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T-Diagram

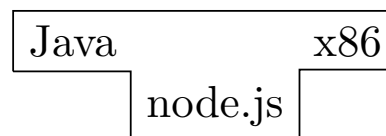


Figure 1: T-Diagram for the proposed compiler

The T-Diagram for the proposed compiler is given in Figure 1. We aim to build a compiler for a subset of the Java programming language, compiled to the assembly language MIPS, on a Node.js platform.

BNF

Below, we provide the subset of the Java BNF obtained from — <https://users-cs.au.dk/amoeller/dRegAut/JavaBNF.html>

1. Programs.

LHS	RHS
<compilation unit>	:: = <import declarations>? <type declarations>?

2. Declarations.

LHS	RHS
<import declarations>	:: = <import declaration> <import declarations> <import declaration>
<import declaration>	:: = <single type import declaration> <type import on demand declaration>
<single type import declaration>	:: = import <type name> ;
<type declarations>	:: = <type declaration> <type declarations> <type declaration>
<type declaration>	:: = <class declaration> ;
<class declaration>	:: = <class modifiers>? class <identifier> <super>? <class body>
<class modifiers>	:: = <class modifier> <class modifiers> <class modifier>
<class modifier>	:: = public
<super>	:: = extends <class type>
<class body>	:: = <class body declarations>?
<class body declarations>	:: = <class body declaration> <class body declarations> <class body declaration>
<class body declaration>	:: = <class member declaration> <static initializer> <constructor declaration>
<class member declaration>	:: = <field declaration> <method declaration>
<static initializer>	:: = static <block>
<constructor declaration>	:: = <constructor modifiers>? <constructor declarator> <constructor body>
<constructor modifiers>	:: = <constructor modifier> <constructor modifiers> <constructor modifier>
<constructor modifier>	:: = public
<constructor declarator>	:: = <type name> (<formal parameter list>?)

```

<formal parameter list> ::= <formal parameter> | <formal parameter list> , <formal parameter>
    <formal parameter> ::= <type> <variable declarator id>
    <constructor body> ::= <explicit constructor invocation>? <block statements>?
<explicit constructor invocation> ::= this ( <argument list>? ) | super ( <argument list>? )
    <field declaration> ::= <field modifiers>? <type> <variable declarators> ;
    <field modifiers> ::= <field modifier> | <field modifiers> <field modifier>
    <field modifier> ::= public | static
    <variable declarators> ::= <variable declarator> | <variable declarators> , <variable declarator>
    <variable declarator> ::= <variable declarator id> | <variable declarator id> = <variable
        initializer>
<variable declarator id> ::= <identifier> | <variable declarator id> [ ]
    <variable initializer> ::= <expression> | <array initializer>
    <method declaration> ::= <method header> <method body>
    <method header> ::= <method modifiers>? <result type> <method declarator>
    <result type> ::= <type> | void
    <method modifiers> ::= <method modifier> | <method modifiers> <method modifier>
    <method modifier> ::= public | static
    <method declarator> ::= <identifier> ( <formal parameter list>? )
    <method body> ::= <block> | ;
    <constant declaration> ::= <constant modifiers> <type> <variable declarator>
    <constant modifiers> ::= public | static
    <array initializer> ::= <variable initializers>? , ?
<variable initializers> ::= <variable initializer> | <variable initializers> , <variable initializer>
    <variable initializer> ::= <expression> | <array initializer>

```

3. Types.

LHS	RHS
<block>	:: = <block statements>?
<block statements>	:: = <block statement> <block statements> <block statement>
<block statement>	:: = <local variable declaration statement> <statement>
<local variable declaration statement>	:: = <local variable declaration> ;
<local variable declaration>	:: = <type> <variable declarators>
<statement>	:: = <statement without trailing substatement> <if then statement> <if then else statement> <while statement> <for statement>
<statement no short if>	:: = <statement without trailing substatement> <if then else statement no short if> <while statement no short if> <for statement no short if>
<statement without trailing substatement>	:: = <block> <empty statement> <expression statement> <switch statement> <do statement> <break statement> <continue statement> <return statement>
<empty statement>	:: = ;
<expression statement>	:: = <statement expression> ;
<statement expression>	:: = <assignment> <preincrement expression> <postincrement expression> <predecrement expression> <postdecrement expression> <method invocation> <class instance creation expression>
<if then statement>	:: = if (<expression>) <statement>
<if then else statement>	:: = if (<expression>) <statement no short if> else <statement>
<if then else statement no short if>	:: = if (<expression>) <statement no short if> else <statement no short if>
<switch statement>	:: = switch (<expression>) <switch block>
<switch block>	:: = <switch block statement groups>? <switch labels>?

```

<switch block statement groups>  :: =  <switch block statement group> | <switch block statement groups> <switch
block statement group>

<switch block statement group>   :: =  <switch labels> <block statements>

    <switch labels>               :: =  <switch label> | <switch labels> <switch label>

    <switch label>                :: =  case <constant expression> : | default :

    <while statement>             :: =  while ( <expression> ) <statement>

<while statement no short if>    :: =  while ( <expression> ) <statement no short if>

    <do statement>               :: =  do <statement> while ( <expression> ) ;

    <for statement>              :: =  for ( <for init>? ; <expression>? ; <for update>? ) <statement>

<for statement no short if>      :: =  for ( <for init>? ; <expression>? ; <for update>? ) <statement no
short if>

    <for init>                   :: =  <statement expression list> | <local variable declaration>

    <for update>                 :: =  <statement expression list>

<statement expression list>      :: =  <statement expression> | <statement expression list> , <statement
expression>

    <break statement>            :: =  break ;

    <continue statement>         :: =  continue ;

    <return statement>           :: =  return <expression>? ;

```

4. Blocks and Commands.

	LHS	RHS
	<constant expression>	:: = <expression>
	<expression>	:: = <assignment expression>
	<assignment expression>	:: = <conditional expression> <assignment>
	<assignment>	:: = <left hand side> <assignment operator> <assignment expression>

```

    <left hand side> ::= <expression name> | <field access> | <array access>

    <assignment operator> ::= = | *= | /= | %= | += | -= | «= | »= | &= | ^= | |=

    <conditional expression> ::= <conditional or expression> | <conditional or expression> ? <expression>
                                : <conditional expression>

    <conditional or expression> ::= <conditional and expression> | <conditional or expression> || <conditional
                                and expression>

    <conditional and expression> ::= <inclusive or expression> | <conditional and expression> && <inclusive or
                                expression>

    <inclusive or expression> ::= <exclusive or expression> | <inclusive or expression> #| <exclusive or
                                expression>

    <exclusive or expression> ::= <and expression> | <exclusive or expression> ^ <and expression>

    <and expression> ::= <equality expression> | <and expression> & <equality expression>

    <equality expression> ::= <relational expression> | <equality expression> == <relational expression>
                                | <equality expression> != <relational expression>

    <relational expression> ::= <shift expression> | <relational expression> < <shift expression> |
                                <relational expression> > <shift expression> | <relational expression> <=
                                <shift expression> | <relational expression> >= <shift expression> |
                                <relational expression> instanceof <reference type>

    <shift expression> ::= <additive expression> | <shift expression> « <additive expression> |
                                <shift expression> » <additive expression>

    <additive expression> ::= <multiplicative expression> | <additive expression> + <multiplicative
                                expression> | <additive expression> - <multiplicative expression>

    <multiplicative expression> ::= <unary expression> | <multiplicative expression> * <unary expression> |
                                <multiplicative expression> / <unary expression> | <multiplicative
                                expression> % <unary expression>

    <cast expression> ::= ( <primitive type> ) <unary expression> | ( <reference type> ) <unary
                                expression not plus minus>

    <unary expression> ::= <preincrement expression> | <predecrement expression> | + <unary
                                expression> | - <unary expression> | <unary expression not plus minus>

```

```

    <predecrement expression> ::= - <unary expression>
    <preincrement expression> ::= ++ <unary expression>
    <unary expression not plus minus> ::= <postfix expression> | <unary expression> | ! <unary expression> |
    <cast expression>
    <postdecrement expression> ::= <postfix expression> -
    <postincrement expression> ::= <postfix expression> ++
    <postfix expression> ::= <primary> | <expression name> | <postincrement expression> |
    <postdecrement expression>
    <method invocation> ::= <method name> ( <argument list>? ) | <primary> . <identifier> (
    <argument list>? ) | super . <identifier> ( <argument list>? )
    <field access> ::= <primary> . <identifier> | super . <identifier>
    <primary> ::= <primary no new array> | <array creation expression>
    <primary no new array> ::= <literal> | this | ( <expression> ) | <class instance creation expression>
    | <field access> | <method invocation> | <array access>
    <class instance creation
    expression> ::= new <class type> ( <argument list>? )
    <argument list> ::= <expression> | <argument list> , <expression>
    <array creation expression> ::= new <primitive type> <dim exprs> <dims>? | new <class or interface type>
    <dim exprs> <dims>?
    <dim exprs> ::= <dim expr> | <dim exprs> <dim expr>
    <dim expr> ::= [ <expression> ]
    <dims> ::= [ ] | <dims> [ ]
    <array access> ::= <expression name> [ <expression> ] | <primary no new array> [
    <expression> ]

```

5. Expressions.

LHS

RHS

```

<constant expression> ::= <expression>

<expression> ::= <assignment expression>

<assignment expression> ::= <conditional expression> | <assignment>

<assignment> ::= <left hand side> <assignment operator> <assignment expression>

<left hand side> ::= <expression name> | <field access> | <array access>

<assignment operator> ::= = | *= | /= | %= | += | -= | «= | »= | &= | ^= | |=

<conditional expression> ::= <conditional or expression> | <conditional or expression> ? <expression>
                           : <conditional expression>

<conditional or expression> ::= <conditional and expression> | <conditional or expression> || <conditional
and expression>

<conditional and expression> ::= <inclusive or expression> | <conditional and expression> && <inclusive or
expression>

<inclusive or expression> ::= <exclusive or expression> | <inclusive or expression> _ <exclusive or
expression>

<exclusive or expression> ::= <and expression> | <exclusive or expression> ^ <and expression>

<and expression> ::= <equality expression> | <and expression> & <equality expression>

<equality expression> ::= <relational expression> | <equality expression> == <relational expression>
                       | <equality expression> != <relational expression>

<relational expression> ::= <shift expression> | <relational expression> < <shift expression> |
                       <relational expression> > <shift expression> | <relational expression> <=
<shift expression> | <relational expression> >= <shift expression> |
                       <relational expression> instanceof <reference type>

<shift expression> ::= <additive expression> | <shift expression> « <additive expression> |
<shift expression> » <additive expression>

<additive expression> ::= <multiplicative expression> | <additive expression> + <multiplicative
expression> | <additive expression> - <multiplicative expression>

```



```

<multiplicative expression> :: = <unary expression> | <multiplicative expression> * <unary expression> |
<multiplicative expression> / <unary expression> | <multiplicative
expression> % <unary expression>

    <cast expression> :: = ( <primitive type> ) <unary expression> | ( <reference type> ) <unary
expression not plus minus>

    <unary expression> :: = <preincrement expression> | <predecrement expression> | + <unary
expression> | - <unary expression> | <unary expression not plus minus>

    <predecrement expression> :: = - <unary expression>

    <preincrement expression> :: = ++ <unary expression>

<unary expression not plus minus> :: = <postfix expression> | <unary expression> | ! <unary expression> |
<cast expression>

    <postdecrement expression> :: = <postfix expression> -

    <postincrement expression> :: = <postfix expression> ++

    <postfix expression> :: = <primary> | <expression name> | <postincrement expression> |
<postdecrement expression>

    <method invocation> :: = <method name> ( <argument list>? ) | <primary> . <identifier> (
<argument list>? ) | super . <identifier> ( <argument list>? )

    <field access> :: = <primary> . <identifier> | super . <identifier>

    <primary> :: = <primary no new array> | <array creation expression>

    <primary no new array> :: = <literal> | this | ( <expression> ) | <class instance creation expression>
| <field access> | <method invocation> | <array access>

    <class instance creation
expression> :: = new <class type> ( <argument list>? )

    <argument list> :: = <expression> | <argument list> , <expression>

<array creation expression> :: = new <primitive type> <dim exprs> <dims>? | new <class or interface type>
<dim exprs> <dims>?

    <dim exprs> :: = <dim expr> | <dim exprs> <dim expr>

    <dim expr> :: = [ <expression> ]

```



```

<null literal>  :: =  null

                    boolean | break | byte | case | char | class | const | continue | default
<keyword>      :: =  | do | double | else | extends | float | for | if | import | instanceof |
                    int | long | new | return | short | static | super | switch | this | void
                    | while

```

Deleted Constructs

1. Programs.

```

<compilation unit>  :: - <package declaration>? <import declarations>? <type declarations>?
                   :: + <import declarations>? <type declarations>?

```

2. Declarations.

```

<package declaration>  :: - package <package name> ;

<type import on demand
  declaration>         :: - import <package name> . * ;

<type declaration>    :: - <class declaration> | <interface declaration> | ;
                   :: + <class declaration> | ;

<class declaration>   :: - <class modifiers>? class <identifier> <super>? <interfaces>? <class
                        body>
                   :: + <class modifiers>? class <identifier> <super>? <class body>

<class modifier>      :: - public | abstract | final
                   :: + public

<interfaces>          :: - implements <interface type list>

<interface type list> :: - <interface type> | <interface type list> , <interface type>

```

```

<constructor declaration>  :: - <constructor modifiers>? <constructor declarator> <throws>? <constructor
                             body>
                             :: + <constructor modifiers>? <constructor declarator> <constructor body>

    <constructor modifier>  :: - public | protected | private
                             :: + public

<constructor declarator>   :: - <simple type name> ( <formal parameter list>? )
                             :: + <type name> ( <formal parameter list>? )

    <throws>                :: - throws <class type list>

    <class type list>       :: - <class type> | <class type list> , <class type>

    <field modifier>       :: - public | protected | private | static | final | transient | volatile
                             :: + public | static

    <method header>        :: - <method modifiers>? <result type> <method declarator> <throws>?
                             :: + <method modifiers>? <result type> <method declarator>

    <method modifier>      :: - public | protected | private | static | abstract | final | synchronized |
                             native
                             :: + public | static

<interface declaration>   :: - <interface modifiers>? interface <identifier> <extends interfaces>?
                             <interface body>

    <interface modifiers>  :: - <interface modifier> | <interface modifiers> <interface modifier>

    <interface modifier>   :: - public | abstract

    <extends interfaces>   :: - extends <interface type> | <extends interfaces> , <interface type>

    <interface body>       :: - { <interface member declarations>? }

<interface member declarations> :: - <interface member declaration> | <interface member declarations>
                                     <interface member declaration>

```

```

<interface member declaration>  :: - <constant declaration> | <abstract method declaration>

    <constant modifiers>  :: - public | static | final
                        :: + public | static

<abstract method declaration>  :: -
    <abstract method modifiers>? <result type> <method declarator> <throws>?
    ;

<abstract method modifiers>  :: - <abstract method modifier> | <abstract method modifiers> <abstract method
    modifier>

<abstract method modifier>  :: - public | abstract

```

3. Blocks and Commands.

```

<statement>  :: - <statement without trailing substatement> | <labeled statement> | <if then
    statement> | <if then else statement> | <while statement> | <for
    statement>
                :: + <statement without trailing substatement> | <if then statement> | <if then
    else statement> | <while statement> | <for statement>

<statement no short if>  :: - <statement without trailing substatement> | <labeled statement no short
    if> | <if then else statement no short if> | <while statement no short if>
    | <for statement no short if>
                :: + <statement without trailing substatement> | <if then else statement no
    short if> | <while statement no short if> | <for statement no short if>

<statement without trailing
    substatement>  :: - <block> | <empty statement> | <expression statement> | <switch statement>
    | <do statement> | <break statement> | <continue statement> | <return
    statement> | <synchronized statement> | <throws statements> | <try
    statement>
                :: + <block> | <empty statement> | <expression statement> | <switch statement>
    | <do statement> | <break statement> | <continue statement> | <return
    statement>

<labeled statement>  :: - <identifier> : <statement>

```

```

<labeled statement no short if>  :: - <identifier> : <statement no short if>

      <break statement>  :: - break <identifier>? ;
                        :: + break ;

<continue statement>  :: - continue <identifier>? ;
                        :: + continue ;

<throws statement>    :: - throw <expression> ;

<synchronized statement>  :: - synchronized ( <expression> ) <block>

<try statement>        :: - try <block> <catches> | try <block> <catches>? <finally>

      <catches>          :: - <catch clause> | <catches> <catch clause>

      <catch clause>     :: - catch ( <formal parameter> ) <block>

      <finally >        :: - finally <block>

```

4. Expressions.

```

<assignment operator>  :: - = | *= | /= | %= | += | -= | <= | >= | >>= | &= | ^ = || =
                        :: + = | *= | /= | %= | += | -= | <= | >= | &= | ^ = || =

      <shift expression> :: - <additive expression> | <shift expression> « <additive expression> |
                        <shift expression> » <additive expression> | <shift expression> »
                        <additive expression>
                        :: + <additive expression> | <shift expression> « <additive expression> |
                        <shift expression> » <additive expression>

```

5. Tokens.

```

<package name>  :: - <identifier> | <package name> . <identifier>

```

```

    <type name>    :: - <identifier> | <package name> . <identifier>
                  :: + <identifier>

    <simple type name> :: - <identifier>

    <integer literal> :: - <decimal integer literal> | <hex integer literal> | <octal integer
                        literal>
                  :: + 0 | <non zero digit> <digits>?

    <decimal integer literal> :: - <decimal numeral> <integer type suffix>?

    <hex integer literal>    :: - <hex numeral> <integer type suffix>?

    <octal integer literal>  :: - <octal numeral> <integer type suffix>?

    <integer type suffix>    :: - 1 | L

    <decimal numeral>       :: - 0 | <non zero digit> <digits>?

    <hex numeral>           :: - 0 x <hex digit> | 0 X <hex digit> | <hex numeral> <hex digit>

    <hex digit>             :: - 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | a | b | c | d | e | f | A | B | C
                        | D | E | F

    <octal numeral>         :: - 0 <octal digit> | <octal numeral> <octal digit>

    <octal digit>           :: - 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7

    <floating-point literal> :: - <digits> . <digits>? <exponent part>? <float type suffix>? | <digits>
                        <exponent part>? <float type suffix>?
                  :: + <digits> . <digits>?

    <exponent part>         :: - <exponent indicator> <signed integer>

    <exponent indicator>    :: - e | E

    <float type suffix>     :: - f | F | d | D

```

```

<string literal>  :: -  " <string characters>?"
                  :: +  " <string characters>? "

                  abstract | boolean | break | byte | case | catch | char | class | const |
                  continue | default | do | double | else | extends | final | finally |
<keyword>        :: -  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
                  :: +  boolean | break | byte | case | char | class | const | continue | default
                  | do | double | else | extends | float | for | if | import | instanceof |
                  int | long | new | return | short | static | super | switch | this | void
                  | while

```

Required Tools

1. Lexer Generators.

- a. jison-lex — <https://www.npmjs.com/package/jison>
- b. jacob — <https://www.npmjs.com/package/jacob>
- c. lexer — <https://www.npmjs.com/package/lexer>

2. Parser Generators.

- a. jison — <https://www.npmjs.com/package/jison>
- b. jacob — <https://www.npmjs.com/package/jacob>
- c. pegjs — <https://www.npmjs.com/package/pegjs>