

# Grammar for the Exp programming language

Version 7

program  $\rightarrow$  main

main  $\rightarrow$  ( statement )<sup>+</sup>

statement  $\rightarrow$  st\_print | st\_attrb | st\_if | st\_while | st\_break | st\_continue

st\_print  $\rightarrow$  **print** ( expression ( , expression )<sup>\*</sup> )

st\_attrb  $\rightarrow$  **name** = expression

st\_if  $\rightarrow$  **if** comparison { ( statement )<sup>+</sup> ( **}** **else** { ( statement )<sup>+</sup> **}** )<sup>?</sup> }

st\_while  $\rightarrow$  **while** comparison { ( statement )<sup>+</sup> }

st\_break  $\rightarrow$  **break**

st\_continue  $\rightarrow$  **continue**

comparison  $\rightarrow$  expression ( == | != | < | <= | > | >= ) expression

expression  $\rightarrow$  term ( ( + | - ) term )<sup>\*</sup>

term  $\rightarrow$  factor ( ( \* | / | % ) factor )<sup>\*</sup>

factor  $\rightarrow$  **number** | **string** | ( expression ) | **name** | **read\_int** ( ) | **read\_str** ( )

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tokens: + - \* / % ( ) = , { } == != < <= > >=

**number** **string** **name** **read\_int** **read\_str**  
**print** **if** **else** **while** **break** **continue**

bytecode instructions:

+1 **ldc** *integer* or *“string”*

-1 **iadd**

-1 **isub**

-1 **imul**

-1 **idiv**

-1 **irem**

-1	<b>istore</b>	<i>index</i>	
+1	<b>iload</b>	<i>index</i>	
-1	<b>astore</b>	<i>index</i>	
+1	<b>aload</b>	<i>index</i>	
+1	<b>getstatic</b>		
-2	<b>invokevirtual</b>	.../print(I)V	
-2	<b>invokevirtual</b>	.../print(Ljava/lang/String;)V	
-1	<b>invokevirtual</b>	.../println()V	
+1	<b>invokestatic</b>	.../readInt()I	
-2	<b>if_icmp??</b>	<i>label</i>	?? → <b>eq   ne   lt   le   gt   ge</b>
0	<b>goto</b>	<i>label</i>	