



STRIGER

SER 502-EMERGIN LANGUAGES AND PROGRAMMING PARADIGMS PROJECT GROUP 9

Github: <https://github.com/ntarunasy/SER502-Striger-Team9/tree/main>

TEAM MEMBERS

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Striger Features

- It supports three types of data types: Integer, String and Boolean.
- It supports two types of printing of variables: `print(variable)` and `print variable`.
- It has two types of conditional statements:
 1. `if_condition`: a normal if else condition where add ':' at the end of both the keywords to increase readability of the code.
 2. `If_then_else`: It is also similar to above one, but here there won't be `elif` and ':'.
- It has three types of loops: `for_loop`, `while_loop` and `for_inrange`.
- The arithmetic operations it support are addition, subtraction, multiplication, division.
- The Boolean operations it support are 'true', false, `==`, `not`, and `>`, `<`, `>=`, `<=`, `!=`.
- Variables name contain small and capital letters, along with numbers. But variable names shouldn't start with number
- The language basically supports all the basic features of an advanced language.

CodeFileEditSelectionViewGoRunTerminalWindowHelp

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Search

grammar Striger; Untitled-1

1 grammar Striger;
2
3 program : initializations conclusion* computations conclusion* | conclusion;
4
5 initializations: (initialization (conclusion)*)+ ;
6
7 initialization: 'String' Variable_name '=' Str
8 | 'int' Variable_name '=' Int
9 | 'int' Variable_name '=' arthexpr
10 | 'int' Variable_name '=' terinary
11 | 'bool' Variable_name '=' boolexpr
12 | 'int' Variable_name
13 | 'String' Variable_name
14 | 'bool' Variable_name;
15
16 computations: (computation)+ | '{' computations '}';
17
18 computation: conditionals | loops | assignment | conclusion;
19
20 conclusion: print_statement | ';;';
21
22 print_statement: 'print' Variable_name
23 | 'print' '(' Variable_name ')'
24 | 'print' '(' Str ')'
25 | 'print' '(' Int ')'
26 | 'print' '(' boolexpr ')'
27 | 'print' Str
28 | 'print' Int
29 | 'print' boolexpr ;
30
31 conditionals: if_condition
32 | if_then_else;
33
34 if condition: 'if' boolexpr '{' computations '}' (elif part)* (else part)?;

STRIGER GRAMMAR

Grammar is written in antlr.

```
33
34 if_condition: 'if' boolexpr '{' computations '}' (elif_part)* (else_part)?;
35
36
37 elif_part: 'elif' boolexpr '{' computations '}';
38
39 else_part: 'else' '{' computations '}';
40
41 if_then_else: 'if' boolexpr 'then' computations 'else' computations ;
42
43 ternary: boolexpr '?' arthexpr ':' arthexpr
44         | boolexpr '?' Str ':' Str
45         | boolexpr '?' Variable_name ':' Variable_name;
46
47 assignment: Variable_name '=' expression
48             | Variable_name '=' ternary
49             | Variable_name '++'
50             | '++' Variable_name
51             | Variable_name '--'
52             | '--' Variable_name;
53
54 loops: for_loop
55       | while_loop
56       | for_inrange ;
57
58 for_loop: 'for' '(' initialization ';' boolexpr ';' assignment ')' '{' computations '}';
59
60 for_inrange: 'for' Variable_name 'in' 'range' '(' Int ',' Int ')' '{' computations '}'
61            | 'for' Variable_name 'in' 'range' '(' Variable_name ',' Variable_name ')' '{' computations '}';
62
63 while_loop: 'while' boolexpr '{' computations '}';
64
65 expression: boolexpr
66            | arthexpr ;
67
68 boolexpr: 'true'
69         | 'false'
70         | arthexpr '==' arthexpr
71         | 'not' boolexpr
```

Ln 86, Col 14 Spaces: 8 UTF-8 LF Plain Text Go Live Prettier

```
67
68 boolexpr: 'true'
69         | 'false'
70         | arthexpr '==' arthexpr
71         | 'not' boolexpr
72         | boolexpr 'and' boolexpr
73         | boolexpr 'or' boolexpr
74         | arthexpr '>' arthexpr
75         | arthexpr '<' arthexpr
76         | arthexpr '>=' arthexpr
77         | arthexpr '<=' arthexpr
78         | arthexpr '!=' arthexpr
79         | '(' boolexpr ')';
80
81 arthexpr: arthexpr '/' arthexpr
82         | arthexpr '*' arthexpr
83         | arthexpr '+' arthexpr
84         | arthexpr '-' arthexpr
85         | Variable_name
86         | Int
87         | '(' arthexpr ')';
88
89
90
91 Variable_name: [a-zA-Z][a-zA-Z0-9]* ;
92 Str: '"' (~"")* '"';
93 Int: [0-9]+;
94 WHITESPACE: [ \t\n\r]+ -> skip;
95 COMMENT
96   : '#' ~[\r\n]* -> skip
97   ;
98 LINE_COMMENT
99   : '//' ~[\r\n]* -> skip
100  ;
```

Ln 100, Col 6 Spaces: 8 UTF-8 LF Plain Text Go Live Prettier

Sample Code

- `int x=5;`
- `int y=20;`
- `int z=0;`
- `if (x>y or 1>2){`
- `z=x;`
- `} elif (x<15 and 1>2){`
- `z=y;`
- `} else {`
- `z=21;`
- `}`
- `print(z);`

IntelliJ IDEA File Edit View Navigate Code Refactor Build Run Tools Git Window Help Sun 28 Apr 12:58 PM

SE SER502-Striger-Team9-main Version control Current File test1.stri Striger.g4

Project

- SER502-Striger-Team9-main [SER502-Striger-Team9-main]
- .idea
- data
 - antlr-4.13.1-complete.jar
 - Jarfiles.iml
 - SER502-Striger-Team9.jar
 - test1.stri
 - test2.stri
 - test3.stri
 - test4.stri
 - test5.stri
- docs
- META-INF
- src

```
1 int x=5;
2 int y=20;
3 int z=0;
4 if (x>y or 1>2){
5     z=x;
6 } elif (x<15 and 1>2){
7     z=y;
8 } else {
9     z=21;
10 }
11 print(z);
12
```

ANTLR Preview

Striger.g4 start rule: computations Input File

```
2 int y=20;
3 int z=0;
4 if (x>y or 1>2){
5     z=x;
6 } elif (x<15 and 1>2){
7     z=y;
8 } else {
9     z=21;
10 }
11 print(z);
12
```

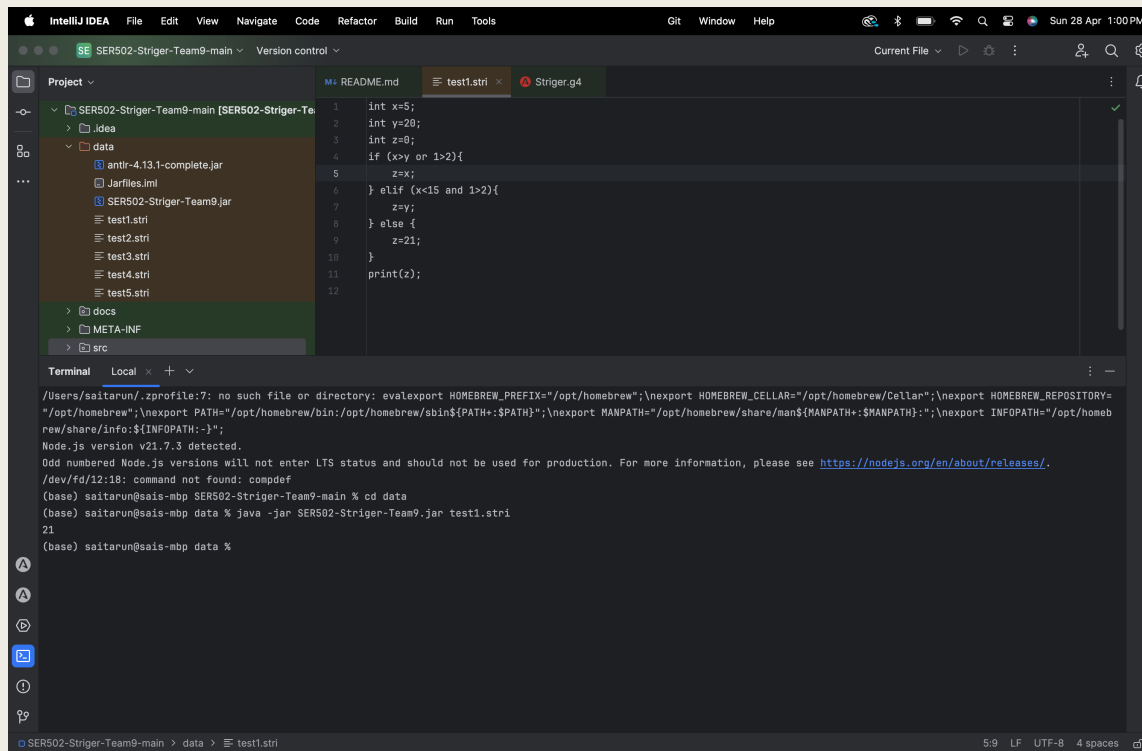
Parse tree Hierarchy Profiler

```
computations:1
├── int
├── computation:3
│   ├── assignment:1
│   │   ├── Variable_name:x
│   │   ├── =
│   │   ├── expression:2
│   │   └── ;
│   │       └── arthexpr:6
│   │           └── Int:5
│   └── conclusion:2
└── computation:4
```

line 1:0 extraneous input 'int' expecting {'{', '}', 'print', 'if', '++', '--', 'for', 'while', Variable_name}

SER502-Striger-Team9-main > data > test1.stri 5:9 LF UTF-8 4 spaces

PARSE TREE



The screenshot shows the IntelliJ IDEA IDE interface. The top menu bar includes File, Edit, View, Navigate, Code, Refactor, Build, Run, and Tools. The project name is "SER502-Striger-Team9-main". The left sidebar shows the project structure with folders like "data" and "src". The main editor window displays a Java file named "test1.stri" with the following code:

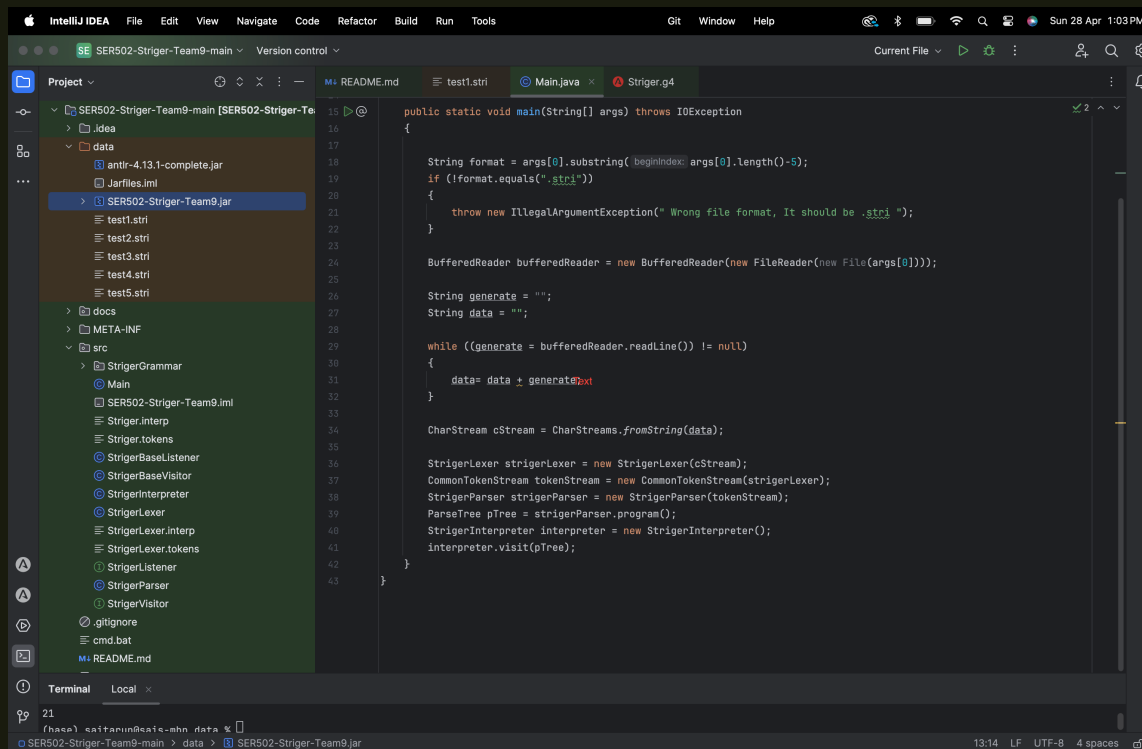
```
1 int x=5;
2 int y=20;
3 int z=0;
4 if (x>y or 1>2){
5     z=x;
6 } elif (x<15 and 1>2){
7     z=y;
8 } else {
9     z=21;
10 }
11 print(z);
12
```

The bottom terminal window shows the following output:

```
/Users/saitarun/.zprofile:7: no such file or directory: evalexport HOMEBREW_PREFIX="/opt/homebrew";\nexport HOMEBREW_CELLAR="/opt/homebrew/Cellar";\nexport HOMEBREW_REPOSITORY="/opt/homebrew";\nexport PATH="/opt/homebrew/bin:/opt/homebrew/sbin:${PATH}";\nexport MANPATH="/opt/homebrew/share/man:${MANPATH}";\nexport INFOPATH="/opt/homebrew/share/info:${INFOPATH}";
Node.js version v21.7.3 detected.
Odd numbered Node.js versions will not enter LTS status and should not be used for production. For more information, please see https://nodejs.org/en/about/releases/.
/dev/fd/12:18: command not found: compdef
(base) saitarun@sais-mbp SER502-Striger-Team9-main % cd data
(base) saitarun@sais-mbp data % java -jar SER502-Striger-Team9.jar test1.stri
21
(base) saitarun@sais-mbp data %
```

Sample Run and Output

To run the code, the command is
`java -jar SER502-Striger-Team9.jar file_name.stri`



INTERPRETER ARCHITECTURE



Future Implementation

- Additional large datatypes like double and long.
- Providing input during run time
- Arrays and lists
- Functions



THANK YOU