The Unnamed Language

As yet unnamed language is similar to the C programming language except that it supports the string datatype. A program must have a function in it called main that has return type void and accepts no parameters. There is no support for global variables.

Lexical Elements

Keywords: Keywords are shown in **bold** in the grammar: int, float, char, string, boolean, void, if, else, while, print, println, return, true, false

Punctuation Symbols: Shown in **bold** in the grammar: () , { } ;

Identifiers: An identifier, shown as id in the grammar, is a sequence of letters, digits and the underscore character. An identifier cannot start with a digit.

Binary Operators: Binary operators, shown as op in the grammar, have the same precedences as in C or Java. The binary operators are shown in increasing order of precedence, however + and - have the same precedence: == < + - *

Constants: There are four types that can be specified as constant values:

```
integerconstant: a sequence of decimal digits, for example: 34
stringconstant: a sequence of quoted characters, for example "this is a string"
characterconstant: a single character enclosed in single quotes, for example 'a'
a sequence of decimal digits followed by a . followed by a sequence of decimal digits, for example: 34.123
```

Characters: Only a subset of ASCII characters are recognized as strings or characters: [a-z] [A-Z] [0-9] [!,.: {}] and space

Comments: Single line comments only, where comments are prefixed by the two characters //

Sample Program

```
// sample.ul
int factorial (int n) {
    if (n == 1) {
        return 1;
    }
    else {
        return n*factorial(n-1);
    }
}
void main () {
    print "The factorial of 8 is ";
    println factorial(8);
}
```

V1.4

Grammar

```
→ Function+
Program
                    → FunctionDecl FunctionBody
Function
FunctionDecl
                    → CompoundType id ( FormalParameters )
FormalParameters
                    → CompoundType id MoreFormals*
MoreFormals
                    → , CompoundType id
                    → { VarDecl* Statement* }
FunctionBody
VarDecl
                    → CompoundType id ;
CompoundType
                    → Type
                    → Type [integerconstant]
Type
                    \rightarrow int
                    → float
                    → char
                    → string
                    → boolean
                    → void
Statement
                    → Expr ;
                    → if ( Expr ) Block
                    → if ( Expr ) Block else Block
                    → while ( Expr ) Block
                     → print Expr ;
                    → println Expr ;
                     → return Expr? ;
                    \rightarrow id = Expr ;
                    \rightarrow id [ Expr ] = Expr ;
Block
                    → { Statement* }
Expr
                    → Expr op Expr
                    → id [ Expr ]
                    → id ( ExprList )
                    → id
                    → Literal
                    → ( Expr )
Literal
                    → stringconstant
                    → integerconstant
                    → floatconstant
                    → characterconstant
                     → true
                    → false
ExprList
                    → Expr ExprMore*
ExprMore
                    → , Expr
```