

# ANTLR4

## Tips and Tricks

# LEXER

# Simple lexer

- start with a capital letter

- greedy operator + matches as much input as possible

- priority over ID

- fragment of lexeme
- not a token
- not passed to parser
- simplify the grammar

- non-greedy operator \*? matches until first end-of-comment

- lexer command skip
- token not passed to parser

- catch all unmatched characters and pass to the parser for error handling

```
lexer grammar ExampleLexer;

INT      : DIGIT+ ;
fragment
DIGIT    : [0-9] ;

WHILE    : [wW][hH][iI][lL][eE] ;

ID       : [a-z] IDENTIFIER* ;
fragment
LETTER   : [a-zA-Z];

COMMENT  : '/*' .*? '*/' -> skip;

WHITESPACE :
(' ' | '\n' | '\r' | '\t' | '\u000B')+ -> skip;

ERROR    : . ;
```

# Nested block comments

```
COMMENT : '(*' ( COMMENT | . ) * ? '*' ) -> skip;
```

• recursive

• non-greedy

• error handling?

# Lexer modes: nested block comments

- group lexical rules by context
- must separate parser rules to another file

```
BEGIN_COMMENT: '(' -> skip, pushMode(COMMENT_MODE);  
  
mode COMMENT_MODE;  
  
END_COMMENT: '*' -> skip, popMode;  
  
COMMENT_TEXT: . -> skip;  
  
mode DEFAULT_MODE;  
    . . . .
```

- mini-lexer for nested comments

# Lexer modes: strings

```
BEGIN_STRING : '"' -> pushMode(STRING_MODE);  
  
mode STRING_MODE;  
  
STRING_TEXT : ~[\\r\n"];  
  
STRING_ESCAPE : '\\ ' [trn"'\\];  
  
END_STRING : '"' -> popMode;
```

• mini-lexer for strings

• error handling?

# Lexer modes: strings

```
BEGIN_STRING  : '"' -> pushMode(String_Mode);  
  
mode String_Mode;  
  
String_Text   : ~[\\r\n];  
  
String_Escape : '\\' [trn"'\n];  
  
END_STRING    : '"' -> popMode;  
  
UNTERMINATED_STRING : '\n'  
  { setText("Unterminated string constant"); }  
  -> type(ERROR), popMode;
```

• change text  
associated  
with token

• change type of token

• command

• action

# Lexer members: strings

```
@lexer::members {  
    StringBuilder buf;  
}  
...  
BEGIN_STRING  
    : '"' { buf = new StringBuilder(); }  
    -> skip, pushMode(StringMode)  
    ;  
mode StringMode;  
    STRING_TEXT  
    : ~[\\r\\n"]  
    { (buf.length() < StringTable.MAXSIZE) }?  
    { buf.append(getText()); }  
    ;  
    STRING_ESCAPE_TAB  
    : '\\ ' [t] { buf.append("\\t"); }  
    ;  
END_STRING  
    : '"' -> skip, popMode  
    ;  
....
```

- "target-language" specific code in Java
- field of lexer class

- action

- predicate

- action

- NOT COMPLETE



# Lexer

- fragment
- skip
- modes
- actions
- commands
- whitespace characters
- escape characters
- error token

# PARSER

# Direct recursion only

```
parser grammar Example;  
  
expr : ID | logical_expr | bitwise_expr ;  
  
logical_expr : expr AND expr | expr OR expr;  
  
bitwise_expr : expr BIT_AND expr | expr BIT_OR expr;
```

- indirect recursion: antlr error

```
parser grammar Example;  
  
expr : ID  
    | expr AND expr | expr OR expr  
    | expr BIT_AND expr | expr BIT_OR expr;
```

# Associativity

- default is left-associative

- assignment operator is right-associative

```
e : e '*' e
  | e '+' e
  | <assoc=right> e ':= ' e
  | INT
  ;
...

```

- which operators are non-associative?
- how to handle it with Antlr?

# Labelled Alternatives

```
parser grammar Example;
```

```
e      : e '*' e  # Mult
        | e '+' e  # Add
        | INT      # Int
        ;
```

- specialize nodes in parse tree
- all alternatives must be labeled

# Error token

```
parser grammar CoolParser;  
....  
  
error : ERROR  
      { Utilities.lexError(); }  
      ;
```

# Parser

- mutual recursive rules
- non-associative operators
- labeled alternatives
- to lex or to parse?

# Lexer

	Status
Keywords	
Whitespace	
Object identifiers	
Type identifiers	
Integers	
Strings	
Escape characters	
Line comment	
Block comment	

# Parser

	Status
Class	
Method	
Attribute	
Formal	
Assign	
Const	
Binop	
Unop	
Conditional	
Loop	
Let	
Case	



# Examples

	Lexer	Parser	AST construction
hello_world.cl			
factorial.cl			
cool.cl			
arith.cl			