## Sample of Language Specifications

## The PLanCompS Project

## SIMPLE-3-Statements.cbs

Language "SIMPLE"

## 3 Statements

```
Syntax Block : block ::= '{' stmts? '}'
        Stmts : stmts ::= stmt stmts?
         Stmt : stmt ::= imp-stmt | vars-decl
  ImpStmt : imp-stmt ::= block
                        'if' '(' exp ')' block ('else' block)?
                        | 'while' '(' exp ')' block
                        for' '(' stmt exp '; ' exp ') ' block
                         | 'print' '(' exps ')' ';'
                         | 'return' exp? ';'
                         | 'try' block 'catch' '(' id ')' block
                        'throw'exp';'
Rule [ 'if' '(' Exp ')' Block ] : stmt =
      [ 'if' '(' Exp ')' Block 'else' '{' '}' ]
Rule [ 'for' '(' Stmt Exp1 ';' Exp2 ')'
         [ '{' Stmt
         'while' '(' Exp1 ')'
         '{' '{' Stmts '}' Exp<sub>2</sub> ';' '}'
```

```
Semantics exec[ \_ : stmts ] : \Rightarrow null-type
      Rule \operatorname{exec}[`\{'\ '\}'\ ]] = \operatorname{null}
      Rule \operatorname{exec}[ '\{' Stmts '\}'] = \operatorname{exec}[ Stmts ]
      Rule exec ImpStmt Stmts =
               sequential(exec[ ImpStmt ], exec[ Stmts ])
      Rule exec[ VarsDecl Stmts ] =
               scope(declare | VarsDecl | , exec | Stmts | )
      Rule exec[ VarsDecl ] = effect(declare[ VarsDecl ])
      Rule exec[Exp';'] = effect(rval[Exp])
      Rule exec['if''('Exp')'Block_1'else'Block_2]] =
               if-else(rval [Exp], exec [Block_1], exec [Block_2])
      Rule exec[ 'while' '(' Exp ')' Block ] = while(rval[ Exp ], exec[ Block ])
      Rule exec[ 'print' '(' Exps ')' ';' ] = print(rvals[ Exps ])
      Rule exec[ 'return' Exp ';' ] = return(rval[ Exp ])
      Rule exec[ 'return' ';' ] = return(null)
      Rule exec[ 'try' Block<sub>1</sub> 'catch' '(' Id ')' Block<sub>2</sub> ] =
                handle-thrown(
                  exec[Block_1],
                  scope(
                     bind(id [ Id ], allocate-initialised-variable(values, given)),
                     exec Block<sub>2</sub> ))
      Rule exec[ 'throw' Exp ';' ] = throw(rval[ Exp ])
```