The Language SW

BNF-converter

September 5, 2020

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 SW

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

Numvar literals are recognized by the regular expression '%' $\langle letter \rangle (\langle letter \rangle | \langle digit \rangle) *$

Stringvar literals are recognized by the regular expression '\$' $\langle letter \rangle (\langle letter \rangle | \langle digit \rangle)*$

Symvar literals are recognized by the regular expression & (letter)((letter) | (digit) | `-')*

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 SW are the following:

There are no reserved words in SW.

The symbols used in SW are the following:

```
; , , {
} < -
> _ (
) . =
title: :
```

Comments

Single-line comments begin with #.

Multiple-line comments are enclosed with {# and #}.

The syntactic structure of SW

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.

```
 \langle Valide \rangle ::= \langle ValidSW \rangle \\ | \langle ValidCFG \rangle 
 \langle ValidSW \rangle ::= \langle ListStm \rangle 
 \langle Stm \rangle ::= \langle S-tream \rangle \\ | \langle Numassgn \rangle \\ | \langle Strassgn \rangle \\ | \langle Strassgn \rangle \\ | \langle Hermt \rangle \\ | \langle Subdef \rangle 
 \langle ListStm \rangle ::= \epsilon \\ | \langle Stm \rangle ; \langle ListStm \rangle 
 \langle Subdef \rangle ::= \langle Hermt \rangle \{ \langle ListSubnet \rangle \} 
 \langle Subnet \rangle ::= \langle Hermt \rangle \\ | \langle S-tream \rangle \\ | \langle ExtPortOut \rangle
```

```
\langle ListSubnet \rangle ::= \epsilon
                                        \langle Subnet \rangle; \langle ListSubnet \rangle
\langle ExtPortIn \rangle ::= \langle Proc \rangle \langle Prt \rangle \langle Larrow \rangle \langle Tab \rangle
                               \langle Tab \rangle \langle Rarrow \rangle \langle Prt \rangle \langle Proc \rangle
\langle ExtPortOut \rangle ::= \langle Tab \rangle \langle Larrow \rangle \langle Prt \rangle \langle Proc \rangle
                                  \langle Proc \rangle \langle Prt \rangle \langle Rarrow \rangle \langle Tab \rangle
\langle Tab \rangle ::= \langle Numval \rangle
                             \langle Symval \rangle
\langle S\text{-tream} \rangle ::= \langle Proc \rangle \langle Prt \rangle \langle Larrow \rangle \langle Prt \rangle \langle Proc \rangle
                                \langle Proc \rangle \langle Prt \rangle \langle Rarrow \rangle \langle Prt \rangle \langle Proc \rangle
                                    \langle S\text{-tream} \rangle \langle Prt \rangle \langle Larrow \rangle \langle Prt \rangle \langle Proc \rangle
                                     \langle S\text{-tream} \rangle \langle Prt \rangle \langle Rarrow \rangle \langle Prt \rangle \langle Proc \rangle
\langle Larrow \rangle ::= \langle \langle Buffsize \rangle -
\langle Rarrow \rangle ::= - \langle Buffsize \rangle >
\langle Buffsize \rangle ::= \langle Numval \rangle
\langle Hermt \rangle ::= \langle Ident \rangle \langle Comp \rangle \langle ListArgument \rangle
                                \langle Ident \rangle \langle ListArgument \rangle
                      | \quad \_\langle Comp \rangle \langle ListArgument \rangle
| \quad \_\langle ListArgument \rangle
\langle Proc \rangle ::= (\langle Symval \rangle \langle Comp \rangle \langle ListArgument \rangle)
                              (\langle Symval \rangle \langle ListArgument \rangle)
                               ( \_ \langle Comp \rangle \langle ListArgument \rangle )
                             ( \_ \langle ListArgument \rangle )
\langle Prt \rangle ::= \langle Numval \rangle
                            \langle Numval \rangle . \langle Symval \rangle
                            \langle Symval \rangle . \langle Numval \rangle
                            \langle Symval \rangle
\langle Comp \rangle ::= \langle Ident \rangle
                          \langle Ident \rangle . \langle Ident \rangle
                              ' \langle Ident \rangle
\langle Argument \rangle ::= \langle Stringval \rangle
\langle ListArgument \rangle ::= \epsilon
                                                 \langle Argument \rangle \langle ListArgument \rangle
```

```
 \langle Numassgn \rangle \quad ::= \quad \langle Numvar \rangle = \langle Numval \rangle 
 \langle Strassgn \rangle \quad ::= \quad \langle Stringvar \rangle = \langle Ident \rangle 
 \langle SymAssgn \rangle \quad ::= \quad \langle Symvar \rangle = \langle Ident \rangle 
 | \quad \langle Symvar \rangle = \langle Symvar \rangle 
 \langle Numval \rangle \quad ::= \quad \langle Integer \rangle 
 | \quad \langle Numvar \rangle 
 \langle Stringval \rangle \quad ::= \quad \langle String \rangle 
 | \quad \langle Stringvar \rangle 
 \langle Symval \rangle \quad ::= \quad \langle Symvar \rangle 
 | \quad \langle Ident \rangle 
 \langle ValidCFG \rangle \quad ::= \quad \langle ListStn \rangle 
 \langle Stn \rangle \quad ::= \quad title: \langle Ident \rangle 
 | \quad \langle Ident \rangle : \quad \langle Integer \rangle 
 | \quad \langle Ident \rangle : \langle String \rangle 
 \langle ListStn \rangle \quad ::= \quad \epsilon 
 | \quad \langle Stn \rangle \langle ListStn \rangle
```