The Language hardtyped

BNF-converter

May 26, 2022

This document was automatically generated by the *BNF-Converter*. It was generated together with the lexer, the parser, and the abstract syntax module, which guarantees that the document matches with the implementation of the language (provided no hand-hacking has taken place).

The lexical structure of hardtyped

Identifiers

Identifiers $\langle Ident \rangle$ are unquoted strings beginning with a letter, followed by any combination of letters, digits, and the characters $_$, reserved words excluded.

Literals

Double-precision float literals $\langle Double \rangle$ have the structure indicated by the regular expression $\langle digit \rangle + \langle digit \rangle + \langle e'' - e'' - e'' \rangle$ i.e. two sequences of digits separated by a decimal point, optionally followed by an unsigned or negative exponent.

Integer literals $\langle Int \rangle$ are nonempty sequences of digits.

String literals $\langle String \rangle$ have the form "x", where x is any sequence of any characters except "unless preceded by \.

Bool literals are recognized by the regular expression {"true"} | {"false"}

Unit literals are recognized by the regular expression {"unit"}

Print literals are recognized by the regular expression {"print"}

ReadReal literals are recognized by the regular expression {"readReal"}

ReadInt literals are recognized by the regular expression {"readInt"}

ReadString literals are recognized by the regular expression {"readString"}

ReadBool literals are recognized by the regular expression {"readBool"}

Reserved words and symbols

The set of reserved words is the set of terminals appearing in the grammar. Those reserved words that consist of non-letter characters are called symbols, and they are treated in a different way from those that are similar to identifiers. The lexer follows rules familiar from languages like Haskell, C, and Java, including longest match and spacing conventions.

The reserved words used in hardtyped are the following:

```
Any Bool Int
Real String Unit
and as in
let letrec lettype
not or
```

The symbols used in hardtyped are the following:

```
; ( )

-| = :

/\ { }

-> . ,

| |: +

- * /

> >= ==

!= <= <
```

Comments

Single-line comments begin with //.
Multiple-line comments are enclosed with /* and */.

The syntactic structure of hardtyped

Non-terminals are enclosed between \langle and \rangle . The symbols ::= (production), | (union) and ϵ (empty rule) belong to the BNF notation. All other symbols are terminals.

```
\begin{array}{ccc} \langle ListExpr \rangle & ::= & \langle Expr \rangle \text{ ;} \\ & | & \langle Expr \rangle \text{ ; } \langle ListExpr \rangle \end{array}
```

```
\langle Expr \rangle ::= \langle Expr1 \rangle
                              -|\langle String \rangle as \langle Ident \rangle
                             -|\langle String \rangle
                             let \langle VarDec \rangle = \langle Expr1 \rangle
                             let \langle VarDec \rangle = \langle Expr1 \rangle in \langle Expr1 \rangle
                             letrec \langle VarDec \rangle = \langle Expr1 \rangle
                             letrec \langle VarDec \rangle = \langle Expr1 \rangle in \langle Expr1 \rangle
                             lettype \langle VarDec \rangle = \langle Type \rangle
                             lettype \langle VarDec \rangle = \langle Type \rangle in \langle Expr1 \rangle
                              \langle ListIfExpr \rangle \langle ElseExpr \rangle
\langle Expr1 \rangle ::= \langle Expr2 \rangle
                               / \langle ListFuncArg \rangle \{ \langle ListExpr \rangle \}
                               \langle Print \rangle ( \langle Expr \rangle )
                                \langle ReadReal \rangle (\langle ListExprSequence \rangle)
                                \langle ReadInt \rangle ( \langle ListExprSequence \rangle )
                                \langle ReadString \rangle (\langle ListExprSequence \rangle)
                                \langle ReadBool \rangle ( \langle ListExprSequence \rangle )
\langle Expr2 \rangle
                              \langle Expr3 \rangle
                               / \ \langle ListFuncArg \rangle \ \{ \ \langle ListExpr \rangle \ \} \ ( \ \langle ListExprSequence \rangle \ )
                               / \langle ListFuncArg \rangle \{ \langle ListExpr \rangle \} -> \langle Type \rangle
                               \langle Op \rangle
\langle Expr3 \rangle
                               \langle Expr4 \rangle
                                \langle Expr4 \rangle (\langle ListExprSequence \rangle)
                                \langle Integer \rangle
                                \langle Double \rangle
                                \langle String \rangle
                                \langle Bool \rangle
                                \langle Unit \rangle
                                \{ \langle ListRecordElem \rangle \}
\langle Expr4 \rangle
                              \langle Expr5 \rangle
                               \langle Ident \rangle
                                \langle Ident \rangle -> \langle Expr4 \rangle
                               \langle Expr4 \rangle . \langle Ident \rangle
\langle Expr5 \rangle
                                (\langle Expr \rangle)
                                (\langle ListExpr \rangle)
\langle VarDec \rangle ::= \langle Ident \rangle : \langle Type \rangle
                                  \langle Ident \rangle
\langle ExprSequence \rangle ::= \langle Expr \rangle
```

```
\langle ListExprSequence \rangle ::= \epsilon
                                                     \langle ExprSequence \rangle
                                                       \langle ExprSequence \rangle , \langle ListExprSequence \rangle
\langle FuncArg \rangle ::= \langle Ident \rangle : \langle Type \rangle
\langle ListFuncArg \rangle ::= \langle FuncArg \rangle.
                                 \langle FuncArg \rangle . \langle ListFuncArg \rangle
\langle IfExpr \rangle ::= | (\langle Expr2 \rangle) : \langle Expr \rangle
\langle ListIfExpr \rangle ::= \langle IfExpr \rangle
                                      \langle IfExpr \rangle \langle ListIfExpr \rangle
\langle ElseExpr \rangle ::= |: \langle Expr \rangle
\langle Op \rangle ::= \langle Op1 \rangle
                          \langle Expr3 \rangle or \langle Expr3 \rangle
\langle Op1 \rangle ::= \langle Op2 \rangle
                           \langle Expr3 \rangle and \langle Expr3 \rangle
\langle Op2 \rangle
                ::=\langle Op3\rangle
                           not \langle Expr3 \rangle
\langle Op3 \rangle ::= \langle Op4 \rangle
                            \langle Expr3 \rangle > \langle Expr3 \rangle
                            \langle Expr3 \rangle >= \langle Expr3 \rangle
                            \langle Expr3 \rangle == \langle Expr3 \rangle
                            \langle Expr3 \rangle != \langle Expr3 \rangle
                            \langle Expr3 \rangle \ll \langle Expr3 \rangle
                            \langle Expr3 \rangle < \langle Expr3 \rangle
\langle Op4 \rangle
                          \langle Op5 \rangle
                            \langle Expr3 \rangle + \langle Expr3 \rangle
                            \langle Expr3 \rangle - \langle Expr3 \rangle
\langle Op5 \rangle
               ::= \langle Op6 \rangle
                            \langle Expr3 \rangle * \langle Expr3 \rangle
                            \langle Expr3 \rangle / \langle Expr3 \rangle
\langle Op6 \rangle ::= (\langle Op \rangle)
                           +\langle Expr3\rangle
                            -\langle Expr3\rangle
\langle RecordElem \rangle ::= \langle Ident \rangle = \langle Expr3 \rangle
```

```
\langle ListRecordElem \rangle ::= \epsilon
                                | \langle RecordElem \rangle
                                         \langle RecordElem \rangle , \langle ListRecordElem \rangle
\langle Type \rangle ::= \langle Type1 \rangle
\langle Type1 \rangle ::= \langle Type2 \rangle
                |\langle Type1 \rangle -> \langle Type2 \rangle
\langle Type2 \rangle ::= \langle Type3 \rangle
                         \langle Ident \rangle
                          Int
                          Real
                          Bool
                          String
                          Unit
                          Any
                          { \{ \langle ListRecordElemType \rangle \} }
\langle Type3 \rangle ::= (\langle Type \rangle)
\langle RecordElemType \rangle ::= \langle Ident \rangle : \langle Type \rangle
\langle ListRecordElemType \rangle ::= \epsilon
                                                 \langle RecordElemType \rangle
                                                \langle RecordElemType \rangle, \langle ListRecordElemType \rangle
```