Language specification for ScalaJunior Mocanu Serghei Group 935

1. Language definition

Alphabet

- -Upper (A-Z) and lower case letters (a-z) of the English alphabet
- -Decimal digits [0-9]

2.Lexic

a) Special symbols:

b) Identifiers

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

```
identifier = letter {letter | digit}
letter = "a" | ... | "z" | "A" | ... | "Z"
digit = "0" | nonzerodigit
nonzerodigit = "1" | ... | "9"
```

c) Constants

```
1. Integer
```

```
numbers = nonzerodigit {digit}
negativenumbers = "-" numbers
int = "0" | negativenumbers | numbers
```

2. Character

```
char = 'letter' | 'digit'
```

3. Boolean

boolean = true | false

4. String

string = "{letter | digit}"

3. Syntax

a) Syntactical rules

```
program = "program" identifier "var" declist "begin" stmlist "end"
declist = declaration {declist}
declaration = identifier ":" type;
type = arraytype | arraydecl
arraytype = "boolean" | "char" | "int" | "string"
arraydecl = "array" "[" numbers "]" arraytype
stmlist = stmt {stmtlist}
stmt = assignstmt | iostmt | structstmt ";"
assignstmt = identifier "=" expression
expression = (expression ("+" | "-") term) | term
```

```
term = factor | (term "*" factor) | (term "/" (factor - "0"))
factor = "(" expression ")" | identifier | int
iostmt = ("read" | "write") "(" identifier ")"
structstmt = stmtlist | ifstmt | whilestmt
ifstmt = "if" condition "{" stmt "}" else "{" stmt "}" ";"
condition = "(" expression relation expression")"
whilestmt = "while" condition "{" stmt "}";
```

b) Lexical rules:

Codification table	
identifier	0
constant	1
array	2
char	3
int	4
true	5
false	6
if	7
else	8
while	9
var	10
read	11
write	12
boolean	13
string	14
+	15
-	16
*	17
/	18
=	19
= < > >	20
>	21
~	22
!	23
&	24
	25
(27
)	28
[29
]	30
{	31
}	32
:	33
;	34