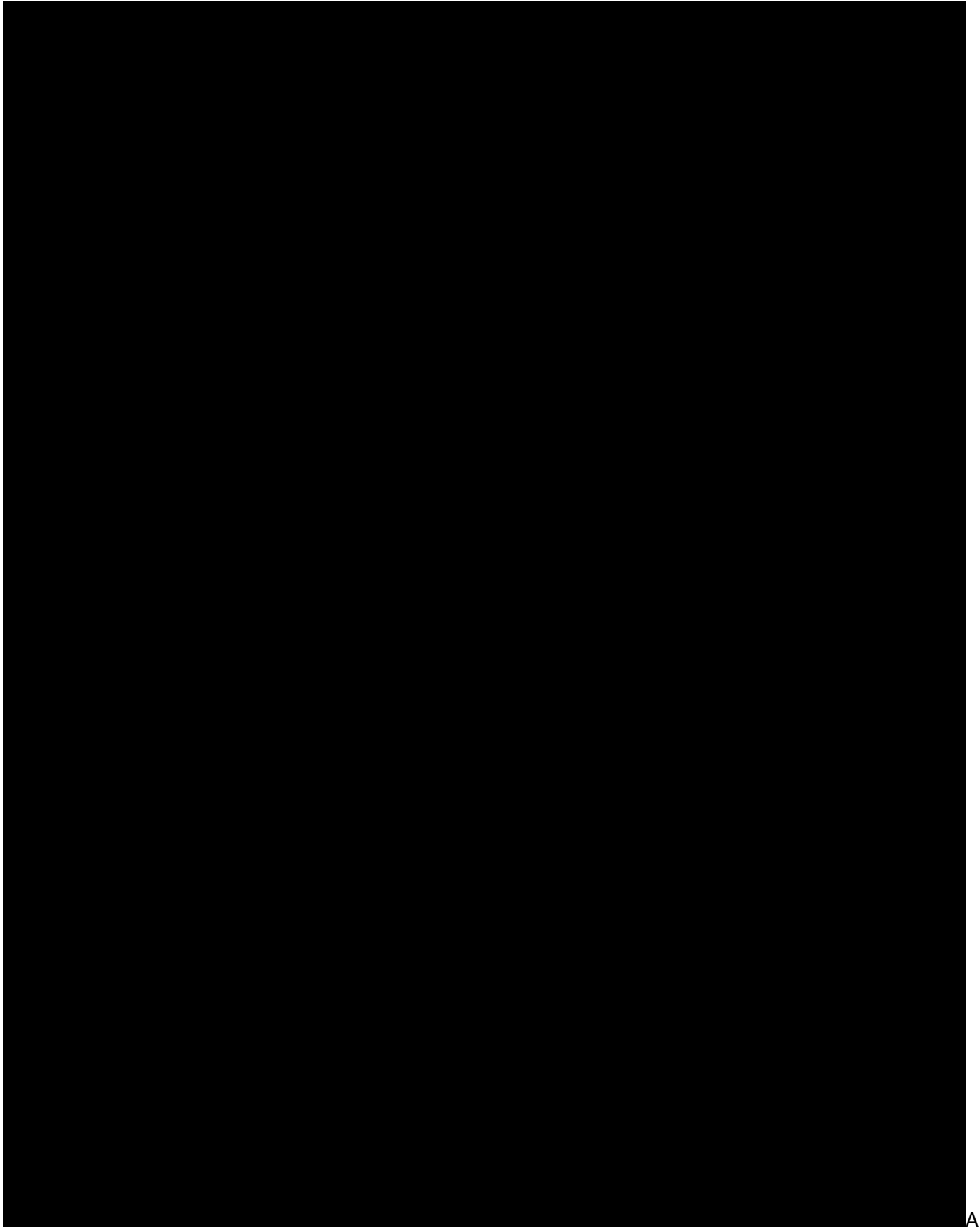


A



A

A

Learn more at <https://tomassetti.me>

About this Tutorial

A A A A A A A A A A b A c A A A A A A
A A A A A b A A A A A A A A A A A

A A A A A A A A A A A

A A A A A A A A A A A A A

c A A A A A A A b c A A A A A A A A
A A A b A b A A A A b

A

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34

THE ANTLR MEGA TUTORIAL!

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ANTLR FEDERICO TOMASELLO

A A A A A A

A parser takes a piece of text and transforms it into an organized structure called a parse tree. A parse tree is an Abstract Syntax Tree (AST).

```

graph TD
    S[statement sequence] --> W[while]
    S --> R[return]
    W --> C[condition]
    W --> WB[while-body]
    C --> CO[compare op]
    CO --> CB[constant value: 0]
    CO --> CV[variable name: b]
    WB --> WB1[while-body]
    WB1 --> WA[assignment]
    WA --> WVA[variable name: a]
    WA --> WBO[binary op: =]
    WA --> WVB[variable name: b]
    R --> RV[return]
    RV --> RVR[return value]
    RVR --> RVA[variable name: a]
  
```

The diagram illustrates the Abstract Syntax Tree (AST) for the provided code snippet. The root node is 'statement sequence', which branches into 'while' and 'return'. The 'while' node further branches into 'condition' and 'while-body'. The 'condition' node branches into 'compare op' (less than) and 'constant value: 0'. The 'while-body' node branches into 'assignment'. The 'assignment' node branches into 'variable name: a', 'binary op: =', and 'variable name: b'. The 'return' node branches into 'return', which then branches into 'return value', which finally branches into 'variable name: a'.

[illegible]

A A A A Ac A fb AA A A A Ab A A A A A A
 A A A AA Ac AA A Ac AA Ab AA A A A A fb
 A AA Ac A A
 A A A A A Ab A A A parse tree A A AST A A fb A
 A AA A AA A A A A A A A A AA A fb A A
 fb A A A A A A Ac A A A A A A A A A A
 AA A A Ac A c A A A A A A A A A A A
 c AA A A Ac A A AA A A A A A A Ac A fb A
 A A A fb A A A Ab AA A A A A A
 A A A A A A A A A A A A A A A A A
 A c A A A A A A A A A A A A A A A
 A

Aren't regular expressions enough?

fb A A A A A A A A A why can't I use a regular expression A A
 A AA A fb A A A A A Ab AA c A AA A A Ac AA
 A A A A
 A Ac AA A A A A A A A A A A A A A A
 A A A A Ac A Ab A A A A A Ac A c A
 C A A A c AA AAA A A c A A A A A A A A A
 fb A A A A A A A A A A A A A A A A A
 AA A A A A A A A
 A A A A A N A AA A A AA c A Ab A A A A

ANTLR vs writing your own parser by hand

```

      A  A  A      A  A  AA   Ac  A  A  AA   A      A  A   A   A fA
c    A  A  A
      A  A      A fA   AA      A

fA  A      A  A A   A  AA   A  A  A   Ac   A  A      A  Afb   A  A
      A  A   A Ac  Ac  A  A   A   A  AA      A  A   A  AfA  A  A  A  A
      A  A   A fA      AA   A  A  A  A  A   Afb  A      A  A  A  A
      A  A   A A      A  A      A  A  A  A  A   A   AA  A  A  A
A  A  A  A  A      A
A      A  A  A  A  A fb  A  A      A  A  A  A   A  A      A      A
A fb  A      AG  A      A  A  A  AA   A  A  A  A  A  A      A  A  A  A
      A      A AA      A      A  A AA  cA      A
      A  A  A  Ac  A      AA   Ac  A  A  A  A   A Afb  A  A  A  A   A
c    A  A      A  A A   A  A  A  Ac  A  A  A      A  A      Ac  A
      A  A   Afb  A      A  A  A   A  A  A      Ac  A  fb      A  A  A
      Ac  A      A  A  A      AfA  A  A  A  A  A  A  A  A  A  A  A
A  A  A      A

```

A

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A N A C A
C N A A

34. CONCLUSIONS

A

A

A

A
A
68A

[illegible]

A A A A A A A A A A A A A

A A A A A A A A A A A A A

[illegible]

Instructions

A A A A A A A Ac A A cA
A AG c A
A A A A A A A Ac fb A
A A A A A A A fb A A

A	A A
A	A A A c A
A	A A A A
A	A A A A Ac fb A
A	A c A
A	A fb A A A A A A A A

3. Python Setup

A A AA A A A A A A Ab A A A Ab A Ab A A
A A A fa A A A A Ac A A A A fa Ab A A Ab A
A A AA A A Ab AA A
A A A A

A	A
A	dependencies {A
A	antlr "org.antlr:antlr4: 4. 9. 1"A
A	compile "org.antlr:antlr4-runtime: 4. 9. 1"A
A	testImplementation(platform('org.junit:junit-bom: 5. 7. 0'))A
A	testImplementation('org.junit.jupiter:junit-jupiter')A
A	}A
A	A
A	generateGrammarSource {A
A	maxHeapSize = "128m"A
A	arguments += ['-package', 'me.tomassetti.examples.MarkupParser', '-visitor', '-no-listener']A
A	}A
A	compileJava.dependsOn generateGrammarSourceA
A	A
A	sourceSets {A
A	generated {A
A	java.srcDir 'generated-src/antlr/main' A
A	}A
A	}
A	compileJava.source sourceSets.generated.java, sourceSets.main.java
A	
A	clean{
A	delete "generated-src"
A	}
A	
A	idea {
A	module {
A	sourceDirs += file("generated-src/antlr/main")

A	}
A	}
A	
A	test {
A	useJUnitPlatform()
A	testLogging {
A	events "passed", "skipped", "failed"
A	}
A	}

A A A	A	A A	A	Af b A	A	A	A	A	A	A	A	Af b A
A	A	A A A	A	A	A	A	A	A	A	A f b	A	A
A	A	A	A							A	A c	A

A	A	A	A	A	AW	A	A	A	A	A	A	A	A	A	A	A	A	A	A
				A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
				A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
				A															

Diagram illustrating the compilation process from source code to an abstract syntax tree (AST):

- Source Code:** `437 + 734`
- LEXER:** Processes the source code into **tokens**: `NUM 437`, `PLUS +`, and `NUM 734`.
- PARSER:** Processes the tokens to generate an **abstract syntax tree (AST)**.
- Abstract Syntax Tree (AST):** The AST structure for the expression `437 + 734` is shown, with the root node being `expr`, which contains a `sum` node.

A	<i>/*A</i>
A	A A A
A	A
A	<i>AA</i>
A	<i>AA NC A A NC AA</i>
A	<i>AA</i>
A	A
A	A A A
A	A
A	<i>AA</i>
A	<i>NC AA A AA</i>
A	<i>AA</i>
A	<i>AAAA A AA</i>

Ac A A fA A A A there is a name, a colon, the definition of the rule and a terminating semicolonA

A fb A fb NUMBER A A A A fb A A A c A A A A A
 A A A A A A A A A A A A A A A A A A A
 fb A A A A A A A c A A A fb A A A
 A A A A A A A A A A A fb A A WHITESPACE A A A
 A A A A A A A A A A A A A A A A A A A
 A A A A A A A A A A A A A A A A A A A
 A A A A A A A c A fb A A A A A A A A A A A
 A A A

A	A	A NC A	A A	A NC A
---	---	--------	-----	--------

A

A A A A A A A A A A A A A A A A A A A
 A A fb A A A A A fb A A A A A A A A A A
 A AA

7. Creating a Grammar

A A A A A Ac A A fb A A A A A A A A fb A
 A A fb AA A A A A

Top-down approach

A A A A A A A A A A A A A A A A A A A
 A A A A A fb A A A A A A A A A A A A A
 G A AA A A A A A A A A
 • A A
 • A
 • A fb A
 A A A A A A A A A A A A A A A A A A
 A A A A c c A A A fb A A A A A A A A A A
 A A fb A A A A A A A A A
 A A A A A A Ac A fb A A A A A A A A A A
 c c A A A A A A A A A A A A A A A A A A
 A A A A A A A A A A A A A A A

Bottom-up approach

A A A A A A A A A A A A A A A A A A A
 A A A A A A A A A A A A A A A A A A A
 A A A fb A A A A A A A A A A

A A fb A A Afb A Ac A Ac A A A A A A A A A
 A A A Afb A A A A A A A A A A A A
 A Afb A AA A A fa A Ac A Afb A A AA A A A
 A A A A A A Ac A

 A A A A A A AG A A A A A fa A A A
 A A A A A A A A A Afb A A A A A
 A fb A A A A c A A A A A A Afb A
 AA A A N A Afb A A A AA A A Ac A A A ffb A
 A

 A A fa Ac A A A A Afb A A A A A A A A
 A A c A A A A A Ac AA A A A Ac AA A A
 A AA fb Afb A Ac A A A A A A A A A A A
 A A fb Afa A A A A A A A Afa A A A A

8. Designing a Data Format

 AA Afb AA A A A ffb A A A A AA A A A
 A A A Ac A A c A A A A A c AA Ac A A
 A A AA A A A A A Afa A A

 A A A A A A AA Afb AA A A A

 A A AAc A Afa A c A

 • A A A A Ac A A A A A A A A A Ac A
 A A

 • A A A A A A A A A A A A A A N A A

 • A A AA A Ac Afb A A A A A A A A A A A A
 A A Afb A A Afa A A

G A A A A A A A A AA A Ac A A

9. Lexer Rules

A A A fb A A Afb A A A c A A A A A A
 A Afa Afb A

A	/*A
A	A A A
A	A
A	A
A	fb A AAAAAAAAAA AA
A	fb A AAAAAAAAAA AA

A	fb	A	AAAAAAAAA	AA
A	fb	A	AAAAAAAAA	AA
A	fb	A	AAAAAAAAA	AA
A	fb	A	AAAAAAAAA	AA
A	fb	A	AAAAAAAAA	AA
A	AA			
A	fb	A	AA	AA
A	fb	A	AA	AA
A	AA			
A	AAAAAAAAAAAAA	A	A	AAA
A	AA			
A	AAAAAAAAAAAAA	A	A	A
A	AA			
A	AAAAAAAAA	AA	AA	AA
A	AA			
A	AAAAA	AA	A	AA
A	AA			
A	AAAA	A	A	AA
A	AA			
A	Y	AAAAAAAAA	AA	

A

A A A A A **Afragments** A A A c Ac Ac Afb A A A A
 fb A A A A A fb A A A A A Afb A fb A Ac A A A A A
 A A A A A A Afb A
 A fb Afb Afb A A A A A A A A A A A A A A A
 A A A A A A A A A A A Afb A A Afb A
 A A A A A Afb A c A A A A Ac fb A Afb A
 A A A A Afb A A

A	fb	A	AA	AA
A	N C	AAAA	A	A A AA

A

AT**E**X**T**A A A A A A A Ab A A A Ab A A A
A A A A A A Ac A Ac A A A A A A A A fb A A
A fA A A fa A A A A A Ac A fb A A A Ac A A

A A A Ab A A Ac A A A A fb A A A A
 A A A A A A A A A A A A
 A AA c A fa A A

10. Parser Rules

A A A A A A A A A A A A A A A A

A	/ * A
A	A A A
A	A
A	AA
A	AAAAAAAAA A GAA
A	AA
A	AAAAAAAAA A A A A
A	AA
A	AAAAA A AA AA AA AA AA AA
A	AA
A	AAAAAAAAA A A
A	AA
A	AAAAA A AA A A AA
A	AAAAAAAAAAAAAAAAAAAA
A	AAAAA A A A A
A	AAAAAAAAA A A A A
A	AAAAAAAAA
A	AA
A	AAAAA A A Y A A A Y A AA
A	AA
A	AAAAA A A A A A
A	AA
A	AAAAA A A AA

A

Afb A A Amessage A A Afb A A A Ac A A A A
A A A A AA A Ac A Afb A A A A A A A
A A A A A c Afb A A A A A A A A A
A A A Afb A A A A A A A A A Ac A
A A A A A A A A A A A A A
A Afb A A A A A A Afb A A A A A
Ac AA A A Afb A A A A A A Afb A
A A AA fbfb A A A N A A N A A A A A A
AcommandA A A c A A A A A A A A A Ac A A
A Afb A A A A Ac A A A A WHITESPACE fb A Aemoticon A
A A A A A A A A A A A A A A A
A A A A A A A A A A A A A A A
A A Ac A AA

A Afb A A A A Afb A A fb A A A Afb A A fb A
 A A A A A A A A A A A A A A A A A A
 A A A

[illegible]

A

A A A A A A A **AWORD** A A A A A A A b A A A A
A A A A A A A A A A

A	A A A A A
A	A A A A A A A A A A
A	A A A A A A A A Y A
A	A G G A

A

A A A A A TEXTA AC A A A A A A A fb A A A A A

c A A A A A A A A A A c A A A A A A A A A TEXTA

 A A A A A A c A A A A A fb A fb A A A A

A fb A AC fb A A A A A A A A A A

A	A
A	AA
A	AAAAAAAAAAAAA Y A Y AA
A	AA

A	A
A	AA
A	AAAAAAAAA A GAA
A	AA
A	AAAAAAAAA A A A AA
A	AA
A	AAAAA A AA AA AA AA AA AA
A	AA
A	AAAAAAAAA A A
A	AA
A	AAAAA A AA A A AA
A	AAAAAAAAAAAAAAAAAAAA
A	AAAAAA A A A A
A	AAAAAAAAA A A A A
A	AAAAAAAAAA
A	AA
A	AA A A fb A A AA A A A AA A A A A C G A

A	<code>import antlr4 from 'antlr4'; A</code>
A	<code>A</code>
A	<code>// This class defines a complete listener for a parse tree produced by ChatParser. A</code>
A	<code>export default class ChatListener extends antlr4.tree.ParseTreeListener {A</code>
A	<code>A</code>
A	<code>// Enter a parse tree produced by ChatParser#chat. A</code>
A	<code>enterChat(ctx) {A</code>
A	<code>}A</code>
A	<code>A</code>
A	<code>// Exit a parse tree produced by ChatParser#chat. A</code>

A exit.

c A This is true for the default implementation of a visitor and it's done by returning the children of each node in every function A fA A A A fA A A A A
c A A A A A A A A A A

13. Antlr.js

A fA A A A A A A A A

A	import { createServer } from 'http'; A
A	import antlr4 from 'antlr4'; A
A	const { CommonTokenStream, InputStream } = antlr4; A
A	import ChatLexer from './ChatLexer.js'; A
A	import ChatParser from './ChatParser.js'; A
A	import Html ChatLi stener from './Html ChatLi stener.js'; A
A	A
A	createServer((req, res) => {A
A	A
A	res.wri teHead(200, {A
A	'Content-Type': 'text/html', A
A	}); A
A	A
A	res.wri te(' <html ><head><meta charset="UTF-8" /></head><body> '); A
A	A
A	var input = "john SHOUTS: hel lo @mi chael /pi nk/thi s wi ll work/ : -) \n"; A
A	var chars = new InputStream(input, true) A
A	var lexer = new ChatLexer(chars); A
A	var tokens = new CommonTokenStream(lexer); A
A	var parser = new ChatParser(tokens); A
A	A
A	parser.bui ldParseTrees = true; A
A	var tree = parser.chat(); A
A	var html Chat = new Html ChatLi stener(res); A
A	antlr4. tree. ParseTreeWal ker. DEFAULT. wal k(html Chat, tree); A

A	export default class HtmlChatListener extends ChatListener {	A
A	constructor(res) {	
A	super();	A
A	this.Res = res;	A
A	}	A
A	enterName(ctx) {	A
A	this.Res.write("");	A
A	}	A
A	exitName(ctx) {	A
A	this.Res.write(ctx.WORD().getText());	A
A	this.Res.write(" ");	A
A	}	A
A	exitEmotion(ctx) {	A
A	var emotion = ctx.getText();	A
A		A
A	if(emotion == ':-)' emotion == '::'))	A
A	{	A
A	ctx.text = "😊";	A
A	}	A
A		A
A	if(emotion == ':-(' emotion == '::('))	A
A	{	A
A	ctx.text = "😞";	A
A	}	A
A	}	A
A	enterCommand(ctx) {	A

A	<code>if(ctx.SAYS() != null)A</code>
A	<code>this.Res.write(ctx.SAYS().getText() + ':' + '<p>');A</code>
A	<code>A</code>
A	<code>if(ctx.SHOUTS() != null)A</code>
A	<code>this.Res.write(ctx.SHOUTS().getText() + ':' + '<p style="text-transform: uppercase">');A</code>
A	<code>}A</code>
A	<code>exitLine(ctx) { A</code>
A	<code>this.Res.write("</p>");</code>
A	<code>}A</code>
A	<code>}A</code>

A

fb A A Afb A A A A A HTMLChatListenerA A AChatListener. A
A fba A A A A

ActxA A A A A fba A fbA A Afb A A A A A
A A fb A A Afb A A A
A A A fbA A A A A Afb A A A A
A A c A A A A A A A c AG A A
A A Afb A AWORD()A AWHITESPACE();A A A
Afb A AWHITESPACE() ASAYS()A ASHOUTS().A

Afb A A A A A A A c A A A A A
A A A A A A A A A A A A
A A AA A A A A A A A A A A
c A you can't stop the execution of the walker and the execution of the
functions A

A A A A Ac A A A Ac A A A A Ac Ac A A A
A A A A Afb A A AWORDA A A A A A A A A A
WHITESPACEA A A A A A A A A A A A A A A A
A A A A A A Afb A

A Afb AexitEmoticonA A Afb A A A A A A A A A A
A A A fba A A Ac A A A A Afb Afb A A A A A
enterCommandA A A Ac A A fba A ASAYSA ASHOUTS A A A A A
A A fb A A A A Afb A A Afb A A Afb AASHOUT.
A A A A A A A A A Afb AlineA Ac A A A A A
A A A A Afb A A

john SHOUTS:

THE "WALL WORKSHEET" @ MICHAEL DODD (THIS WALL WORKSHEET IS NOT A WALL WORKSHEET)

A A A A A A c A A A A A A A A A A A A A A
A A A Ab A A A A A fb A A A A A A A A A A A A
A A
A A A A A A A c A A A A A A A A A A A A A A
A A A c A A

A	exitColor(ctx) { A
A	ctx.text += ctx.message().text; A
A	ctx.text += ''; A
A	} A
A	A
A	exitEmotion(ctx) { A
A	var emotion = ctx.getText(); A
A	A
A	if(emotion == ':-)' emotion == ':') A
A	{ A
A	ctx.text = "😊"; A
A	} A
A	A
A	if(emotion == ':-(' emotion == ':(') A
A	{ A
A	ctx.text = "😞"; A
A	} A
A	} A
A	A
A	exitMessage(ctx) { A

A	<code>var text = '' ; A</code>
A	A
A	<code>for (var index = 0; index < ctx.children.length; index++) {A</code>
A	<code>if(ctx.children[index].text != null)A</code>
A	<code>text += ctx.children[index].text;A</code>
A	<code>elseA</code>
A	<code>text += ctx.children[index].getText();A</code>
A	<code>}A</code>
A	A
A	<code>if(ctx.parentCtx instanceof ChatParser.LineContext == false)A</code>
A	<code>{A</code>
A	<code>ctx.text = text; A</code>
A	<code>} A</code>
A	<code>elseA</code>
A	<code>{A</code>
A	<code>this.Res.write(text);A</code>
A	<code>this.Res.write("</p>");A</code>
A	<code>}A</code>
A	<code>}A</code>

A

A A fb A A A A A A A c A A A textA fb A A A A A
fb A A A A A A A A fb A message A A A A fb A A A A
A A A A A A A A fb lineA A fb A A A A A A A A A A A
A A A text fb A
A A A A A A A A A A A A A A A A A A c A A A A A A
fb A A A fb A

C A A A A A A A A A fb A fb A A fb A A A A A A
A A c A A A A A A A A c A A fb textA A A
A A A A A c A

16. Solving Ambiguities with Semantic Predicates

fb A
A A A c A A A A A c A A A A c A A A A A A A A A A

[illegible]

The downside is that the grammar is no more language independent

A	AAAAAAAAAAAAAAAA A A Y A A A Y A A
A	AA
A	Y AAAAAAAAAAAAAAAA A fb A A A A fb A A A AA

A AinkA A A Ab Ac A A AA A A A TEXTA A
A A Ac A Ab Ac AA A A A A A
A A A Ac fb A A A Afba A A A A Ac A A A A
A A A A TEXTA A A A A A A A A A A A
A A A A A A A A A A A A A A A A

A

A A A A A A A A A

A	A A A A A A A A
A	Y AA A A A A A A A AA
A	A A
A	Y AA A A A A A A A AA
A	A A
A	Y AA A A A A A A A AA

18. The Python Way of Working with a Listener

A Afb A fA A A A A A A A A *Amutatis mutandis* fA A
A A A A A A A c A Afb A A A A Afb A A ffb A
A

A	A A
A	f _b A A AA
A	f _b A A A A
A	f _b A A A A
A	f _b A A A A
A	ℳ
A	f _b A
A	ℳ A AG A
A	ℳ AA A
A	ℳ AA A
A	ℳ AA A
A	ℳ AA A
A	ℳ
A	ℳ AA A
A	ℳ
A	ℳ AA A
A	ℳ AA A

A

A	fb A A AA
A	fb A A A A
A	fb A A A A
A	AA
A	A AA
A	AA fb fbA A
A	AAAA fb AA A
A	AAAA fb A G c A
A	AA
A	AA fb fbA AA
A	AAAA fb A
A	AA
A	AA fb fbA AA
A	AAAA fb A
A	AAAA fb A A
A	AA
A	AA fb fbA AA
A	AAAA AA A
A	AAAA AA A AA AA AA
A	AA
A	AA fb fbA AA
A	AAAA A A A
A	AAAA A A A
A	AA
A	AA fb A A A A A A AA
A	AAAA AA 😊 A
A	AA
A	AAAA fb A A A A A A AA

A A A fb A A fa A c A A A A AfA A A A
A A A A A A A A fb C A fa A A A fb A A A A A A
A A A A

19. Testing with Python

AV A A A AA A A fb A A A A A A A
A A A A A A A fb A A A fa c A

A	A A A AA A A
---	--------------

A

A A A A A Ac Ac fb A A A A A A A Ac fb A A
A A A A A A A A A A A fb A A A A A A
A A Ac A A fb A A A A A A A A A A
A A A A A A A A A A

A	A A
A	fb A A AA
A	fb A A A A
A	fb A A A A

A

A A Afb A A A A A A A A A A A A A A
A AA Symbol A A A A c A A A A A A

A	fb	A	A	AA	
A	fb	A		A	A
A	fb	A		A	A
A	fb	A		A	A
A	fb	A		A	A
A	fb	A		A	A
A		A	A		
A		A	A		
A	⌘				
A		A			A
A	⌘				
A	⌘	fb		fb	⌘
A	⌘		AA		⌘
A	⌘		AA		A
A	⌘		AA		A
A	⌘				
A	⌘	fb		AA	A
A	⌘	fb		AA	A
A	⌘				
A	⌘				⌘
A	⌘		AA		fb
A	⌘				⌘
A	⌘				
A	⌘	fb		AA	⌘
A	⌘				
A	⌘		A	A	
A	⌘				
A	⌘	fb		fb	
A	⌘		AA	fb	A

A	AAAAA AA AAAAAA A
A	AAAA
A	AAAAA AA fb A
A	AAAAA AA A
A	AAAAA A AAAAAA
A	AA
A	AAAAA A A A A A A A c A A AAAAA A
A	AAAAA fb fb c A A
A	AA
A	AAA fA fbA
A	AAAAA AA fb A
A	AAAAA AA AAAAAA A
A	AAAAA
A	AAAAA AA fb A
A	AAAAA AA A
A	AAAAA A AAAAAA
A	AA
A	AAAAA A A A A c A A A
A	AAAAA fb fb c A A
A	AA
A	fA A A A
A	AAA A

A
A A A A A A A A A A A A A A A A
A Ac Afb A A A A fb A A AA A A A A
A A A A A A A A A A Ac A A A

20. Parsing Markup

[illegible]

21. Lexical Modes

A A A A A A A A A A

A	A A A
A	AA
A	AAAAAAAAA A A N CC AA
A	Y AAAAAAAAAA AA
A	AA
A	A A A A A
A	ACC A
A	AA
A	AAAAAAAA A A A N AA
A	AAAAAAAA A AA
A	R AAAAAAAAAA AA
A	AAAAAAAAA A A AA
A	AAAAAAAAA AA
A	AAAAAAAAAA A A AA
A	AA

A	fb	A	AAA	AA
---	----	---	----------------	----

A

A A Afb A A A A A A fb A A A fb A A A
 A fb A A c A **You simply cannot define a lexical mode together**
with a parser grammar A A A A A A A A A A A A A A c A
 A A A A A A A A A A A fb AA Afb CC A A A
 A A A A A A
 A A AA AA Afb A A A A A A A c A A A A fb A
 A A A A A A A Afb A A A A A A
 A fb A A A A A fb Afb A A A fb A A A A A A
 fb A c A A A A Afb A A *Lexical modes* A A A A A
 A A A A A A A A A A A A A Afb A
 A c A A
 A A AA c A A A A fb A A A A A A A
 A A AA A A A A A A A A A A A A A
 A A A A A A A A A A A A A fb A A A
 A A fb A A A A A A A A A A A A A A
 A A AA **An the lexer grammar we need to define all tokens, because they**
cannot be defined later in the parser grammar.A

22. Parser Grammars

A A A A A Afb A A A A A

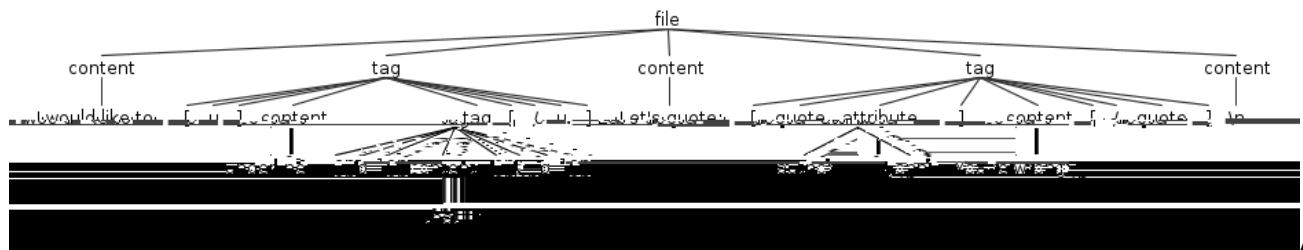
A	A	A	A
A	AA		
A	AA	W	c N AA
A	AA		
A	fb AAAA	AA	
A	AA		
A	c	AA	A A AA
A	AA		
A	AA	Y	AA
A	AA		
A	AA	A	AA AA
A	AA		
A	AA	A A A c A A A A A A A	

A

A Afb A A A fb AA A A A A A A fb A A A
A A A A A A A A A A A Afb A A A A A
A A c A A A A A fb A A Afb A
A A A A A c AA A A A
A A A A A A A A A Afb A contentA A A A A A
A A A A A Afb A A A A A
A A A A A A A A A A A A A A A A A A A
A A A A A A A A A A A A A A
A A A fb A A A A A A A A A A A A A A
fb A A A fb A A A A Afb A A A A

A	AA	A A	c	A	A	A	A	AA	AA
---	----	-----	---	---	---	---	---	----	----

C A A A A A A A Afb A A A A A fb A A A A
A A A A A A A A A A fb AA c A A A
fb Afb A A A A A A A A A fb A A A A A A A
A A AA A A A A fb A A A A A A A
A A A A A A A A A A A A
C fb A A A A A A A Afb AA A A



A A A A A elementA A A Afb A A A A Afb A
A AA A A A tagA contentA A A A fb A A A A A
A A A A A A fbA A A Afb A A
A A Ac Afb A A A A A A A A A A
A A A A A Afb A A A A A Afb A A
A A AA fb A A Afb A A A A A A A A A A
A A A A A A A A A A A A

Advanced

A A A A A Afb A A A A A A A
A A A A A A A A A A A A fb A
A A A A A A A A Afb A A A A A

23. The Markup Project in Java

A	# use gradle to build the projectA
A	./gradlew compileJavaA
A	# if you are not using an IDEA
A	# and you have defined the fatJar task as in the repositoryA
A	./gradlew fatJar
A	java -jar .\build\libs\markup-example-gradle-all.jar

24. The Main App.java

A	AAAAA A AA A A
A	AAAAA A AA AN A
A	AA
A	AAAAA G Ab AA fb AAAAAAAAAA
A	AAAAA W A AA AN W AAAAAAAAAA
A	AAAAA fb AAAAA
A	AAA
A	A

A A A A A A A c A A fa A A
 A A A AA A A A A A A A A A A A A A
 A A A A A A A A A A A A A fa A Ab A A
 A A A A A A A A A A A A A A A A A A
 A A A A A A A A A A A A A A A A A
 Ab A A A A A A A A A A A A A A A A A
 A A A A fa A A A A A A A A A A A A A
 A A A A A A A A A A A A A A A A A A
 A Ab A fa A A A A A A A A A A A A A A
 A A A fb A Ab A CC A A N A

25. Transforming Code with ANTLR

Ab A A A A A A Ab A CC A A N A A A A
 A A A A A A A Ab A A fa A A A A A A A
 A
 CC A A A A A fb A A A A c A A A A A fa N A A
 A A fa A A A AN A A A A A A A A A A A A
 A A A A A A N A A A A A A A A A A A A A A
 N A A A A A A A A A A A A A A A A

A	A N A
A	AA
A	A A
A	A A
A	A A
A	AA
A	c A AN W A AN C W A

A	A
A	AAAA A
A	AAAA c A A G N G A A
A	AAAAA
A	AAAAA A
A	AAAAA A
A	AAAAA A
A	AAAAA A
A	AAAAA A A
A	AAAAA
A	AAAAA
A	AAAA A
A	AAAA c A A N A A
A	AAAAA
A	AAAAA Y A
A	AAAAA
A	AAAAA A A
A	AAAAA
A	A

A
Afb A Afb A A A A A A A A A A A
A A A A A A Afb A A A A A A A Afb A
A A A A A A A A A A A A A A A A A
A A fb A A A A A A A A A A A A A A
A A A A A A A A A Afb AA A A A A A
A A Afb A A A A A A A A A A A A

26. Joy and Pain of Transforming Code

fb A A A AA A A A A A A A A A
A A A A A

A	A
A	c A A N A AAA
A	AAAAA

A	AAAAA Ac A
A	AAAAAAAA AA AA AAAAAAAAAA
A	AAAAA c A
A	AAAAA A A
A	AAAAA AA AA AAAAAAAAAA
A	AAAAA c A
A	AAAAA A A
A	AAAAAAAA A c AA c A
A	AAAAAAAA c AA c c c A
A	AAAAAAAA AA AA A A
A	AAAAAAAA AA AA AAA AA AAA
A	AAAAAAAAAAAAA A c AA A
A	AAAAA c A
A	AAAA
A	AA
A	AAA A A A
A	AA
A	AAAAb AN A A A
A	AAAAAAAAAAAAA
A	AAAAAfb A A A
A	AAAAA A A A
A	AAAAAfb A A A
A	AAAAA A A AAAAAAAAAA
A	AAAAA
A	AAAA
A	AAA A A A
A	AAAA
A	AAA A AAAAA
A	A

A

A A A A A A A A Ac A A A A A A A A
 A A A A A A Ac A A A A A A A A Ac A

	A		A	A	A	A		A	fb	AD	A	A	A	fb		A	A	A	A	A	A	A	A	A	
			A	A	A			Ac		A	A		A	A		A	A	A	A	A	A	A	A	A	
fb	A																								
	fb	A				A		A	A	A	A		A	A	fb	A		A	A	fb		AA		A	
	A	A	fb		A	A		A	A	fb	A					Ac		A	A	A		ACC	A	A	A
c	AA		A	A	fb	A				fb	A	N	AN		A		A	A			A	A	Ac		A
	fb	A	N	A	A																				

A	assertEquals("[", this.errorListener.getSymbol()); A
A	}A
A	A
A	@TestA
A	public void testWrongMode()A

A

A	A
A	assertEqual s("", this.errorLi stener.getSymbol ()); A
A	}A
A	A
A	@TestA
A	public void testInvalidAttribute()A
A	{A
A	MarkupParser parser = setup("author=/"j ohn\"); A
A	// we have to manually push the correct modeA
A	this.markupLexer.pushMode(MarkupLexer.BBCODE); A
A	A
A	MarkupParser.AttributeContext context = parser.attribute(); A
A	A
A	assertEqual s("/", this.errorLi stener.getSymbol ()); A
A	}A

A

A

~~A~~fb A A A A A Ac fb A A A A A A A A A A A A
A A A A A Ac A A A A ~~fb~~ A A A A A A A A A A
A A A A A Ac A A A A A Ac A A A A A A A A A A
A A A A A A A A A A A A A A A G N A
A A A A A A A A ~~A~~TEXT A A c A A A A A A A ~~fb~~ A

attributeA c A

A
~~fb~~ A A A A ~~fb~~ Ac A A A A A A A A A A A A A A A
A
A A A A A A ~~fb~~ A A A A A A A A A A A A A A
A A A A A A ~~fb~~ A A A A A A A A A A A A A A
A A A A A A A A A A A A A A A A A A c A A
A A

28. Dealing with Expressions

~~A~~fb A A A A A A A A A A A A A A ~~fb~~ A A A
A A A A A A A A A A A A A A A A A

A A A A A A A A A A A A A A A A A A
 A A A A A fbb A A AG A A A A A A A A
 A A fbb A A A A A A A A A A A A A A
 A A A A c A A A fbb A A
 A A A A A AG A A A A A A A A A A
 A A A A A A A A A A A A A A A A A
 A A A A A c A A A A A A A A A A A A
 A A c A A A A A A A A A A A A A A
 A A A A A A
 A A A A A A A c A A A A A A A A A A
 c A A A A A A A A A c A A A A A A A A
 A A A A A A A A A A A A

A	A
A	AAA A
A	AAA A
A	AAAAA A
A	AAAAA A
A	AAA A
A	A

A

A A A c A A A A A A
 A A fbb A A A left-recursive rules. A A A A A A A A A A
 A c A A A A A A A A A A A A A A A A A
 A A A A A A A A A A A c A A A A A A
 A fbb fbA A A A

A	AAA A A
A	AAAA A A AA
A	AA A A AA
A	AAAAA A N C AA

A

A A A A A A A A A A A A A A A A A A
 fb A A A A c A A A A A A A A A A A A
 A A A A A ANTLR4 can create a similar structure automatically, so we can
 use a much more natural syntax A

A	AAAAAAAAA	A	AA	A	A
A	AAAAAAAAA	A	AA	A	A
A	AA				
A	AAAAAAAAA	A	AA	A	A
A	AAAAAAAAA	W	A	AA	A
A	AAAAAAAAA				
A	AAAAAAAAA	W	A		
A	AAAAA				
A	AAAAA				
A	A				

A
 A A A A A A A A A A A A A A A A A A
 A A A A A A A A A A A A A A A A A A
 A A A A A A A A A A A A A A A A A A
 A A A A A A A A A A A A A A A A A A
 A A A A A A A A A A A A A A A A A A

31. Excel is Doomed

A A A A AA A A A A A A Spreadsheet A

A	c A A	W	AA	C	W	c	A
A	A						
A	AAAA	A	A	A	AA	A	A
A	AA						
A	AAAA c A	A	c	AV		A	A
A	AAAAAAAA						
A	AAAA	A	c	N C	A	c	fb
A	AAAA						
A	AA						
A	AAAA c A	A	c	AV		A	A
A	AAAA						
A	AAAA	A	AA	A			
A	AA						

A	AAAAA A A
A	AAAA
A	AA
A	AA c A A c AV A A
A	AAAA
A	AAAA AV A
A	AAAA
A	AA
A	AA c A A c AV N N A A
A	AAAA
A	AAAA c A fA AV A
A	AAAA c A A AV A
A	AAAA c A A A A
A	AA
A	AAAAfA A A A
A	AAAAA A A fA A A
A	AAAAfA A A A
A	AAAAA A A fA A A
A	AA
A	AAAA A A
A	AAAA
A	AA
A	AA A
A	AA
A	AA c A A c AV G G A A
A	AAAA
A	AAAA A A A N A
A	AAAA c A A A A
A	AA
A	AAAA A
A	AAAAA

A	<code>public void testExpressionPow()</code> A
A	<code>{</code> A
A	<code> setup("5^3^2");</code> A
A	A
A	<code> PowerExpContext context = parser.expression() as PowerExpContext;</code> A
A	A
A	<code> CommonTokenStream ts = (CommonTokenStream)parser.InputStream;</code> A
A	A
A	<code> Assert.Equal(SpreadsheetLexer.NUMBER, ts.Get(0).Type);</code> A
A	<code> Assert.Equal(SpreadsheetLexer.T__2, ts.Get(1).Type);</code> A
A	<code> Assert.Equal(SpreadsheetLexer.NUMBER, ts.Get(2).Type);</code> A
A	<code> Assert.Equal(SpreadsheetLexer.T__2, ts.Get(3).Type);</code> A
A	<code> Assert.Equal(SpreadsheetLexer.NUMBER, ts.Get(4).Type);</code> A
A	<code>}</code> A
A	A
A	<code>[Fact]</code> A
A	<code>public void testVisitPowerExp()</code> A
A	<code>{</code> A
A	

A	A
A	[Fact]A
A	public void testWrongVisitorFunctionExp()A
A	{A
A	setup("logga(100)");A
A	A
A	FunctionExpContext context = parser.expression() as FunctionExpContext;A
A	A
A	SpreadsheetVisitor visitor = new SpreadsheetVisitor();A
A	double result = visitor.VisitorFunctionExp(context);A
A	A
A	CommonTokenStream ts = (CommonTokenStream)parser.InputStream;A
A	A
A	Assert.Equal (SpreadsheetLexer.NAME, ts.Get(0).Type);A
A	Assert.Equal (null, errorListener.Symbol);A
A	Assert.Equal (0, result);A
A	}A
A	A
A	[Fact]A
A	public void testCompleteExp()A
A	{A
A	setup("log(5+6*7/8)");A
A	A
A	ExpressionContext context = parser.expression();A
A	A
A	SpreadsheetVisitor visitor = new SpreadsheetVisitor();A
A	double result = visitor.Visitor(context);A
A	A

```
A      Assert.Equal("1. 0107238653917732",  
result.ToString(System.Globalization.CultureInfo.GetCul tureInfo("en-  
US").NumberFormat));
```

Catchall Rule

Ab A A A ~~ANYA~~ A A A A A A Ab Ab A

A	AAAA
---	------

A

A A A A A A A A A A A A A A A A A A

A A A A A A A A A A A A A A A

A A A A A A A A A A A A A A A

fb A A A A A A A A A A A A A A A A

A A A A A

Channels

A A A A A A Ac channels A A A A A A
A A A A A A Afb A A A fa A A
A A A A A A A AC A A A A A A
A A A A Afb A Afa A A AA A A A A
A A A A channels A A A A A A A A Ac A
A A A Afa A Afa A A A

A	AA R N AA
A	A A A A A A A
A	NN AA A A A R N AA

Rule Element Labels

A A A A f b c A A A A A A f b A A f b A A
 A A c A A A A A f b A A A c A A A f b A A A A A
 A A A f b A A f b A A c A A c A A A A A A

A	AA fb	A	A	AA
---	-------	---	---	----

A

A left A right Ac Ab A A A A A A A A A A

A A A Ab A A A A A A A A A A

Problematic Tokens

A A A A A c A A A A fb A A A fb A A A A
 c AA A c A A A A Ac A Ac Afb Ac fbA
 A A A A A A

A	A fbA AA A AA A A fbA fb A A A A
A	AAA A A
A	A A AA fb AA AA A fb A
A	A A A

A

A A A fb fb A ~~A~~ fbA A AA AA A c A ~~A~~ A A
C A A A A A fb AA A A fb A A ~~A~~ fbA A fb A
A A A A A A A A AA A A fb A A c A A
c A A A A A A c A fb A A A A A A A A
A A A A fb A ~~A~~ fbA A A A A A A ~~A~~ A
A A A A A A A A fb A A ~~A~~ A A A A

A	A b A A
A	G AA A
A	AA A G A NC A
A	A A A
A	AA A G A NC A

A

34. Conclusions

A A AA A A

- A AA A AA A
- A A A A A A
- A A A A A A A A A A
- ~~A~~ b A A fb c A A A A A A A A A
- A A A A
- A A A A A

A A A A A A A A A A AA A A A A A A
A ~~A~~ A A A A ~~A~~ A A A A A

A A A fb A A A fb A c A A

A A A c A AA A A A A A
A fb A A c AAA A A A A A A A fb A
A A A A A A A A A

