

Programming Assignment #1

1. Use *lex* (or *flex*) and *yacc* (or *bison*) to implement a front end (including a lexical analyzer and a syntax recognizer) of the compiler for the *T* language, showing the grammar rules applied while parsing.
 - See an attached file for the lexical rules in details.
 - You are requested to separate the *C* code, the *Lex* specification, the *Yacc* specification into distinct files.

Guideline:

1. You have to demonstrate your program in person.
2. You will get 10% bonus if you succeed in demonstrating your program on April 22nd/24th. Official due for demonstrating program is May 27th/29th. After that, 15% penalty will be given for lateness. More precisely, if you get X in demonstration, and Y for the report:
 - (4/22, 24) In-class demonstration = $X * 70\% * 110\% + Y * 30\%$
 - (5/27, 29) Your score = $X * 70\% + Y * 30\%$
 - Late = $(X * 70\% + Y * 30\%) * 85\%$
 - Very late = $(X * 70\% + Y * 30\%) * 60\%$
3. Your report has to include the following elements:
 - I. A cover page.
 - II. The problem description.
 - III. Highlight of the way you write the program.
 - IV. The program listing.
 - V. Test run results.
 - VI. Discussion.

The *T* Programming Language

The *T* Lexicons

Keywords (All keywords are reserved. Each keyword can be a terminal.):

WRITE READ IF ELSE RETURN BEGIN END MAIN INT REAL

Single-character separators (Each operator can be a terminal.):

; , ()

Single-character operators (Each operator can be a terminal.):

+ - * / > <

Multi-character operators (Each operator can be a terminal.):

:= == != >= <=

Identifiers:

An *identifier* consists of a letter followed by any number of letters or digits.

Integer numbers:

An *integer number* is a sequence of digits, where a *digit* has the following definition:

Digit -> '0' | '1' | '2' | '3' | '4' | '5' | '6' | '7' | '8'
| '9'

Real numbers:

A *real number* is a sequence of digits followed by a dot, and followed by digits.

Comments:

A *comment* is a string between /* and */. Comments can be longer than one line.

QStrings:

A *QString* is any sequence of characters except double quote itself, enclosed in double quotes.

The *T* Grammar

The *T* grammar is given by EBNF rules as follows.

High-level program structures:

```

Program -> MethodDecl MethodDecl*
Type -> INT | REAL
MethodDecl -> Type [MAIN] Id '(' FormalParams ')' Block
FormalParams -> [FormalParam (',' FormalParam)*]
FormalParam -> Type Id

```

Statements:

```

Block -> BEGIN Statement+ End

Statement -> Block
          | LocalVarDecl
          | AssignStmt
          | ReturnStmt
          | IfStmt
          | WriteStmt
          | ReadStmt

LocalVarDecl -> Type Id ';' | Type AssignStmt

AssignStmt -> Id := Expression ';'

ReturnStmt -> RETURN Expression ';'

IfStmt -> IF '(' BoolExpression ')' Statement
        | IF '(' BoolExpression ')' Statement ELSE Statement

WriteStmt -> WRITE '(' Expression ',' QString ')' ';'

ReadStmt -> READ '(' Id ',' QString ')' ';'

```

Expressions:

```

Expression -> MultiplicativeExpr ( ('+' | '-')
MultiplicativeExpr ) *

MultiplicativeExpr -> PrimaryExpr ( ('*' | '/') PrimaryExpr ) *

PrimaryExpr -> Num // Integer or Real numbers
              | Id
              | '(' Expression ')'
              | Id '(' ActualParams ')'

BoolExpr -> Expression '==' Expression
          | Expression '!=' Expression
          | Expression '>' Expression
          | Expression '>=' Expression
          | Expression '<' Expression
          | Expression '<=' Expression

ActualParams -> [Expression (',' Expression)*]

```

A Sample Program

```
/* This is a comment line in the sample program. */
INT f2 ( INT x, INT y )
BEGIN
    INT z;
    z := x*x - y*y;
    RETURN z;
END

INT MAIN f1 ()
BEGIN
    INT x;
    READ(x, "Please input an integer number x: ");
    INT y;
    READ(y, "Please input another integer number y: ");
    INT z;
    z := f2(x, y) + f2(y, x);
    WRITE(z, "f2(x, y) + f2(y, x) = ");
END
```