PL/O Lexical Considerations

Category	Lexeme	Token Name	Numerical Value
		nulsym	1
Literals and Identifiers	letter (letter digit)*	identsym	2
	(digit)+	numbersym	3
Arithmetic Operators	+	plussym	4
	-	minussym	5
	*	multsym	6
	/	slashsym	7
	odd	oddsym	8
Comparisons	=	equalsym	9
	<>	neqsym	10
	<	lessym	11
	<=	leqsym	12
	>	gtrsym	13
	>=	geqsym	14
	(lparentsym	15
)	rparentsym	16
Cuntay and Assignment	,	commasym	17
Syntax and Assignment	;	semicolonsym	18
	•	periodsym	19
	:=	becomesym	20
	begin	beginsym	21
	end	endsym	22
	if	ifsym	23
	then	thensym	24
	while	whilesym	25
	do	dosym	26
Reserved Words	call	callsym	27
	const	constsym	28
	var	varsym	29
	procedure	procsym	30
	write	writesym	31
	read	readsym	32
	else	elsesym	33

Comments are /* C-style */.

PL/0 Scanning Quick Reference

Source Code	Symbolic Tokens (not output)	
var x, y;	varsym identsym x commasym identsym y semicolonsym	
begin	beginsym	
y := 3; /* Comment */	identsym y becomesym numbersym 3 semicolonsym	
x := y + 56;	identsym x becomesym identsym y plussym numbersym 56 semicolonsym	
end.	endsym periodsym	
Symbolic Tokens (not output)		Numeric Tokens
varsym identsym x commasym identsym y semicolonsym		29 2 x 17 2 y 18
beginsym		21
identsym y becomesym numbersym 3 semicolonsym		2 y 20 3 3 18
identsym x becomesym identsym y plussym numbersym 56 semicolonsym		2 x 20 2 y 4 3 56 18
endsym periodsym		22 19

Actual output:

Actual output:	,
File	Output
cleaninput.txt	var x, y;
	begin
	y := 3;
	x := y + 56;
	end.
lexemetable.txt	lexeme token type
	var 29
	x 2
	, 17
	y 2
	; 18
	begin 21
	y 2
	:= 20
	3 3
	; 18
	x 2
	:= 20
	y 2
	+ 4
	56 3
	; 18
	end 22
	. 19
tokenlist.txt	29 2 x 17 2 y 18 21 2 y 20 3 3 18 2 x 20 2 y 4 3 56 18 22 19

PL/O Grammar (extended BNF)

```
program
                       ::= block "."
                       ::= const-declaration var-declaration proc-declaration statement
block
                       ::= [ "const" ident "=" number {"," ident "=" number} ";"]
const-declaration
                       ::= [ "var" ident {"," ident} ";"]
var-declaration
                       ::= {"procedure" ident ";" block ";" }
proc-declaration
statement
                       ::= [ident ":=" expression
                          | "call" ident
                          | "begin" statement { ";" statement } "end"
                          | "if" condition "then" statement ["else" statement]
                          | "while" condition "do" statement
                          | "read" ident
                          | "write" ident
                          | e ]
condition
                       ::= "odd" expression
                         | expression rel-op expression
                       ::= "=" | "<>" | "<" | "<=" | ">" | ">="
rel-op
                       ::= [ "+" | "-"] term { ("+" | "-") term}
expression
term
                       ::= factor {("*"|"/") factor}
                       ::= ident | number | "(" expression ")"
factor
                       ::= digit {digit}
number
ident
                       ::= letter {letter | digit}
                       ::= "0" | "1" | "2" | "3" | "4" | "5" | "6" | "7" | "8" | "9"
digit
                       ::= "a" | "b" | ... | "y" | "z" | "A" | "B" | ... | "Y" | "Z"
letter
```

Legend:

[The contents of brackets are optional]
{ The contents of braces are repeated zero or more times }
Terminal (i.e., literal) symbols are enclosed in "quote marks"
Parentheses and vertical bars act like they do in regular expressions

Useful C Declarations

```
typedef enum {
     nulsym = 1, identsym, numbersym, plussym, minussym,
     multsym, slashsym, oddsym, eqsym, neqsym, lessym, leqsym,
     gtrsym, geqsym, lparentsym, rparentsym, commasym, semicolonsym,
     periodsym, becomessym, beginsym, endsym, ifsym, thensym,
     whilesym, dosym, callsym, constsym, varsym, procsym, writesym,
     readsym, elsesym
} token_type;
#define MAX SYMBOL TABLE SIZE 100
/* For constants, store kind, name and val
   For variables, store kind, name, L and M
   For procedures, store kind, name, L and M */
typedef struct symbol {
     int kind;
                  // const = 1, var = 2, proc = 3
     char name[12]; // name up to 11 chars
     int val;
                    // value
     int level; // L level
                    // M address
     int addr;
} symbol;
symbol symbol table[MAX SYMBOL TABLE SIZE];
```

PL/O Parser Pseudocode 1/3

This pseudocode shows you how to walk through the syntax of a PL/0 program. It does *not* show you how to generate code.

```
procedure PROGRAM;
  begin
    GET(TOKEN);
    BLOCK;
    if TOKEN != "periodsym" then ERROR
  end;
procedure BLOCK;
  begin
    if TOKEN = "constsym" then begin
      repeat
        GET(TOKEN);
        if TOKEN != "identsym" then ERROR;
        GET(TOKEN);
        if TOKEN != "eqsym" then ERROR;
        GET(TOKEN);
        if TOKEN != NUMBER then ERROR;
        GET(TOKEN)
      until TOKEN != "commasym";
      if TOKEN != "semicolomsym" then ERROR;
      GET(TOKEN)
    end;
    if TOKEN = "varsym" then begin
      repeat
        GET(TOKEN);
        if TOKEN != "identsym" then ERROR;
        GET(TOKEN)
      until TOKEN != "commasym";
      if TOKEN != "semicolomsym" then ERROR;
      GET(TOKEN)
    end;
    while TOKEN = "procsym" do begin
      GET(TOKEN);
      if TOKEN != "identsym" then ERROR;
      GET(TOKEN);
      if TOKEN != "semicolomsym" then ERROR;
      GET(TOKEN);
      BLOCK;
      if TOKEN != "semicolomsym" then ERROR;
      GET(TOKEN)
    end;
    STATEMENT
  end;
```

PL/O Parser Pseudocode 2/3

```
procedure STATEMENT;
 begin
    if TOKEN = "identsym" then begin
      GET(TOKEN);
      if TOKEN != "becomessym" then ERROR;
      GET(TOKEN);
      EXPRESSION
    else if TOKEN = "callsym" then begin
      GET(TOKEN);
      if TOKEN != "identsym" then ERROR;
      GET(TOKEN)
    end
    else if TOKEN = "beginsym" then begin
      GET TOKEN;
      STATEMENT;
      while TOKEN = "semicolomsym" do begin
        GET(TOKEN);
        STATEMENT
      end;
      if TOKEN != "endsym" then ERROR;
      GET(TOKEN)
    end
    else if TOKEN = "ifsym" then begin
      GET(TOKEN);
      CONDITION;
      if TOKEN != "thensym" then ERROR;
      GET(TOKEN);
      STATEMENT
    end
    else if TOKEN = "whilesym" then begin
      GET(TOKEN);
      CONDITION;
      if TOKEN != "dosym" then ERROR;
      GET(TOKEN);
      STATEMENT
    end
  end;
procedure CONDITION;
  begin
    if TOKEN = "oddsym" then begin
      GET(TOKEN);
      EXPRESSION
    else begin
      EXPRESSION;
      if TOKEN != RELATION then ERROR;
      GET(TOKEN);
      EXPRESSION
    end
  end;
```

PL/O Parser Pseudocode 3/3

```
procedure EXPRESSION;
 begin
    if TOKEN = "plussym" or "minussym" then GET(TOKEN);
    while TOKEN = "plussym" or "minussym" do begin
      GET(TOKEN);
      TERM
    end
 end;
procedure TERM;
 begin
    FACTOR;
    while TOKEN = "multsym" or "slashsym" do begin
      GET(TOKEN);
      FACTOR
    end
 end;
procedure FACTOR;
 begin
    if TOKEN = "identsym" then
      GET(TOKEN)
    else if TOKEN = NUMBER then
      GET(TOKEN)
    else if TOKEN = "(" then begin
      GET(TOKEN);
      EXPRESSION;
      if TOKEN != ")" then ERROR;
      GET(TOKEN)
    end
    else ERROR
 end;
```

Example PL/O Parser Error Messages

- 1. Use = instead of :=.
- 2. = must be followed by a number.
- 3. Identifier must be followed by :=.
- 4. const, var, procedure must be followed by identifier.
- 5. Semicolon or comma missing.
- 6. Incorrect symbol after procedure declaration.
- 7. Statement expected.
- 8. Incorrect symbol after statement part in block.
- 9. Period expected.
- 10. Semicolon between statements missing.
- 11. Undeclared identifier.
- 12. Assignment to constant or procedure is not allowed.
- 13. Assignment operator expected.
- 14. call must be followed by an identifier.
- 15. Call of a constant or variable is meaningless.
- 16. then expected.
- 17. Semicolon or } expected.
- 18. do expected.
- 19. Incorrect symbol following statement.
- 20. Relational operator expected.
- 21. Expression must not contain a procedure identifier.
- 22. Right parenthesis missing.
- 23. The preceding factor cannot begin with this symbol.
- 24. An expression cannot begin with this symbol.
- 25. This number is too large.