

CS390 HW1

1. The $\langle \text{expr} \rangle$ statement of $\langle \text{expr} \rangle \text{ '-' } \langle \text{expr} \rangle$ could cause some ambiguities. Take for example the implementation of this language as $A[1] := 5 - 3 - 1$. When done properly (from left to right) this would yield the result of 1. This would be the parser creating the two expressions of $((5 - 3) - 1)$, to put it in easy terms. However, we could also get the number 3 if it's calculated as $(5 - (3 - 1))$.

To correct the grammar, I believe simply changing it to:

$\langle \text{expr} \rangle \{ \text{'-' } \langle \text{expr} \rangle \}$

would easily remedy the situation.

4. I changed my while loop to be:

$\langle \text{while} \rangle ::= \text{'while' } \langle \text{bool-expr} \rangle \langle \text{stmt-list} \rangle \text{'end'}$

I found that this would keep it “backwards compatible” for the “rich body of existing code,” but would allow for more functionality within the loop.

I thought of it as changing a Java function that required an Integer to a general function that could accept multiple types; you wouldn't have to change the main function arguments that call it, but it could be used for more applications.

5. I chose to add a whole new type of $\langle \text{bool-lit} \rangle$ to be able to just call things true/false. This way, now we can assign an array with integers and Booleans, and it will also carry over to the Boolean operations where they can be used in something like $(\text{while } A[1] = \text{true output } A[2])$. This is functionally not much different from the 0/false and every other integer/true setup before, but it will be more readable.

6. I don't know what would've been missed by using EBNF. It truly seems that at this basic level, there's not much that can't be implemented using EBNF over BNF.