

# COM2041-B Lab Project 1 Report

## Description of the Rules

1-) All programs start with the "<:" token and ends with the ">:"

2-) All statements must be ended by ";;"

3-) There are 3 different data types:

\$ wn(Whole number) which corresponds to 'int' in c language.

\$ fpn(Floating point number) which corresponds to 'float' in c language.

\$ ch which corresponds to 'char' in c language.

4-) Variable declarations should be as given below:

\$ wn variable\_name -> value;

\$ fpn variable\_name -> value;

\$ ch variable\_name -> value;

5-) Variable names must start with alphabetic character but can continue with any alphanumeric character

6-) An expression can contain unlimited variables or constants

7-) The token "incase" is used for the conditional statements. The token is followed by an expression and after an expression a statement takes places in between 2 ">:"

\$ incase expression: statement:

8-)The token "notincase" should be used as given format:

\$ incase expression : statement: notincase : statement :

9-) The token "during" is used for loops. The usage of during:

\$ during expression : statement

10-) There are four arithmetic operations (+-/\*)

11-) Assingments support the arithmetic operations. For example following line codes are valid:

\$ wn x -> 4;

\$ x-> + 1;

12-) The "disp" token is used to print outputs and the usage of it:

\$ disp (expression);

13-) There are 5 comparison operations (is equal, bigger than, less than, less than or equal, bigger than or equal):

\$ expression ?= expression

\$ expression < expression

\$ expression > expression

\$ expression <= expression

\$ expression >= expression

14-) We can create comment lines in between two “#” signs:

\$ #I am a comment line#

## BNF Notation of Grammar

<program> -> START <stmntlst> END

<stmntlst> -> <stmntlst> <stmnt>  
| (NULL)

<stmnt> -> DISPLAY <exp> SEMI  
| DURING <exp> COLON <stmnt>  
| INCASE <exp> COLON <stmnt>  
| INCASE <exp> COLON <stmnt> COLON NOTINCASE <stmnt>COLON  
| WN VARIABLE ASSIGN <exp> SEMI  
| FPN VARIABLE ASSIGN <exp> SEMI  
| CH VARIABLE ASSIGN <exp> SEMI  
| VARIABLE ASSIGN <exp> SEMI  
| VARIABLE ASSIGN PLUS <exp> SEMI  
| VARIABLE ASSIGN MINUS <exp> SEMI  
| VARIABLE ASSIGN MULTI <exp> SEMI  
| VARIABLE ASSIGN OVER <exp> SEMI

<exp> ->

- INTEGER
- | FLOAT
- | CHAR
- | <exp> PLUS INTEGER
- | <exp> MINUS INTEGER
- | <exp> MULTI INTEGER
- | <exp> OVER INTEGER
- | <exp> PLUS FLOAT
- | <exp> MINUS FLAOT
- | <exp> MULTI FLAOT
- | <exp> OVER FLOAT
- | <exp> PLUS VARIABLE
- | <exp> MINUS VARIABLE
- | <exp> MULTI VARIABLE
- | <exp> OVER VARIABLE
- | VARIABLE
- | <comp>
- | LPAR <exp> RPAR
- | <exp> OR INTEGER
- | <exp> OR FLOAT
- | <exp> OR VARIABLE
- | <exp> AND INTEGER
- | <exp> AND FLOAT
- | <exp> AND VARIABLE
- | NOT INTEGER
- | NOT FLOAT
- | NOT VARIABLE

<comp> ->     INTEGER ISEQ INTEGER  
                 | INTEGER BIG INTEGER  
                 | INTEGER LES INTEGER  
                 | INTEGER BIGEQ INTEGER  
                 | INTEGER LESEQ INTEGER  
                 | FLOAT ISEQ FLOAT  
                 | FLOAT BIG FLOAT  
                 | FLOAT LES FLOAT  
                 | FLOAT LESEQ FLOAT  
                 | FLOAT BIGEQ FLOAT  
                 | VARIABLE ISEQ FLOAT  
                 | VARIABLE BIG FLOAT  
                 | VARIABLE LES FLOAT  
                 | VARIABLE LESEQ FLOAT  
                 | VARIABLE BIGEQ FLOAT  
                 | VARIABLE ISEQ INTEGER  
                 | VARIABLE BIG INTEGER  
                 | VARIABLE LES INTEGER  
                 | VARIABLE LESEQ INTEGER  
                 | VARIABLE BIGEQ INTEGER

The right hand side of BNF notations extended untill get no more conflict warnings.

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