are evaluated in the order of precedence that is followed by C in order to reduce inconsistencies and avoid mistakes. The operators also have their usual meanings from C to maintain consistency.

8 Input/Output

8.1 Input

read(x) can be used to read the value for the variable x from the input.

8.2 Output

print(x) can be used to print the value of the variable or the expression x to the output.