

Dokumentace k projektu

Interpret jazyka IFJ15

Tým 044, Varianta b/2/II  
Rozšíření SIMPLE

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Tato dokumentace popisuje implementaci interpretu imperativního jazyka IFJ15, který je zjednodušenou podmnožinou jazyka C++11.

1. Struktura projektu
2. Řešení vybraných algoritmů a datových struktur
3. Práce v týmu
4. Závěr

LL gramatika

1. <PROGRAM> -> <FUNC\_N>
2. <FUNC\_N> -> <FUNC> <FUNC\_N>
3. <FUNC\_N> -> E
4. <VAR\_DEF> -> <TYPE> id <INIT>;
5. <VAR\_DEF> -> auto id <INIT>;
6. <INIT> -> = <EXPR>
7. <INIT> -> E
8. <TYPE> -> int
9. <TYPE> -> double
10. <TYPE> -> string
11. <FUNC> -> <TYPE> id <PAR\_DEF\_LIST> <DEC\_OR\_DEF>
12. <DEC\_OR\_DEF> -> <COMM\_SEQ>
13. <DEC\_OR\_DEF> -> ;
14. <PAR\_DEF\_LIST> -> ( <PARAMS> )
15. <PARAMS> -> <TYPE> id <PARAMS\_N>
16. <PARAMS> -> E
17. <PARAMS\_N> -> , <TYPE> id <PARAMS\_N>
18. <PARAMS\_N> -> E
19. <COMM\_SEQ> -> { <STMT\_LIST> }
20. <STMT\_LIST> -> <STMT> <STMT\_LIST>
21. <STMT\_LIST> -> E
22. <STMT> -> if( <EXPR> ) <COMM\_SEQ> <IF\_N>
23. <STMT> -> for( <VAR\_DEF> <EXPR>; <ASSIGN> ) <COMM\_SEQ>
24. <STMT> -> <COMM\_SEQ>
25. <STMT> -> <VAR\_DEF>
26. <STMT> -> cin >> id <CIN\_ID\_N>;
27. <STMT> -> cout << <COUT\_TERM>;
28. <STMT> -> <RETURN>
29. <STMT> -> id <CALL\_ASSIGN>
30. <CALL\_ASSIGN> -> = <EXPR>;
31. <CALL\_ASSIGN> -> (<terms>);
32. <TERMS> -> id <TERMS\_N>
33. <TERMS> -> E
34. <TERMS\_N> -> , id <TERMS\_N>
35. <TERMS\_N> -> E
36. <ASSIGN> -> id = <EXPR>
37. <CIN\_ID\_N> -> >> id <CIN\_ID\_N>
38. <CIN\_ID\_N> -> E
39. <COUT\_TERM> -> id <COUT\_TERM\_N>
40. <COUT\_TERM\_N> -> << <COUT\_TERM>
41. <COUT\_TERM\_N> -> E
42. <RETURN> -> return <EXPR>;
43. <IF\_N> -> else <COMM\_SEQ>
44. <IF\_N> -> E

Precedenční tabulka

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