CSC 600-01 (SECTION 1)
Homework 1 - Syntax
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### CSC 600 HOMEWORK 1 - SYNTAX

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Homework is prepared by: Ilya Kopyl. It is formatted in LaTeX, using TeXShop editor (under GNU GPL license). Syntax diagrams are created in LucidChart online editor (lucidchart.com).

#### 1. Using BNF write the syntax definitions of the following objects:

 $\langle natural\ number \rangle$  ::=  $\langle non\text{-}zero\ digit \rangle$  |  $\langle natural\ number \rangle$   $\langle digit \rangle$ 

b) Unsigned integer (0, 1, 2, 3, ...). The answer:

a) Natural number (1, 2, 3, ...). The answer:

Example of BNF definition of unsigned integer in languages that do not support leading zeroes (e.g. Python):

 $\langle unsigned\ integer \rangle : := 0 \mid \langle natural\ number \rangle$ 

 $\langle natural\ number \rangle$  ::=  $\langle non\text{-}zero\ digit \rangle \mid \langle natural\ number \rangle \langle digit \rangle$ 

 $\langle \mathit{digit} \rangle$  ::= 0 |  $\langle \mathit{non-zero\ digit} \rangle$ 

 $\langle non\text{-}zero\ digit \rangle$  ::= 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9

```
c) Integer (..., -2, -1, 0, 1, 2, ...). The answer:
```

$$\langle integer \rangle$$
 ::=  $\langle sign \rangle$   $\langle unsigned\ integer \rangle$ 

$$\langle sign \rangle$$
 ::= + | - |  $\langle empty \rangle$ 

$$\langle empty \rangle$$
 ::=

$$\langle unsigned\ integer \rangle : := \langle digit \rangle \mid \langle unsigned\ integer \rangle \langle digit \rangle$$

$$\langle digit \rangle$$
 ::= 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9

Example of BNF definition of an integer in languages that do not support leading zeroes (e.g. Python):

$$\langle integer \rangle$$
 : :=  $\langle sign \rangle$   $\langle unsigned\ integer \rangle$ 

$$\langle sign \rangle$$
 : = + | - |  $\langle empty \rangle$ 

$$\langle empty \rangle$$
 ::=

$$\langle unsigned\ integer \rangle : := 0 \mid \langle natural\ number \rangle$$

$$\langle natural\ number \rangle$$
 ::=  $\langle non\text{-}zero\ digit \rangle$  |  $\langle natural\ number \rangle$   $\langle digit \rangle$ 

$$\langle digit \rangle$$
 ::= 0 |  $\langle non\text{-}zero\ digit \rangle$ 

d) Odd number (..., -3, -1, 1, 3, ..., 101, ..., 2047, ...). The answer:

```
\langle odd \ number \rangle ::= \langle sign \rangle \langle unsigned \ odd \ number \rangle
```

$$\langle sign \rangle$$
 : = + | - |  $\langle empty \rangle$ 

$$\langle empty \rangle$$
 ::=

$$\langle unsigned\ odd\ number \rangle ::= \langle odd\ digit \rangle + \langle unsigned\ integer \rangle \langle odd\ digit \rangle$$

$$\langle unsigned\ integer \rangle$$
 : :=  $\langle digit \rangle$  |  $\langle unsigned\ integer \rangle$   $\langle digit \rangle$ 

$$\langle digit \rangle$$
 ::= 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9

Example of BNF definition of an odd number in languages that do not support leading zeroes (e.g. Python):

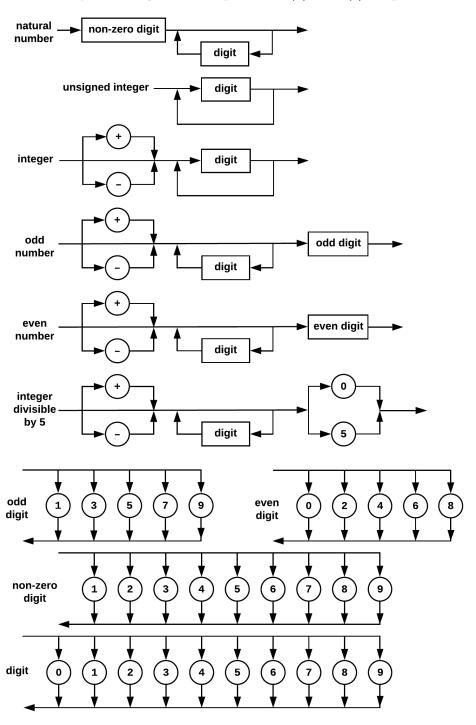
```
\langle odd \ number \rangle
                                         ::= \langle sign \rangle \ \langle unsigned \ odd \ number \rangle
\langle sign \rangle
                                         : := + | - | \langle empty \rangle
\langle empty \rangle
                                         ::=
\langle unsigned\ odd\ number \rangle ::= \langle odd\ digit \rangle \mid \langle natural\ number \rangle \langle odd\ digit \rangle
\langle natural\ number \rangle
                                        ::= \langle non\text{-}zero\ digit \rangle \mid \langle natural\ number \rangle \langle digit \rangle
\langle digit \rangle
                                         ::= 0 \mid \langle non\text{-}zero\ digit \rangle
\langle non-zero\ digit \rangle
                                         := 2 \mid 4 \mid 6 \mid 8 \mid \langle odd \ digit \rangle
\langle odd \ digit \rangle
                                         ::= 1 | 3 | 5 | 7 | 9
     e) Even number (..., -4, -2, 0, 2, 4, ..., 332, ..., 1022, ...). The answer:
\langle even\ number \rangle
                                         : := \langle sign \rangle \ \langle unsigned \ even \ number \rangle
                                         : := + | - | \langle empty \rangle
\langle sign \rangle
\langle empty \rangle
\langle unsigned\ even\ number \rangle : := \langle even\ digit \rangle \mid \langle unsigned\ integer \rangle \langle even\ digit \rangle
\langle unsigned\ integer \rangle
                                         ::= \langle digit \rangle \mid \langle unsigned\ integer \rangle \langle digit \rangle
\langle digit \rangle
                                         ::= 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9
```

Example of BNF definition of an even number in languages that do not support leading zeroes (e.g. Python):

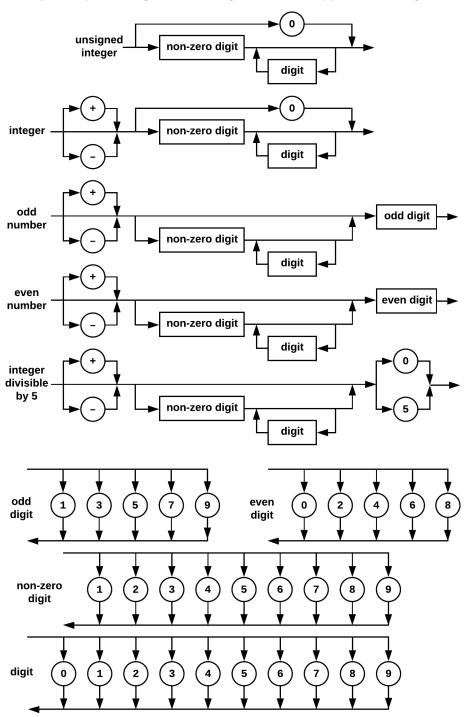
f) Integer divisible by five (..., -10, 5, 0, 5, 10, ...). The answer:

Example of BNF definition of an integer divisible by 5 in languages that do not support leading zeroes (e.g. Python):

2. Show syntax diagrams for questions (a), ..., (f) of problem 1.



Example of syntax diagrams for integers with no support of leading zeroes.



# 3. Write a BNF definition of the syntax of (all possible) input statements in C++.

```
Following is an example of input statement in C++:
     cin >> sclr >> vec[2 * i - 1] >> mat[f(i)][j + k] >> t[i/3][j][k];
    The answer:
                                     ::= cin \langle input \ arguments \rangle;
\langle input \ statement \rangle
                                      ::= >> \langle input \ value \rangle \mid \langle input \ arguments \rangle >> \langle input \ value \rangle
\langle input \ arguments \rangle
                                       : := \langle struct \ member \rangle \mid \langle array \ element \rangle \mid \langle identifier \rangle
\langle input \ value \rangle
\langle struct\ member \rangle
                                        : := \langle identifier \rangle . \langle identifier \rangle
                                          \mid \langle struct\ member \rangle . \langle identifier \rangle
                                        : := \langle identifier \rangle \langle array indicies \rangle
\langle array \ element \rangle
\langle identifier \rangle
                                        : := \langle non\text{-}digit\ character \rangle \mid \langle identifier \rangle \langle digit \rangle
                                       : := \langle array \ index \rangle \mid \langle array \ indicies \rangle \langle array \ index \rangle
\langle array \ indicies \rangle
\langle array \ index \rangle
                                        ::= [ \langle numerical \ expression \rangle ]
\langle numerical\ expression \rangle : := \langle arithmetic\ expression \rangle
                                          \mid \langle unary\ expression \rangle
                                                \langle function \ call \rangle
\langle arithmetic\ expression \rangle ::= \langle operand \rangle
                                           \langle arithmetic\ expression \rangle\ \langle operator \rangle\ \langle arithmetic\ expression \rangle
\langle operator \rangle
                                        ::= + | - | * | / | %
\langle unary\ expression \rangle
                                        := ++ \langle operand \rangle \mid \langle operand \rangle ++
                                          \mid -- \langle operand \rangle \mid \langle operand \rangle --
                                        : := \langle identifier \rangle \mid \langle integer\ number \rangle \mid \langle floating\ point\ number \rangle
\langle operand \rangle
                                        ::= \langle digits \rangle \mid \langle digits \rangle \perp \mid \langle digits \rangle \perp
\langle integer\ number \rangle
\langle floating\ point\ number \rangle ::= \langle real\ number \rangle | \langle real\ number \rangle |
                                        : := \langle digits \rangle . \langle digits \rangle \mid \langle digits \rangle . \mid . \langle digits \rangle
\langle real\ number \rangle
                                        ::= \langle identifier \rangle \quad ( \langle function \ arguments \rangle )
\langle function \ call \rangle
\langle function \ arguments \rangle ::= \langle argument \rangle | \langle function \ arguments \rangle , \langle argument \rangle
                                      : := \langle function \ call \rangle \mid \langle expression \rangle
\langle argument \rangle
```

```
\langle expression \rangle
                                   ::= \langle numerical\ expression \rangle
                                     \mid \langle string \rangle
                                     | \langle character\ literal \rangle
                                     \mid \langle void \rangle
\langle string \rangle
                                  ::= " \langle characters \rangle "
                                  := ' \langle char \rangle ' | ' \langle char \rangle '
\langle character\ literal \rangle
\langle characters \rangle
                                  ::= \langle char \rangle \mid \langle characters \rangle \langle char \rangle
\langle char \rangle
                                  : := \langle non\text{-}digit\ character} \mid \langle digit \rangle \mid \langle whitespace \rangle
                                  ::= ' '
\langle whitespace \rangle
\langle non\text{-}digit\ character \rangle
                                   ::= A | B | C | D | E | F
                                                                                     | G | H | I | J
                                     | K | L | M | N | O | P |
                                                                                         Q
                                                                                             | R
                                         U | V | W | X | Y | Z | a | b | c
                                          e | f | g | h | i | j | k | l | m | n
                                     | o | p | q | r | s | t | u | v | w | x
                                     | y | z | _
\langle digits \rangle
                                  : := \langle digit \rangle \mid \langle digits \rangle \langle digit \rangle
\langle digit \rangle
                                  ::= 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9
\langle void \rangle
                                   ::=\langle empty\rangle
\langle empty \rangle
                                   ::=
```

## 4. Write a BNF definition of the syntax of (all possible) output statements in C++.

Following is an example of output statement in C++:

```
cout << 12.34 * a / rate << " " << 43.21 << " " << alpha + x[2*i-1] << " " << (p && q) << " " << pow(t[i][j],1.2) << " string " << 's' << " " << myfun(x, \sin(x+y), third_argument);
```

The answer (the definitions for auxiliary BNF productions are listed in the previous answer):

```
\langle output \; statement \rangle ::= cout \langle output \; arguments \rangle; \langle output \; arguments \rangle ::= \langle \langle output \; value \rangle | \langle output \; arguments \rangle \langle output \; value \rangle | \langle output \; value \rangle | ::= \langle expression \rangle
```