A Simple Compiler for Pascal

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Abstract

We are writing a simple compiler for PASCAL Language. We start off by defining the rules and grammar for this particular language. We will continue this project by adding rest of the stages.

1 Lexical Analysis

This is the initial stage of defining and building our compiler. We start off by writing a Context Free Grammar to define the Rules of our Compiler.

1.1 Context Free Grammar

The following structure shows the basic syntax for a **pascal** program:

```
program { name of the program }
uses {comma delimited names of libraries you use}
const {global constant declaration block}
var {global variable declaration block}
begin { main program block starts}
...
end. { the end of main program block }
```

We start by defining the **Context Free Grammar** for Pascal Language:

```
< program> 
ightarrow < program\_heading> < block> \ .
< program\_heading> 
ightarrow program < identifier>
< block> 
ightarrow < uses\_block> < constant\_block> \ < type\_block> < variable\_block> \ < execution\_block>
```

```
\langle uses\_block \rangle \rightarrow uses \langle identifier \rangle; | \lambda
< constant\_block > \rightarrow const < newline > < const\_definition >
< const_definition > \rightarrow < identifier > = < constant >
\langle constant \rangle \rightarrow
                         integer
                           boolean
                           string
\langle type\_block \rangle \rightarrow type \langle newline \rangle \langle type\_definition \rangle \mid \lambda
\langle type_{-}definition \rangle \rightarrow \langle identifier \rangle = \langle type \rangle
\langle variable\_block \rangle \rightarrow \lambda \mid var \langle new line \rangle \langle decl\_stmts \rangle
< decl_stmts > \rightarrow < decl_stmt > < new \ line > < decl_stmts > \ | < decl_stmt >
\langle decl_stmt \rangle \rightarrow \langle identifier \rangle : \langle type \rangle;
\langle execution\_block \rangle \rightarrow begin \langle newline \rangle \langle exec\_body \rangle \langle newline \rangle end.
< exec_body> \rightarrow < assignment_stmts> < newline> < exec_body>
                           | \langle if_-statement \rangle \langle newline \rangle \langle exec_-body \rangle
                           | \langle while\_statement \rangle \langle newline \rangle \langle exec\_body \rangle
                           | \lambda |
< assignment\_stmts > \rightarrow < assignment\_stmts > < newline >
                                    < assignment\_statement>
                                    | \langle assignment\_stmt \rangle
\langle assigment\_stmt \rangle \rightarrow \langle identifier \rangle : = \langle value \rangle
< if_- statement > \rightarrow if < cond_- stmt > then < newline > < exec_- body >
                                  if < cond\_stmt > then < newline > < exec\_body > if
                                     else < newline > < exec_body >
< while\_statement> \rightarrow while < cond\_stmt> do < newline> < exec\_body>
< cond_stmt > \rightarrow < expression >
                           | \langle expression \rangle \langle operator \rangle \langle expression \rangle
< operator > \rightarrow \&\& | | | | < | <= | >= | > | = | + | - | * | /
                          \langle expression \rangle \rightarrow \langle identifier \rangle \mid \langle value \rangle
                           | (\langle expression \rangle)|
                           | < expression > < operator > < expression >
```

 $< type> \rightarrow character \mid integer \mid real \mid boolean \mid string$