

Grammar Definition

$\langle \text{program} \rangle ::= \langle \text{code block} \rangle \langle \text{statement} \rangle [\langle \text{code block} \rangle \mid \epsilon] \mid \langle \text{control flow construct} \rangle [\langle \text{code block} \rangle \mid \epsilon]$
 $\langle \text{control flow construct} \rangle ::= \langle \text{while} \rangle \mid \langle \text{for} \rangle \mid \langle \text{switch} \rangle \mid \langle \text{if} \rangle$
 $\langle \text{while} \rangle ::= \text{BEGIN} \langle \text{operators} \rangle \text{WHILE} \langle \text{code block} \rangle \text{REPEAT}$
 $\langle \text{for} \rangle ::= \text{DO} \langle \text{code block} \rangle \text{LOOP}$
 $\langle \text{if} \rangle ::= \text{IF} \langle \text{code block} \rangle \text{ENDIF} \mid \text{IF} \langle \text{code block} \rangle \text{ELSE} \langle \text{code block} \rangle \text{ENDIF}$
 $\langle \text{switch} \rangle ::= \text{CASE} \{ \text{literal} \text{ OF} \langle \text{code block} \rangle \text{ENDOF} \} \text{ENDCASE}$
 $\langle \text{statements} \rangle ::= \langle \text{statement} \rangle [\langle \text{statements} \rangle \mid \epsilon]$
 $\langle \text{function definition} \rangle ::= \text{identifier} \langle \text{code block} \rangle ;$
 $\langle \text{statement} \rangle ::= \langle \text{arithmetic operator} \rangle \mid \langle \text{stack operator} \rangle \mid \langle \text{comparison operator} \rangle \mid \langle \text{logical operator} \rangle$
 $\mid \langle \text{address operator} \rangle \mid \langle \text{input operator} \rangle \mid \langle \text{output operator} \rangle \mid \langle \text{control flow operator} \rangle$
 $\mid \langle \text{new variable operator} \rangle \mid \langle \text{size operator} \rangle \mid \text{literal} \mid \text{identifier} \text{ (variable or function call)}$
 $\langle \text{stack operator} \rangle ::= \text{dup} \mid \text{drop} \mid \text{swap} \mid \text{over} \mid \text{rot} \mid \text{pick} \mid \text{nip} \mid \text{tuck} \mid \text{roll}$
 $\langle \text{arithmetic operator} \rangle ::= + \mid \text{s}+ \mid * \mid / \mid - \mid \% \mid \text{negate} \mid \text{invert} \mid \text{lshift} \mid \text{rshift}$
 $\langle \text{comparison operator} \rangle ::= < \mid > \mid \leq \mid \geq \mid = \mid \text{s} =$
 $\langle \text{logical operator} \rangle ::= \text{and} \mid \text{or} \mid \text{xor} \mid \text{not}$
 $\langle \text{address operator} \rangle ::= ! \mid \text{f}! \mid \text{c}! \mid @ \mid \text{c}@ \mid \text{f}@$
 $\langle \text{input operator} \rangle ::= \text{sinput} \mid \text{finput} \mid \text{input}$
 $\langle \text{output operator} \rangle ::= \text{type} \mid . \mid .\text{s} \mid \text{emit}$
 $\langle \text{control flow operator} \rangle ::= \text{leave} \mid \text{continue}$
 $\langle \text{new variable operator} \rangle ::= \text{VARIABLE identifier} \mid \text{CREATE identifier integer} \langle \text{size operator} \rangle \text{allot}$
 $\langle \text{size operator} \rangle ::= \text{chars} \mid \text{floats} \mid \text{cells}$