

# ***Context-Free Grammar for Mini Language***

## Program Structure

program → declaration\_list statement\_list

## Declarations

declaration\_list → declaration declaration\_list | ε

declaration → id\_list ":" type ";"

id\_list → IDENTIFIER ("," IDENTIFIER)\*

type → "integer" | "real"

## Statements

statement\_list → statement statement\_list | ε

statement → assignment ";"

assignment → IDENTIFIER ":=" expression

## Expressions (Operator Precedence)

expression → term (( "+" | "-" ) term) \*

term → factor (( "\*" | "/" ) factor) \*

factor → base ("^" base) \*

base → "(" expression ")" | IDENTIFIER | NUMBER

## Terminal Symbols

NUMBER → INTEGER | REAL

INTEGER → [0-9]+

REAL → [0-9]+.[0-9]+

IDENTIFIER → [a-zA-Z\_][a-zA-Z0-9\_]\*

## Operator Precedence (Highest to Lowest)

Parentheses: ( )

Exponentiation: ^ (right-associative)

Multiplication/Division: \* / (left-associative)

Addition/Subtraction: + - (left-associative)

## Key Features

LL(1) Grammar - Suitable for recursive descent parsing

No Left Recursion - Eliminated for top-down parsing

Precedence Climbing - Clear operator hierarchy

Error Recovery - Built-in error detection points

## Parse Example

x, y: integer;

result: real;

result := (x + y) \* 2 ^ 3;