

Problem Set One: BNF

Learning Abstract: In this problem set, English descriptions along with some examples were given. Then a BNF had to be created that followed the rules of the given languages. I learned how to take these descriptions and create then test a BNF.

Task 1: Backus-Naur Form is used to define the syntax of a language. It shows the rules of the language. It is written using non-terminals which are not part of the actual languages but are used to help convey the rules of a language. The tokens of the BNF are what is part of the language.

Task 2:

$\langle \text{PSL1} \rangle ::= (\langle \text{string} \rangle) \langle \text{PSL1} \rangle \mid \langle \text{empty} \rangle$

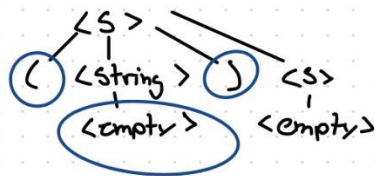
$\langle \text{string} \rangle ::= \langle \text{plus} \rangle \mid \langle \text{minus} \rangle$

$\langle \text{plus} \rangle ::= + \langle \text{plus} \rangle \mid \langle \text{empty} \rangle$

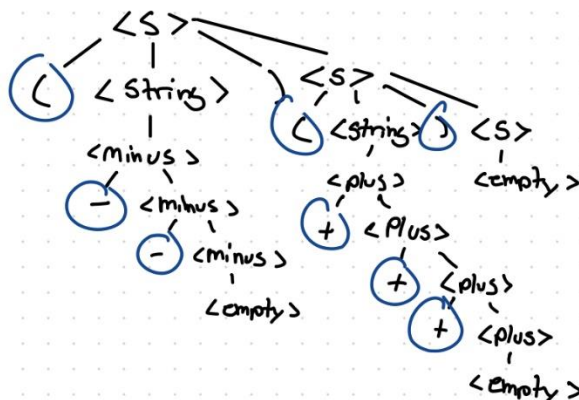
$\langle \text{minus} \rangle ::= - \langle \text{minus} \rangle \mid \langle \text{empty} \rangle$

Task 3:

1. $\langle \rangle$



2. $\langle - - \rangle \langle + + + \rangle$



Task 4:

$\langle \text{PSL2} \rangle ::= \langle \text{zero} \rangle \mid \langle \text{non-zero} \rangle$

$\langle \text{zero} \rangle ::= 0 \langle \text{zero} \rangle \mid \langle \text{empty} \rangle$

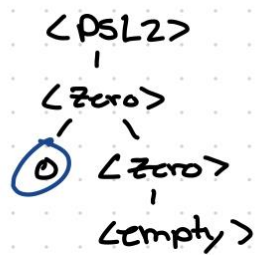
$\langle \text{non-zero} \rangle ::= 1 \langle \text{q-num} \rangle \mid 2 \langle \text{q-num} \rangle \mid 3 \langle \text{q-num} \rangle$

$\langle \text{q-num} \rangle ::= 0 \langle \text{q-num} \rangle \mid 1 \langle \text{q-num} \rangle \mid 2 \langle \text{q-num} \rangle \mid 3 \langle \text{q-num} \rangle \mid \langle \text{empty} \rangle$

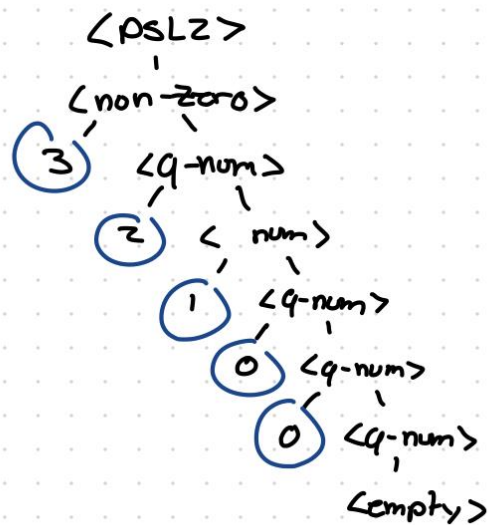
Task 5:

3K5

(1) 0



2. 32100



Task 6:

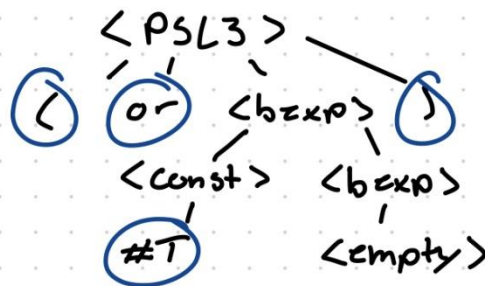
$\langle \text{PSL3} \rangle ::= (\text{and } \langle \text{bexp} \rangle) \mid (\text{or } \langle \text{bexp} \rangle) \mid (\text{not } \langle \text{const} \rangle)$

$\langle \text{bexp} \rangle ::= \langle \text{const} \rangle \langle \text{bexp} \rangle \mid \langle \text{PSL3} \rangle \langle \text{bexp} \rangle \mid \langle \text{empty} \rangle$

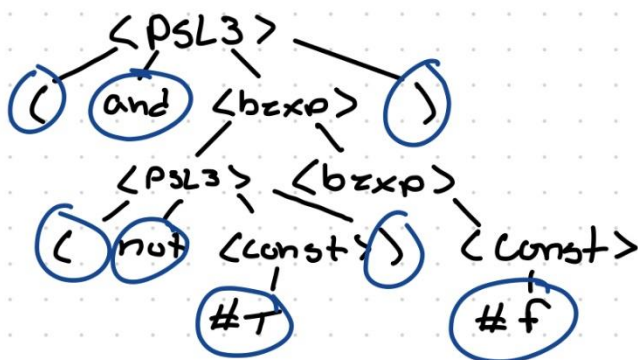
$\langle \text{const} \rangle ::= \#T \mid \#F$

Task 7:

(1)



(2)



Task 8:

<PSL4> ::= <hundreds> | <tens> | <teens> | <ones> | <zero>

<hundreds> ::= <ones> hundred <tens> | <ones> hundred <teens> | <ones> hundred <ones>

<tens> ::= twenty <ones> | thirty <ones> | forty <ones> | fifty <ones> | sixty <ones> | seventy <ones> | eighty <ones> | ninety <ones>

<teens> ::= eleven | twelve | thirteen | fourteen | fifteen | sixteen | seventeen | eighteen | nineteen

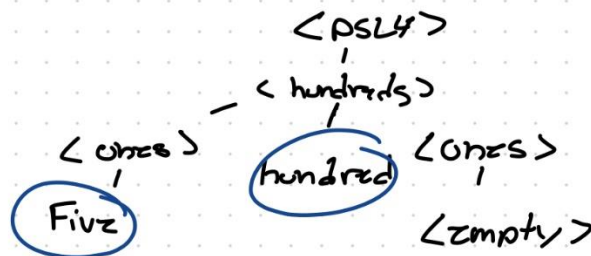
<ones> ::= one | two | three | four | five | six | seven | eight | nine | <empty>

Task 9:

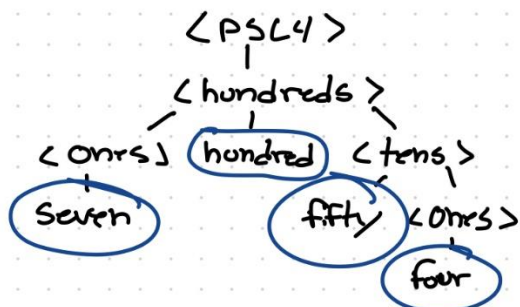
(1) eighteen



(2) five hundred



(3) Seven hundred fifty four



Task 10:

`<PSL5> ::= <add> | <show> | <describe> | colors | exit`

`<add> ::= add (<rgb>) <name> | add color <name>`

`<show> ::= show <name>`

`<describe> ::= describe <name>`

`<rgb> ::= <num-value><num-value><num-value>`

Task 11:

