LFPC Lab №3

Syntax definition:

```
// var decs
    int i = 10;
    string s = "abc";
   double d = 1.2;
   // function dec
   fun add(int i1, int i2) ret int {
            return i1 + i2;
   }
9
10
   // recursive functio
   fun fib(int n) ret int {
12
            if (n == 0) return 0;
13
            if (n == 1) return 1;
14
            else fib(n - 1) + fib(n - 2);
15
   }
16
^{17}
   int i = add(2, 1);
18
19
   // arrays
20
   array<string> a = {"a", "b", "c"};
   string s = a[0];
```

Code example:

```
// code example
    fun addValues(array<int> a) ret int {
            int sum = 0;
3
            for (int i = 0 to length(a); i++) {
                     sum += a[i];
5
            }
   }
7
8
   fun main() ret void {
   array<int> a = {1, 2, 3, 5};
10
11
   int sum = addValues(a);
12
   }
13
```

Grammar of the language:

	Table 1: EBNF meta notation
<x></x>	means x is non-terminal
x or 'x'	means x is a terminal
[x]	means x is optional (0 or 1 occurrences of x)
x*	means 0 or more occurences of x
x+	means 1 or more occurrences of x
""	separates alternatives
"{" and "}"	are used for grouping alternatives

The grammar of the DSL is $G = (V_N, V_T, S, P)$ where:

 $V_T = \{\text{`;', //, [,], \{, \}, (,), `,', +, -, ++, --, +=, -=, !, ==, <=, >=, >, <, \%, *, /, array, int, double, break, for, if, else, void, ret, fun, `-', a, b, c, ... z, A, B, ... Z, 0, 1, ... 9\},$

 $S = \langle program \rangle,$ $P = \{$

STATEMENTS:

<for_statement> ::= for (<variable_dec> to <expression> ; <expression>) <statement>

<if_statement> ::= if (<expression>) <statement> [<else_statement>]

```
<else_statement> ::= else {<if_statement> | <statement>}
   <comment> ::= '//' <character>*
   <block> ::= { < statements > * }
   <return_type> ::= <type> | void
   \langle assignment \rangle ::= \langle identifier \rangle = \langle expression \rangle
     DECLARATIONS:
   <declaration> ::= <function_dec> | <variable_dec>
   <function_dec> ::= fun <identifier> (<parameter>*) ret <return_type> <block>
   <parameter> ::= <type> <identifier> [',']
   <variable_dec> ::= <type> <identifier> [<variable_init>]
   <variable_init> ::= '=' <expression>
     DATA TYPES:
   <type> ::= <scalar_type> | <multidim_type>
   <scalar_type> ::= int | double | string
   <multidim_type> ::= array<<scalar_type>> <identifier>
   EXPRESSIONS:
   <expression> ::= <identifier> | <number> | <prefix_expression> | <infix_expression> | <post-</pre>
fix_expression> | <bracket_expression> | <paranthesis_expression> | <cbracket_expression> | <func-
tion_call>
   <function_call> ::= <identifier> ( \{<expression> ','\}* )
   cprefix_expression> ::= cprefix_op> <expression>
   <postfix_expression> ::= <expression> <postfix_op>
   <infix_expression> ::= <expression> <infix_op> <expression>
   <paranthesis_expression> := (<expression>)
   <cbracket_expression> ::= {<expression> }
   <bracket_expression> ::= [<expression>] '[' <expression> ']'
```

IDENTIFIERS, NUMBERS, OPERATORS:

```
<identifier> ::= <character> {<character> | <digit>}*
<number> ::= <integer> | <double>
<integer> ::= <nonzero_digit><digit>
<double> ::= <integer> '.' <digit>*
<character> ::= a | b | c ... z | A | B ... Z | _
<digit> ::= 0 | 1 | ... | 9
<nonzero_digit> ::= 1 | ... | 9
<nonzero_digit> ::= 1 | ... | 9
<operators> ::= <infix_op> | <prefix_op> | <postfix_op>
<infix_op> ::= + | - | && | | | | % | == | / | * | < | <= | > | >= | , | ;
<prefix_op> ::= ++ | -- | !
<postfix_op> ::= ++ | -- | , | ;
}
```

Note: <string> is any combination of UTF-8 characters surrounded by double quotes.