## CSCI 380 Compiler EBNF

This is the syntax for the subset of Modula-2 that you implement.

```
EBNF Symbols:
   {} contents repeated zero or more times
   [] contents present zero or one time
       read as 'or'; only one of the alternatives is present
Any symbol in " " is a terminal.
______
program module -->
MODULE ident; block ident .
block -->
{ declaration } BEGIN statementSequence END
declaration -->
 CONST { constantDeclaration ; }
TYPE { typeDeclaration ; }
VAR { variableDeclaration ; }
procedureDeclaration ;
statementSequence -->
statement { ; statement }
constantDeclaration -->
ident = number
typeDeclaration -->
ident = type
type -->
 simpleType | ident
| ARRAY "[" integer | ident .. integer | ident "]"
        OF simpleType
simpleType -->
 CARDINAL
 INTEGER
REAL
```

```
variableDeclaration -->
identList : type
procedureDeclaration -->
procedureHeading; block ident
procedureHeading -->
PROCEDURE ident [ formalParameters ]
formalParameters -->
( [ fpSection { ; fpSection } ] ) [ : simpleType ]
fpSection -->
[ VAR ] identList : type
identList -->
ident { , ident }
designator -->
ident [ "[" expression "]" ]
expList -->
expression { , expression }
expression -->
simpleExpression [ relOperator simpleExression ]
simpleExpression -->
[ + | - ] term { addOperator term }
term -->
factor { mulOperator factor }
factor -->
  designator
ident ( expList )
 number
 ( expression )
NOT factor
```

```
statement -->
                      procedureCall
   assignment
     | ifStatement
                           loopStatement
                       RETURN expression
   EXIT
   RDCARD ( ident )
                       | RDINT ( ident )
  RDREAL ( ident )
                       WRLN
  WRCARD expression
                       WRREAL expression
  WRINT expression
     (*** note []; empty statement is possible ***)
assignment -->
designator := expression
procedureCall -->
ident [ ( [ expList ] ) ]
ifStatement -->
IF expression THEN statementSequence
[ ELSE statementSequence ] END
loopStatement -->
LOOP statementSequence END
/* The following are NOT productions; Incorporate them directly
into other productions, or into the lexer */
relOperator -->
= | # |<>| <= | >= | < | >
addOperator -->
+ | - | OR
mulOperator -->
* | DIV | MOD | / | AND
ident -->
   letter { letter | digit }
letter --> A..Z | a..z |
```

```
number -->
integer | real

integer -->
digit { digit }

/* The following are optional */

real -->
digit { digit } . { digit } [ scaleFactor ]

scaleFactor -->
E [ + | - ] digit { digit }
```