

7.1 LiveOak-0: Expressions, Assignment Statements, Sequential Control Flow

Id	Production	Comments
P1		
P2		
P3	$\langle Program \rangle \rightarrow \langle Body \rangle$	Start here.
P4		
P5		
P6	$\langle Body \rangle \rightarrow ((\langle VarDecl \rangle)^* \langle Block \rangle)$	
P7		
P8		
P9	$\langle VarDecl \rangle \rightarrow \langle Type \rangle \langle Identifier \rangle (\langle \tau \rangle \langle Identifier \rangle)^* ;$	Only declaration; no initialization.
P10	$\langle Block \rangle \rightarrow \{ \langle Stmt \rangle^+ \}$	Extraneous braces to anticipate later levels.
P11		
P12		
P13		
P14		
P15	$\langle Stmt \rangle \rightarrow \langle Var \rangle = \langle Expr \rangle ;$	Basic assignment statement.
P16	$\langle Stmt \rangle \rightarrow ;$	Null statement.
P17		
P18		
P19		
P20		
P21		
P22	$\langle Expr \rangle \rightarrow (\langle Expr \rangle ? \langle Expr \rangle : \langle Expr \rangle)$	Ternary choice operation.
P23	$\langle Expr \rangle \rightarrow (\langle Expr \rangle \langle Binop \rangle \langle Expr \rangle)$	Binary operations.
P24	$\langle Expr \rangle \rightarrow (\langle Unop \rangle \langle Expr \rangle)$	Unary operations.
P25	$\langle Expr \rangle \rightarrow (\langle Expr \rangle)$	Extra parentheses.
P26	$\langle Expr \rangle \rightarrow \langle Var \rangle$	A named variable.
P27	$\langle Expr \rangle \rightarrow \langle Literal \rangle$	A literal value.
P28	$\langle Binop \rangle \rightarrow [+ - * / \% \& < > =]$	Valid binary operators.
P29	$\langle Unop \rangle \rightarrow [\sim !]$	Valid unary operators.
P30		
P31		
P32	$\langle Type \rangle \rightarrow \text{int}$	
P33	$\langle Type \rangle \rightarrow \text{bool}$	
P34	$\langle Type \rangle \rightarrow \text{String}$	
P35	$\langle Literal \rangle \rightarrow \langle Num \rangle$	Integer literals. Non-negative only.
P36	$\langle Literal \rangle \rightarrow \text{true}$	Boolean literal true.
P37	$\langle Literal \rangle \rightarrow \text{false}$	Boolean literal false.
P38	$\langle Literal \rangle \rightarrow \langle String \rangle$	A string literal.
P39		
P40		
P41	$\langle Var \rangle \rightarrow \langle Identifier \rangle$	
P42	$\langle Num \rangle \rightarrow ([0-9])^+$	Regular expression for integer literals.
P43	$\langle String \rangle \rightarrow " (\text{ASCII character})^* "$	Regular expression for string literals.
P44	$\langle Identifier \rangle \rightarrow [a-zA-Z]([a-zA-Z0-9'_']^*)$	Regular expression for identifiers.

7.2 LiveOak-1: Imperative Programming with Structured Control Flow

Id	Production	Comments
P1		
P2		
P3	$\langle Program \rangle \rightarrow \langle Body \rangle$	
P4		
P5		
P6	$\langle Body \rangle \rightarrow (\langle VarDecl \rangle^* \langle Block \rangle)$	
P7		
P8		
P9	$\langle VarDecl \rangle \rightarrow \langle Type \rangle \langle Identifier \rangle ([, \langle Identifier \rangle]^* [;])$	
P10	$\langle Block \rangle \rightarrow \{ \langle Stmt \rangle^+ \}$	
P11		
P12	$\langle Stmt \rangle \rightarrow \text{if } (\langle Expr \rangle) \langle Block \rangle \text{ else } \langle Block \rangle$	Conditional statement.
P13	$\langle Stmt \rangle \rightarrow \text{while } (\langle Expr \rangle) \langle Block \rangle$	Loop statement.
P14	$\langle Stmt \rangle \rightarrow \text{break } [;]$	Break out of enclosing loop.
P15	$\langle Stmt \rangle \rightarrow \langle Var \rangle = \langle Expr \rangle [;]$	
P16	$\langle Stmt \rangle \rightarrow [;]$	
P17		
P18		
P19		
P20		
P21		
P22	$\langle Expr \rangle \rightarrow (\langle Expr \rangle ? \langle Expr \rangle : \langle Expr \rangle)$	
P23	$\langle Expr \rangle \rightarrow (\langle Expr \rangle \langle Binop \rangle \langle Expr \rangle)$	
P24	$\langle Expr \rangle \rightarrow (\langle Unop \rangle \langle Expr \rangle)$	
P25	$\langle Expr \rangle \rightarrow (\langle Expr \rangle)$	
P26	$\langle Expr \rangle \rightarrow \langle Var \rangle$	
P27	$\langle Expr \rangle \rightarrow \langle Literal \rangle$	
P28	$\langle Binop \rangle \rightarrow [+ - * / \% \& < > =]$	
P29	$\langle Unop \rangle \rightarrow [\sim !]$	
P30		
P31		
P32	$\langle Type \rangle \rightarrow \text{int}$	
P33	$\langle Type \rangle \rightarrow \text{bool}$	
P34	$\langle Type \rangle \rightarrow \text{String}$	
P35	$\langle Literal \rangle \rightarrow \langle Num \rangle$	
P36	$\langle Literal \rangle \rightarrow \text{true}$	
P37	$\langle Literal \rangle \rightarrow \text{false}$	
P38	$\langle Literal \rangle \rightarrow \langle String \rangle$	
P39		
P40		
P41	$\langle Var \rangle \rightarrow \langle Identifier \rangle$	
P42	$\langle Num \rangle \rightarrow ([0-9])^+$	
P43	$\langle String \rangle \rightarrow " ([\backslash ' _ - ' \sim])^* "$	
P44	$\langle Identifier \rangle \rightarrow [a-zA-Z] ([a-zA-Z0-9' _])^*$	

7.3 LiveOak-2: Procedural Programming

Id	Production	Comments
P1		
P2	$\langle \text{Program} \rangle \rightarrow ((\text{MethodDecl}))^*$	Start here.
P3		Not here.
P4		
P5	$\langle \text{MethodDecl} \rangle \rightarrow \langle \text{Type} \rangle \langle \text{MethodName} \rangle ((\langle \text{Formals} \rangle ?) \{ \langle \text{Body} \rangle \})$	Method declaration.
P6	$\langle \text{Body} \rangle \rightarrow ((\text{VarDecl}))^* \langle \text{Block} \rangle$	
P7	$\langle \text{Formals} \rangle \rightarrow \langle \text{Type} \rangle \langle \text{Identifier} \rangle (, \langle \text{Type} \rangle \langle \text{Identifier} \rangle)^*$	Formal parameters in a method declaration.
P8	$\langle \text{Actuals} \rangle \rightarrow \langle \text{Expr} \rangle (, \langle \text{Expr} \rangle)^*$	Actual parameters in a method invocation.
P9	$\langle \text{VarDecl} \rangle \rightarrow \langle \text{Type} \rangle \langle \text{Identifier} \rangle (, \langle \text{Identifier} \rangle)^* ;$	
P10	$\langle \text{Block} \rangle \rightarrow \{ (\langle \text{Stmt} \rangle)^+ \}$	
P11	$\langle \text{Stmt} \rangle \rightarrow \text{return } \langle \text{Expr} \rangle ;$	Return a result value from a method.
P12	$\langle \text{Stmt} \rangle \rightarrow \text{if } (\langle \text{Expr} \rangle) \langle \text{Block} \rangle \text{ else } \langle \text{Block} \rangle$	
P13	$\langle \text{Stmt} \rangle \rightarrow \text{while } (\langle \text{Expr} \rangle) \langle \text{Block} \rangle$	
P14	$\langle \text{Stmt} \rangle \rightarrow \text{break } ;$	
P15	$\langle \text{Stmt} \rangle \rightarrow \langle \text{Var} \rangle = \langle \text{Expr} \rangle ;$	
P16	$\langle \text{Stmt} \rangle \rightarrow ;$	
P17		
P18		
P19		
P20		
P21	$\langle \text{Expr} \rangle \rightarrow \langle \text{MethodName} \rangle ((\langle \text{Actuals} \rangle ?))$	Invoke a method.
P22	$\langle \text{Expr} \rangle \rightarrow (\langle \text{Expr} \rangle ? \langle \text{Expr} \rangle : \langle \text{Expr} \rangle)$	
P23	$\langle \text{Expr} \rangle \rightarrow (\langle \text{Expr} \rangle \langle \text{Binop} \rangle \langle \text{Expr} \rangle)$	
P24	$\langle \text{Expr} \rangle \rightarrow (\langle \text{Unop} \rangle \langle \text{Expr} \rangle)$	
P25	$\langle \text{Expr} \rangle \rightarrow (\langle \text{Expr} \rangle)$	
P26	$\langle \text{Expr} \rangle \rightarrow \langle \text{Var} \rangle$	
P27	$\langle \text{Expr} \rangle \rightarrow \langle \text{Literal} \rangle$	
P28	$\langle \text{Binop} \rangle \rightarrow [+ - * / \% \& < > =]$	
P29	$\langle \text{Unop} \rangle \rightarrow [\sim !]$	
P30		
P31		
P32	$\langle \text{Type} \rangle \rightarrow \text{int}$	
P33	$\langle \text{Type} \rangle \rightarrow \text{bool}$	
P34	$\langle \text{Type} \rangle \rightarrow \text{String}$	
P35	$\langle \text{Literal} \rangle \rightarrow \langle \text{Num} \rangle$	
P36	$\langle \text{Literal} \rangle \rightarrow \text{true}$	
P37	$\langle \text{Literal} \rangle \rightarrow \text{false}$	
P38	$\langle \text{Literal} \rangle \rightarrow \langle \text{String} \rangle$	
P39		
P40	$\langle \text{MethodName} \rangle \rightarrow \langle \text{Identifier} \rangle$	
P41	$\langle \text{Var} \rangle \rightarrow \langle \text{Identifier} \rangle$	
P42	$\langle \text{Num} \rangle \rightarrow ([0-9])^+$	
P43	$\langle \text{String} \rangle \rightarrow " ([\text{' } _ ' \sim '])^* "$	
P44	$\langle \text{Identifier} \rangle \rightarrow [\text{a-zA-Z}] ([\text{a-zA-Z0-9' _ }])^*$	

7.4 LiveOak-3: Objects and Classes, No Inheritance

Id	Production	Comments
P1	$\langle \text{Program} \rangle \rightarrow (\langle \text{ClassDecl} \rangle)^*$	Start here.
P2		Not here.
P3		
P4	$\langle \text{ClassDecl} \rangle \rightarrow \text{class } \langle \text{ClassName} \rangle [(\langle \text{VarDecl} \rangle^*)] \{ (\langle \text{MethodDecl} \rangle^*) \}$	Class declaration.
P5	$\langle \text{MethodDecl} \rangle \rightarrow \langle \text{Type} \rangle \langle \text{MethodName} \rangle [(\langle \text{Formals} \rangle?)] \{ \langle \text{Body} \rangle \}$	
P6	$\langle \text{Body} \rangle \rightarrow (\langle \text{VarDecl} \rangle^* \langle \text{Block} \rangle)$	
P7	$\langle \text{Formals} \rangle \rightarrow \langle \text{Type} \rangle \langle \text{Identifier} \rangle (, \langle \text{Type} \rangle \langle \text{Identifier} \rangle^*)$	
P8	$\langle \text{Actuals} \rangle \rightarrow \langle \text{Expr} \rangle (, \langle \text{Expr} \rangle^*)$	
P9	$\langle \text{VarDecl} \rangle \rightarrow \langle \text{Type} \rangle \langle \text{Identifier} \rangle (, \langle \text{Identifier} \rangle^*) ;$	
P10	$\langle \text{Block} \rangle \rightarrow \{ (\langle \text{Stmt} \rangle)^+ \}$	
P11	$\langle \text{Stmt} \rangle \rightarrow \text{return } \langle \text{Expr} \rangle ;$	
P12	$\langle \text{Stmt} \rangle \rightarrow \text{if } (\langle \text{Expr} \rangle) \langle \text{Block} \rangle \text{ else } \langle \text{Block} \rangle$	
P13	$\langle \text{Stmt} \rangle \rightarrow \text{while } (\langle \text{Expr} \rangle) \langle \text{Block} \rangle$	
P14	$\langle \text{Stmt} \rangle \rightarrow \text{break } ;$	
P15	$\langle \text{Stmt} \rangle \rightarrow \langle \text{Var} \rangle = \langle \text{Expr} \rangle ;$	
P16	$\langle \text{Stmt} \rangle \rightarrow ;$	
P17	$\langle \text{Expr} \rangle \rightarrow \text{this}$	Reference to current object.
P18	$\langle \text{Expr} \rangle \rightarrow \text{null}$	A null object.
P19	$\langle \text{Expr} \rangle \rightarrow \text{new } \langle \text{ClassName} \rangle (\langle \text{Actuals} \rangle?)$	Create a new object.
P20	$\langle \text{Expr} \rangle \rightarrow \langle \text{Var} \rangle . \langle \text{MethodName} \rangle (\langle \text{Actuals} \rangle?)$	Invoke an instance method.
P21		No static methods.
P22	$\langle \text{Expr} \rangle \rightarrow (\langle \text{Expr} \rangle ? \langle \text{Expr} \rangle : \langle \text{Expr} \rangle)$	
P23	$\langle \text{Expr} \rangle \rightarrow (\langle \text{Expr} \rangle \langle \text{Binop} \rangle \langle \text{Expr} \rangle)$	
P24	$\langle \text{Expr} \rangle \rightarrow (\langle \text{Unop} \rangle \langle \text{Expr} \rangle)$	
P25	$\langle \text{Expr} \rangle \rightarrow (\langle \text{Expr} \rangle)$	
P26	$\langle \text{Expr} \rangle \rightarrow \langle \text{Var} \rangle$	
P27	$\langle \text{Expr} \rangle \rightarrow \langle \text{Literal} \rangle$	
P28	$\langle \text{Binop} \rangle \rightarrow [+ - * / \% \& < > =]$	
P29	$\langle \text{Unop} \rangle \rightarrow [\sim !]$	
P30	$\langle \text{Type} \rangle \rightarrow \text{void}$	Return type of constructor.
P31	$\langle \text{Type} \rangle \rightarrow \langle \text{ClassName} \rangle$	User-defined type.
P32	$\langle \text{Type} \rangle \rightarrow \text{int}$	
P33	$\langle \text{Type} \rangle \rightarrow \text{bool}$	
P34	$\langle \text{Type} \rangle \rightarrow \text{String}$	
P35	$\langle \text{Literal} \rangle \rightarrow \langle \text{Num} \rangle$	
P36	$\langle \text{Literal} \rangle \rightarrow \text{true}$	
P37	$\langle \text{Literal} \rangle \rightarrow \text{false}$	
P38	$\langle \text{Literal} \rangle \rightarrow \langle \text{String} \rangle$	
P39	$\langle \text{ClassName} \rangle \rightarrow \langle \text{Identifier} \rangle$	
P40	$\langle \text{MethodName} \rangle \rightarrow \langle \text{Identifier} \rangle$	
P41	$\langle \text{Var} \rangle \rightarrow \langle \text{Identifier} \rangle$	
P42	$\langle \text{Num} \rangle \rightarrow [0 - 9]^+$	
P43	$\langle \text{String} \rangle \rightarrow " [' _ ' - ' \sim ']^* "$	
P44	$\langle \text{Identifier} \rangle \rightarrow [a - z A - Z] ([a - z A - Z 0 - 9 ' _ ']^*)$	