## State of the Art - 1 Syntax Only

- State of the Art —> you get what the PL designer wanted to emphasize
- You don't get what you really want / need
- You must fit the problem to the notation, i.e. notation first, problem second
- Should be problem first, notation second

## Writing Syntax

- Prevent typos
- Syntax checking
- Example:
  - Algol family of languages
  - Pascal family of languages
  - if ... then ... else ... end if