

The Language MUDA

BNF-converter

October 14, 2007

This document was automatically generated by the *BNF-Converter*. It was generated together with the lexer, the parser, and the abstract syntax module, which guarantees that the document matches with the implementation of the language (provided no hand-hacking has taken place).

The lexical structure of MUDA

Identifiers

Identifiers $\langle Ident \rangle$ are unquoted strings beginning with a letter, followed by any combination of letters, digits, and the characters `_` `'`, reserved words excluded.

Literals

Integer literals $\langle Int \rangle$ are nonempty sequences of digits.

Double-precision float literals $\langle Double \rangle$ have the structure indicated by the regular expression $\langle digit \rangle + \text{'.'} \langle digit \rangle + (\text{'e' | 'E'} \text{'-'?} \langle digit \rangle +)?$ i.e. two sequences of digits separated by a decimal point, optionally followed by an unsigned or negative exponent.

CFloat literals are recognized by the regular expression $(\langle digit \rangle + \text{'.'} \langle digit \rangle + | \langle digit \rangle + \text{'.'} | \text{'.'} \langle digit \rangle +)((\text{'e' | 'E'} \text{'-'?} \langle digit \rangle +)?(\text{'f' | 'F'}) | \langle digit \rangle + (\text{'e' | 'E'} \text{'-'?} \langle digit \rangle + (\text{'f' | 'F'}))$

Hexadecimal literals are recognized by the regular expression $\text{'0'}(\text{'x' | 'X'})((\langle digit \rangle | [\text{"abcdef"}] | [\text{"ABCDEF"}]))+$

Reserved words and symbols

The set of reserved words is the set of terminals appearing in the grammar. Those reserved words that consist of non-letter characters are called symbols, and they are treated in a different way from those that are similar to

identifiers. The lexer follows rules familiar from languages like Haskell, C, and Java, including longest match and spacing conventions.

The reserved words used in MUDA are the following:

```
always_inline  else      force_inline
if             in        inline
inout          new       out
return         static    struct
while
```

The symbols used in MUDA are the following:

```
{      }      ;
(      )      ,
=      &      |
==     !=     >
>=     <      <=
+      -      *
/      /.     .
```

Comments

Single-line comments begin with `//`.

Multiple-line comments are enclosed with `/*` and `*/`.

The syntactic structure of MUDA

Non-terminals are enclosed between \langle and \rangle . The symbols $::=$ (production), $|$ (union) and ϵ (empty rule) belong to the BNF notation. All other symbols are terminals.

$$\begin{aligned} \langle Prog \rangle & ::= \langle ListStruc \rangle \langle ListFunc \rangle \\ \langle ListStruc \rangle & ::= \epsilon \\ & \quad | \quad \langle Struc \rangle \langle ListStruc \rangle \\ \langle Struc \rangle & ::= \text{struct } \{ \langle ListMDec \rangle \} \langle Ident \rangle ; \\ \langle ListMDec \rangle & ::= \langle MDec \rangle \\ & \quad | \quad \langle MDec \rangle \langle ListMDec \rangle \\ \langle MDec \rangle & ::= \langle Typ \rangle \langle Ident \rangle ; \end{aligned}$$

$$\begin{aligned}
\langle \text{ListFunc} \rangle &::= \epsilon \\
&| \quad \langle \text{Func} \rangle \langle \text{ListFunc} \rangle \\
\langle \text{Func} \rangle &::= \langle \text{ListFuncSpec} \rangle \langle \text{Typ} \rangle \langle \text{Ident} \rangle (\langle \text{ListFormalDec} \rangle) \{ \langle \text{ListStm} \rangle \} \\
\langle \text{ListFuncSpec} \rangle &::= \epsilon \\
&| \quad \langle \text{FuncSpec} \rangle \langle \text{ListFuncSpec} \rangle \\
\langle \text{FuncSpec} \rangle &::= \text{inline} \\
&| \quad \text{force_inline} \\
&| \quad \text{always_inline} \\
&| \quad \text{static} \\
\langle \text{FormalDec} \rangle &::= \langle \text{ListQual} \rangle \langle \text{Typ} \rangle \langle \text{Ident} \rangle \\
\langle \text{ListFormalDec} \rangle &::= \epsilon \\
&| \quad \langle \text{FormalDec} \rangle \\
&| \quad \langle \text{FormalDec} \rangle , \langle \text{ListFormalDec} \rangle \\
\langle \text{ListDecInit} \rangle &::= \langle \text{DecInit} \rangle \\
&| \quad \langle \text{DecInit} \rangle , \langle \text{ListDecInit} \rangle \\
\langle \text{DecInit} \rangle &::= \langle \text{Ident} \rangle \langle \text{ListDecInitExp} \rangle \\
\langle \text{ListDecInitExp} \rangle &::= \epsilon \\
&| \quad \langle \text{DecInitExp} \rangle \\
\langle \text{DecInitExp} \rangle &::= = \langle \text{Exp} \rangle \\
\langle \text{Qual} \rangle &::= \text{in} \\
&| \quad \text{out} \\
&| \quad \text{inout} \\
\langle \text{ListQual} \rangle &::= \epsilon \\
&| \quad \langle \text{Qual} \rangle \langle \text{ListQual} \rangle \\
\langle \text{Stm} \rangle &::= \langle \text{Typ} \rangle \langle \text{ListDecInit} \rangle ; \\
&| \quad \langle \text{Ident} \rangle = \langle \text{Exp} \rangle ; \\
&| \quad \langle \text{Ident} \rangle \langle \text{ListField} \rangle = \langle \text{Exp} \rangle ; \\
&| \quad \langle \text{Exp} \rangle ; \\
&| \quad \{ \langle \text{ListStm} \rangle \} \\
&| \quad \text{while} (\langle \text{Exp} \rangle) \langle \text{Stm} \rangle \\
&| \quad \text{if} (\langle \text{Exp} \rangle) \{ \langle \text{ListStm} \rangle \} \text{ else } \{ \langle \text{ListStm} \rangle \} \\
&| \quad \text{return} \langle \text{Exp} \rangle ; \\
&| \quad \langle \text{Ident} \rangle = \text{new} \langle \text{Integer} \rangle ; \\
&| \quad \langle \text{Stm} \rangle ;
\end{aligned}$$

$$\begin{aligned}
\langle ListStm \rangle &::= \epsilon \\
&| \quad \langle Stm \rangle \langle ListStm \rangle \\
\langle Exp \rangle &::= \langle Exp \rangle \& \langle Exp1 \rangle \\
&| \quad \langle Exp \rangle | \langle Exp1 \rangle \\
&| \quad \langle Exp1 \rangle \\
\langle Exp1 \rangle &::= \langle Exp1 \rangle == \langle Exp2 \rangle \\
&| \quad \langle Exp1 \rangle != \langle Exp2 \rangle \\
&| \quad \langle Exp2 \rangle \\
\langle Exp2 \rangle &::= \langle Exp2 \rangle > \langle Exp3 \rangle \\
&| \quad \langle Exp2 \rangle >= \langle Exp3 \rangle \\
&| \quad \langle Exp2 \rangle < \langle Exp3 \rangle \\
&| \quad \langle Exp2 \rangle <= \langle Exp3 \rangle \\
&| \quad \langle Exp3 \rangle \\
\langle Exp3 \rangle &::= \langle Exp3 \rangle + \langle Exp4 \rangle \\
&| \quad \langle Exp3 \rangle - \langle Exp4 \rangle \\
&| \quad \langle Exp4 \rangle \\
\langle Exp4 \rangle &::= \langle Exp4 \rangle * \langle Exp5 \rangle \\
&| \quad \langle Exp4 \rangle / \langle Exp5 \rangle \\
&| \quad \langle Exp4 \rangle /. \langle Exp5 \rangle \\
&| \quad \langle Exp5 \rangle \\
\langle Exp5 \rangle &::= - \langle Exp6 \rangle \\
&| \quad \langle Exp6 \rangle \\
\langle Exp6 \rangle &::= \langle Ident \rangle \\
&| \quad \langle Ident \rangle . \langle ListField \rangle \\
&| \quad \langle Integer \rangle \\
&| \quad \langle Double \rangle \\
&| \quad \langle CFloat \rangle \\
&| \quad \langle Hexadecimal \rangle \\
&| \quad \langle Ident \rangle (\langle ListFuncArgs \rangle) \\
&| \quad (\langle Exp \rangle) \\
\langle ListFuncArgs \rangle &::= \epsilon \\
&| \quad \langle FuncArgs \rangle \\
&| \quad \langle FuncArgs \rangle , \langle ListFuncArgs \rangle \\
\langle FuncArgs \rangle &::= \langle Exp1 \rangle \\
\langle ListField \rangle &::= \epsilon \\
&| \quad \langle Field \rangle \langle ListField \rangle \\
\langle Field \rangle &::= . \langle Ident \rangle
\end{aligned}$$

$$\langle Typ \rangle ::= \langle Ident \rangle$$