

“Undefined Language”

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Undefined Language

- Undefined is a general purpose systems language that uses the idea of having simple, easy to remember keywords and syntax to be developer friendly. It is a statically typed language that has a single keyword for data types, functions and operators that basically perform the same action but have many syntaxes.

- Lexical Unit

Tokens	Regex
main	globlPrnt
loop	untilSatisfied
bool	isValid
input	store
output	console
if	check
else	ifNot
elseif	checkAgain
return	out
import	in
true	Yes
false	No
comment	#([^\n"] \\.)*\n

number	[0-9]
charStr	\\"([^\n"] \\.)*\\"
arithmetic operator	(- \+ * \/ \%)
relational operator	(== \< \> \>= \<= \!=)
unary operator	((\+ \- * \/ \^)(\+ \-))
assignment	\=
letter	[a-zA-Z]
identifier	{letter}+
terminator	\;
other	[0-9][_a-zA-Z]*

Grammer Rules

undefined:

MAIN undefined | LOOP undefined | BOOL undefined | INPUT undefined | OUTPUT
undefined | IF undefined | ELSE undefined | ELSEIF undefined | IMPORT undefined |
RETURN undefined | YES undefined | NO undefined | NUM undefined | STRING undefined
| OPERATOR_A undefined | OPERATOR_R undefined | OPERATOR_U undefined |
OPERATOR_E undefined | IDENTIFIER undefined | TERMINATOR undefined | COMMENT
undefined | OPEN_BR undefined | OPEN_PR undefined | CLOSE_BR undefined | CLOSE_PR
undefined | HEADER_FILE | OTHER | MAIN | LOOP | BOOL | INPUT | OUTPUT | IF | ELSE |
ELSEIF | IMPORT | RETURN | YES | NO | NUM | STRING | OPERATOR_A | OPERATOR_R |
OPERATOR_U | OPERATOR_E | IDENTIFIER | TERMINATOR | COMMENT | OPEN_BR |
OPEN_PR | CLOSE_BR | CLOSE_PR | HEADER_FILE | OTHER

- Demo