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| Shanghai JiaoTong University School of Software |
| LITTLEJAVA LANGUAGE REFERENCE MANUAL |
| Compiler Principle (Fall 2012) |
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| This manual generally introduces a computer language named LittleJava. |

## Initial Language Summary (Compare and Contrast with Standard Java)

LittleJava is a subset of Java，thus a pure **Object-Oriented Programming Language**.

LittleJava is designed for new-comers in programming.

It **implements basic functions** of Java, but **leaves out** some vague language features.

### Supported

1. Self-defined class: **class**
2. Static members of classes: **static**
3. Recursive call of functions
4. Basic Flow Control Statements: **if else( else if )**, **while**, **for**
5. Comment: style identical with Java
6. Expression: priority same with Java

### **Unsupported**

1. Interface and Inheritance: **interface**, **extend**
2. Access modifiers: **private**, **public**, **protected.** Public access for default.
3. **Bitwise** operation
4. **Post-/Pre-**increment/decrement
5. Polymorphism
6. Package: can only import a file within the current location or PATH location.
7. Variable Declaration must be placed in front of method declaration in class declaration;

**Remark: This manual defines the minimal ability of LittleJava. Language features of LittleJava will be added as needed. And the content of manual will be enriched with the developing of LittleJava.**

## Keyword

**if**、**else**、**while**、**for**、**int**、**string**、**float**、**void**、**return**、**true**、**false**、**new**、**static**、**null**

## Reserved Word

boolean、 break、 byte、 case、 catch、 char、 class、 const、 continue、 default、 do、 double、 else、 extends、 final、 finally、 float、 for、 goto、 if、 implements、import、 instanceof、 int、 interface、 long、 native、 new、 package、 private、 protected、 public、 return、 short、 static、 super、 switch、 synchronized、 this、 throw、 throws、transient、 try、 void、 volatile、 while

## Lex

identifier -> [\_a-zA-Z]([\_a-zA-Z0-9])\*

char -> Character whose ASCII value ranges from 0 to 255

string -> char\*

figure -> [0-9]([0-9])\*

-> [0-9]([0-9])\*.[0-9]([0-9])\*

## Grammar

Program -> ImportSection\* ClassDecl\*

ImportSection -> **import** string

ClassDecl -> **class** identifier { VarDecl\* MethodDecl\* }

VarDecl -> static ? Type identifier ;

-> static ? *Type* *id =* *Expr ;*

MethodDecl -> **static** ? Type id ( ParameterList ? ){ Statement\* }

Type -> **int**

-> **char**

-> **float**

-> **bool**

-> **void**

-> Type[]

-> identifier

Statement -> VarDecl

-> { Statement\* }

-> **if** (Expr) Statement

-> **if** (Expr) Statement **else** Statement

-> **while** (Expr) Statement

-> **for** (ForInit ? ; Expr? ; Assignment? ) Statement

-> **return** Expr ;

-> **break** ;

-> **continue** ;

-> Assignment ;

Assignment -> identifier = Expr

-> identifier[Expr] = Expr

ForInit -> Type id

-> Type id = Expr

Expr -> OrExpr

OrExpr -> OrExpr || AndExpr

-> AndExpr

AndExpr -> AndExpr && EquExpr

-> EquExpr

EquExpr -> EquExpr == RelExpr

-> EquExpr != RelExpr

-> RelExpr

RelExpr -> RelExpr < AddExpr

-> RelExpr <= AddExpr

-> RelExpr > AddExpr

-> RelExpr >= AddExpr

-> AddExpr

AddExpr -> AddExpr + MulExpr

-> AddExpr – MulExpr

-> MulExpr

MulExpr -> MulExpr ‘\*’ UnaryExpr

-> MulExpr / UnaryExpr

-> MulExpr % UnaryExpr

-> UnaryExpr

UnaryExpr -> **new** Type [ Expr ]

-> new Type ( ArgumentList? )

-> ! UnaryExpr

-> - UnaryExpr

-> ( Expr )

->VarExpr

VarExpr -> VarExpr[ Expr ]

-> VarExpr.identifer

-> VarExpr.identifier( ArgumentList ? )

-> identifier( ArgumentList ? )

-> identifier

-> **true**

-> **false**

-> **null**

-> **this**

->figure

-> “string”

-> ‘character’

ArgumentList -> ArgumentStart\* identifier

ArgumentStart -> identifier ,

ParameterList -> ParameterStart\* Type identifier

ParameterStart -> Type identifier ,

## Comment

A comment may appear in 2 forms.

One is embedded in a pair of **/\*** and **\*/**, and cannot be nested.

Sample:

**/\*** **The quick brown fox jumps over**

**the lazy dog.** **\*/**

The other is started with **//** and goes to the end of the line.

**//** **The quick brown fox jumps over the lazy dog.**

## Sample Program

**class** first{

**static** **void** swap(**int**[] a, **int** x, **int** y){

**int** tmp = a[x];

a[x] = a[y];

a[y] = tmp;

}

**static** **void** quicksort(**int**[] a, **int** begin, **int** end){

**if** (begin >= end)

**return** ;

**int** mid\_num = a[begin];

**int** mid\_pos = begin;

for (**int** i = begin + 1; i <= end; i = i + 1){

**if** (a[i] < mid\_num){

swap(a, mid\_pos + 1, i);

mid\_pos = mid\_pos + 1;

}

}

swap(a, mid\_pos, begin);

quicksort(a, begin, mid\_pos-1);

quicksort(a, mid\_pos+1, end);

}

/\*\* **Main entry point.** \*/

**static** **void** main(){

**int** arr[] = **new** **int**[10];

**for** (**int** i = 0; i < 10; i = i + 1)

{

arr[i] = i \* i % 10;

}

quicksort(arr, 0, 9);

}

}