ANALIZADOR SINTÁCTICO TINY(1)

Óscar Morujo Fernández

Sofía Capmany Fernández

G16

ESPECIFICACIÓN SINTÁCTICA

No terminales:

PROGRAMA, LDECS, RDECS, DECS, DEC, DEC_VAR, DEC_TIPO, DEC_PROC, PARAMS, LPARAMS, PARAM, TIPO, TIPO BASICO, TIPO_ARRAY, TIPO_REG, TIPO_PUNT, CAMPOS, CAMPO, LINST, INST_ASIG, E0, E1, E2, E3, E4, E5, E6, E7, OP1AI, OP2AI, OP3NA, OP5A, INST_IF_THEN, INST_IF_THEN_ELSE, INST_WHILE, AUX_LINST, INST_READ, INST_WRITE, INST_NL, INST_NEW, INST_DELETE, INST_CALL, REAL_PARAMS, INST_COMPUESTA, BLOQUE.

Terminales:

Terminal	Valor	Terminal	Valor	Terminal	Valor
sep_di	"&&"	bne	"<="	type	"type"
semicolon	""" "	beq	"=="	coma	"" "
id	identificador	ble	"<="	amp	"&"
r_real	"real"	bge	">="	array	"array"
r_int	"int"	bgt	">"	сар	"["
r_bool	"bool"	blt	"<"	ccierre	"]"
r_string	"string"	var	"var"	of	"of"
igual	"="	true	"true"	record	"record"
mas	"+"	false	"false"	llap	"{"
menos	"_"	pcierre	")"	Ilcierre	"}"
por	"+"	рар	"("	pointer	"pointer"
div	"/"	real	número real	while	"while"
and	"and"	ent	número entero	do	"do"
or	"or"	not	"not"	endwhile	"endwhile"
if	"if"	endif	"endif"	read	"read"
then	"then"	else	"else"	write	"write"
nl	"nl"	new	"new"	delete	"delete"
call	"call"	cadena	cadena de	null	"null"

			caracteres		
mod	"%"	punto	""	flecha	"->"

Gramática:

```
PROGRAMA := LDECS LINST;
  LDECS := DECS sep_di;
  LDECS := X;
  DECS := DECS scol DEC;
  DECS := DEC;
  DEC := DEC_VAR | DEC_TIPO | DEC_PROC;
  DEC VAR := var TIPO id;
  DEC TIPO := type TIPO id;
  DEC_PROC := proc id PARAMS BLOQUE;
  PARAMS := pap LPARAMS pcierre;
  LPARAMS := LPARAMS coma PARAM;
  LPARAMS := PARAM:
  LPARAMS := \lambda;
  PARAM := TIPO (amp \mid \hbar) id;
  TIPO := TIPO BASICO | TIPO ARRAY | TIPO REG | TIPO PUNT | id;
  TIPO_BASICO := r_real | r_int | r_bool | r_string ;
  TIPO ARRAY := array cap ent ccierre of TIPO;
  TIPO REG := record llap CAMPOS llcierre;
  TIPO_PUNT := pointer TIPO;
  CAMPOS := CAMPOS scol CAMPO;
  CAMPOS := CAMPO;
  CAMPO := TIPO id;
  LINST := LINST scol INST;
  LINST := INST;
  INST := INST_ASIG | INST_IF_THEN | INST_IF_THEN_ELSE | INST_WHILE |
INST_READ | INST_WRITE | INST_NL | INST_NEW | INST_DELETE | INST_CALL |
INST_COMPUESTA;
  INST ASIG := E0 igual E0;
  INST_IF_THEN := if E0 then AUX_LINST endif;
  INST IF THEN ELSE := if E0 then AUX LINST else AUX LINST endif;
  INST WHILE := while E0 do AUX LINST endwhile;
  AUX_LINST := LINST;
  AUX LINST := 1 ;
  INST_READ := read E0;
```

```
INST_WRITE := write E0;
INST_NL := nI;
INST NEW := new E0;
INST_DELETE := delete E0;
INST CALL := call id pap REAL PARAMS pcierre;
REAL_PARAMS := REAL_PARAMS coma E0;
REAL_PARAMS := E0;
REAL PARAMS := \lambda;
INST COMPUESTA := BLOQUE;
BLOQUE := Ilap PROGRAMA Ilcierre;
BLOQUE := Ilap Ilcierre;
E0 := E1 \text{ mas } E0;
E0 := E1 menos E1;
E0 := E1;
E1 := E1 OP1AI E2;
E1 := E2;
E2 := E2 OP2AI E3;
E2 := E3;
E3 := E4 OP3NA E4;
E3 := E4:
E4 := menos E5;
E4 := not E4;
E4 := E5;
E5 := E5 OP5A;
E5 := E6;
E6 := por E6
E6 := E7;
E7 := ent | real | cadena | true | false | id | null | pap E0 pcierre;
OP5A := cap E0 ccierre | punto id | flecha id;
OP3NA := por | div | mod;
OP2AI := bne | beq | ble | bge | blt | bgt;
OP1AI := and | or;
```

ACONDICIONAMIENTO DE LA GRAMÁTICA (LL1)

Se añaden los siguientes **no terminales** al conjunto anterior : RLPARAMS, RLINST, RCAMPOS, RES0, RES1, RES2, RES3, RES5, INST_IF, RES_IF, RES_PARAMS , RPARAM y RBLOQUE.

Al sacar factor común en INST_IF_THEN e INST_IF_THEN_ELSE ,ya no hacen falta estos no terminales y se usan INST_IF y RES_IF en su lugar.

Gramática LL1:

```
PROGRAMA := LDECS LINST;
      LDECS := DECS sep_di;
      LDECS := 1 ;
      DECS := DEC RDECS:
      RDECS := scol DEC RDECS;
      RDECS := \lambda;
      DEC := DEC_VAR | DEC_TIPO | DEC_PROC;
      DEC VAR := var TIPO id;
      DEC_TIPO := type TIPO id;
      DEC PROC := proc id PARAMS BLOQUE;
      PARAMS := pap LPARAMS pcierre;
      LPARAMS:= 1 ;
      LPARAMS:=PARAM RLPARAMS;
      RLPARAMS:= coma PARAM RLPARAMS;
      RLPARAMS:= 1 ;
      PARAM := TIPO RPARAM;
      RPARAM := id;
      RPARAM := amp id;
      TIPO := TIPO_BASICO | TIPO_ARRAY | TIPO_REG | TIPO_PUNT | id;
      TIPO_BASICO := r_real | r_int | r_bool | r_string ;
      TIPO ARRAY := array cap ent ccierre of TIPO;
      TIPO_REG := record llap CAMPOS llcierre;
      TIPO PUNT := pointer TIPO;
      CAMPOS:= CAMPO RCAMPOS;
      RCAMPOS:= scol CAMPO RCAMPOS;
      RCAMPOS:= 1 ;
      CAMPO := TIPO id;
      LINST := INST RLINST;
      RLINST := scol INST RLINST;
      RLINST := \lambda;
     INST := INST ASIG | INST IF THEN | INST IF THEN ELSE | INST WHILE |
            INST_READ | INST_WRITE | INST_NL | INST_NEW | INST_DELETE |
INST CALL | INST COMPUESTA;
      INST ASIG := E0 igual E0;
      INST IF := if E0 then AUX LINST RES IF endif;
      RES_IF := \lambda;
      RES IF := else AUX LINST;
      INST WHILE := while E0 do AUX LINST endwhile;
      AUX_LINST := LINST;
      AUX LINST := 1 ;
      INST READ := read E0;
      INST_WRITE := write E0;
      INST NL := nI;
```

```
INST_NEW := new E0;
INST_DELETE := delete E0;
INST_CALL := call id pap REAL_PARAMS pcierre;
REAL_PARAMS := \tilde{\lambda};
REAL PARAMS := E0 RES PARAMS;
RES_PARAMS := coma E0 RES_PARAMS;
RES_PARAMS := \hbar;
INST COMPUESTA := BLOQUE;
BLOQUE := Ilap RBLOQUE;
RBLOQUE := Ilcierre;
RBLOQUE := PROGRAMA Ilcierre;
E0 := E1 RES0;
RES0 := mas E0;
RES0:= menos E1;
RES0 := \lambda;
E1 := E2 RES1;
RES1 := OP1AI E2 RES1;
RES1 := λ;
E2 := E3 RES2;
RES2 := OP2AI E3 RES2;
RES2:= λ ;
E3 := E4 RES3;
RES3 := OP3NA E4;
RES3:=λ;
E4 := menos E5;
E4 := not E4;
E4 := E5;
E5 := E6 RES5;
RES5 := OP5A RES5;
RES5 := \lambda;
E6 := por E6;
E6 := E7;
E7 := ent | real | cadena | true | false | id | null | pap E0 pcierre;
OP5A := punto id | flecha id | cap E0 ccierre;
OP3NA := por | div | mod;
OP2Al := bne | beq | ble | bge | blt | bgt;
OP1AI := and | or;
```