Frogger Language Definition.

**VARIABLES:** Variables are defined at first use and are initialized to 0. The only variable data type is double. Variable identifiers are alphanumeric with underscores starting with an alpha character. So, valid variable names (identifiers) follow the regex [a-zA-Z][a-zA-Z\_]\*, so numerical digits are not allowed.

**BUILT-IN COMMANDS:** The retrieve() command obtains a double value from the user and can be used anywhere that a double is allowed.

**OPERATORS:**Arithmetic operators: addition (++), subtraction (--), multiplication (\*\*), division (//), and assignment (=).   
Boolean operators: not (!), less than (<), greater than (>), equal (==), less than or equal (<=), greater than or equal (>=).

**STRINGS:** Strings are only used for display purposes and include only printable characters and the listed escape characters enclosed within single quotes. Escape characters are: &t (tab), &n (new line), &’ (single quote), and && (ampersand). No control characters are allowed.

**KEYWORDS:** retrieve, end, display, if, and else.

**COMMENTS:** Comments are enclosed within tildes (~) and are completely ignored.

**PROCESSING ORDER:** Notice that each LINE (from the CFG below) is semicolon terminated. Each LINE is associated with its corresponding LINE number (starting at 0 and incremented by 1 until the end of file). Frogger is not a linear language; that is, lines of code are not processed top to bottom. Instead, at the end of each LINE, control is passed to the LINE corresponding to the number obtained by the following process:  
Add up all the printable characters’ ascii codes for the current LINE (excepting extraneous parens and subsequent spaces within string literals), mod this number by the total number of LINEs in the source program. (Note ascii values for comment characters are ignored because comments do not carry over into the CFG. Note also that conditional structures themselves are not included because the LINEs are structures under the conditional structure.)

**CFG**:

1. PROG -> STMTS
2. STMTS -> STMT STMTS
3. STMT -> if ( BOOLEXP ) LINE else LINE
4. | LINE
5. BOOLEXP -> STRVAL BOOLOPS STRVAL
6. | DBLVAL BOOLOPS DBLVAL
7. LINE -> display ( STRVAL );
8. | display ( DBLVAL );
9. | end ;
10. | id assign DBLVAL ;
11. STRVAL -> string
12. DBLVAL -> DBLVAL ADDOP ADDTERM
13. | ADDTERM
14. ADDTERM -> ADDTERM MULOP MULTERM
15. | MULTERM
16. MULTERM -> dbl
17. | id
18. | ( DBLVAL )
19. | retrieve ( )
20. ADDOP -> add
21. | sub
22. MULOP -> mul
23. | div
24. BOOLOPS -> BOOLOP
25. | not BOOLOP
26. BOOLOP -> lt
27. | gt
28. | eq
29. | lte
30. | gte

**OBFUSCATION:**

Frogger offers in-line obfuscation if the programmer should choose to further confuse herself/himself. Including the first line (not LINE) of source code as strictly an even number of tildes(~) followed by a carriage return will trigger the de-obfuscator. Note: 0 is considered an even number so if the first character in the source code is a carriage return, the de-obfuscator will run.

Obfuscator Examples (<\n> denotes the new line character within the source code):   
<\n> ~~<\n> ~~~~<\n> ~~~~~~<\n>  
Non-Obfuscated Examples:  
~<\n> (odd number of tildes) ~a~<\n> (‘a’ is not a tilde character) ~~ <\n> (space is not a tilde)

Obfuscation is as follows:  
Each character within identifiers should be ascii incremented based on the number of identifiers occurring prior in the source code. Similarly for each keyword but based on the number of keywords previously occurring. The de-obfuscator will decrement by these counters. Valid symbols are restricted to alphanumeric and the underscore and are incremented in order of ascii value, so order is 0-9A-Z\_a-z. Then if a variable named x\_Dbl is to be used and 6 identifiers have been used between the start of file and the current location, x\_Dbl should be represented (+7) as 4gKis.