# pinky

#### A TOY SCRIPTING LANGUAGE TO TEACH ABOUT COMPILERS

## Grammar

Pinky's grammar is designed to be simple and sane to reduce implementation friction and help you get your feet wet when writing your first interpreter or compiler..

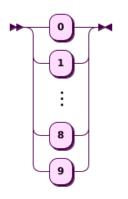
Below you'll find the grammar in BNF form paired with a syntax diagram (a.k.a. railroad diagram) for each symbol.



REFERENCE Syntax Grammar

## BNF#

## digit:

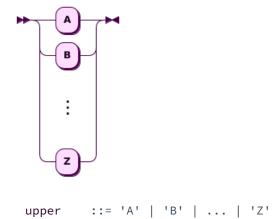


digit ::= '0' | '1' | ... | '9'

## referenced by:

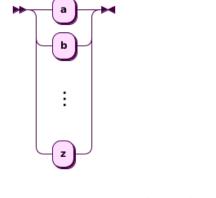
- alphanum
- integer

#### upper:



• alpha

#### lower:

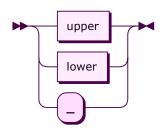


lower ::= 'a' | 'b' | ... | 'z'

# referenced by:

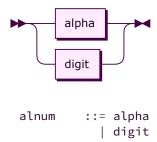
• alpha

## alpha:



- alnum
- identifier

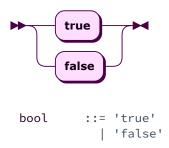
#### alnum:



# referenced by:

• identifier

#### bool:



# referenced by:

literal

## integer:

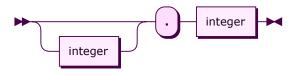
For the grammar, an *integer* is simply a sequence of one or more digits. Negative numbers are implemented using the unary minus operator.



integer ::= digit+

- float
- literal

#### float:

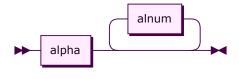


float ::= integer? '.' integer

## referenced by:

literal

## identifier:



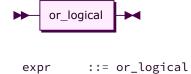
identifier

::= alpha alnum\*

## referenced by:

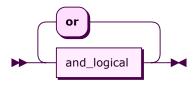
- assign
- func\_call
- func\_name
- params
- primary

## expr:



- args
- assign
- expr\_stmt
- for\_stmt
- grouping
- if\_stmt
- print\_stmt
- println\_stmt
- ret\_stmt
- while\_stmt

## or\_logical:

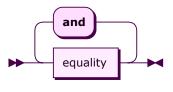


```
or_logical
    ::= and_logical ( 'or' and_logical )*
```

referenced by:

expr

## and\_logical:

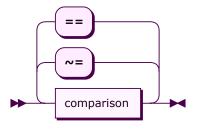


```
and_logical
    ::= equality ( 'and' equality )*
```

referenced by:

• or\_logical

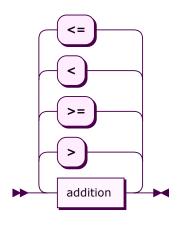
## equality:



```
equality ::= comparison ( ( '~=' | '==' ) comparison )*
```

• and\_logical

## comparison:

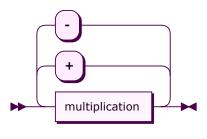


```
comparison  ::= \mbox{ addition ( ( '>' \ | \ '>=' \ | \ '<' \ | \ '<=' \ ) \ addition )} \star
```

# referenced by:

equality

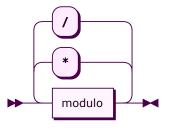
#### addition:



```
addition ::= multiplication ( ( '+' \mid '-' ) multiplication ) \star
```

• comparison

## multiplication:

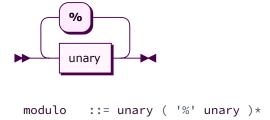


```
multiplication  ::= \ \mathsf{modulo} \ ( \ ( \ '*' \ | \ '/' \ ) \ \mathsf{modulo} \ ) \, \star
```

referenced by:

• addition

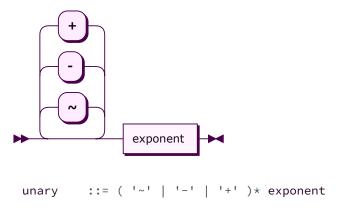
#### modulo:



referenced by:

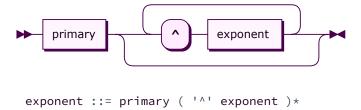
• multiplication

#### unary:



• modulo

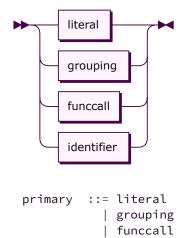
#### exponent:



## referenced by:

- exponent
- unary

## primary:

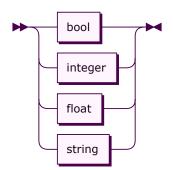


| identifier

## referenced by:

exponent

## literal:



primary

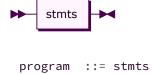
## grouping:



# referenced by:

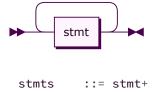
primary

## program:



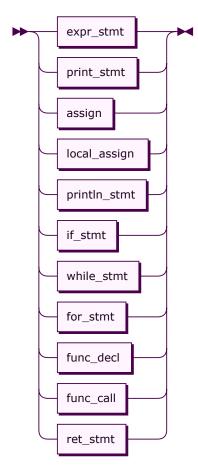
no references

#### stmts:



- for\_stmt
- func\_decl
- if\_stmt
- program
- while\_stmt

#### stmt:



## referenced by:

• stmts

## expr\_stmt:



expr\_stmt

::= expr

• stmt

## print\_stmt:

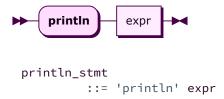
```
print expr

print_stmt
    ::= 'print' expr
```

referenced by:

• stmt

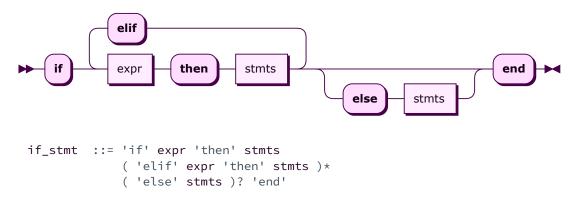
## println\_stmt:



referenced by:

• stmt

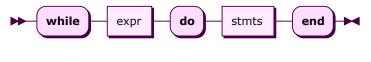
## if\_stmt:



referenced by:

• stmt

## while\_stmt:



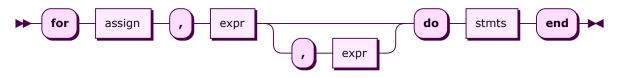
while\_stmt

::= 'while' expr 'do' stmts 'end'

## referenced by:

• stmt

## for\_stmt:

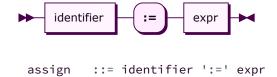


for\_stmt ::= 'for' assign ',' expr ( ',' expr )? 'do' stmts 'end'

## referenced by:

• stmt

## assign:



## referenced by:

- for\_stmt
- local\_assign
- stmt

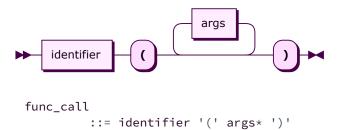
## local\_assign:



local\_assign
 ::= 'local' assign

• stmt

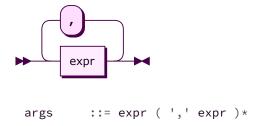
## func\_call:



# referenced by:

• stmt

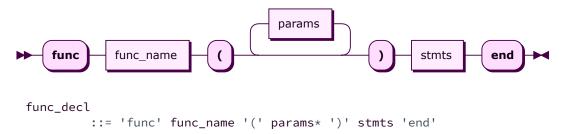
## args:



# referenced by:

• func\_call

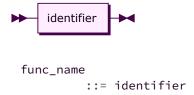
## func\_decl:



## referenced by:

• stmt

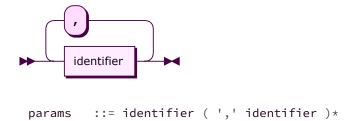
## func\_name:



# referenced by:

• func\_decl

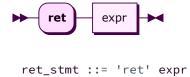
#### params:



# referenced by:

• func\_decl

## ret\_stmt:



referenced by:

• stmt