

Formal Languages and Compilers

20 July 2020

Using the JFLEX lexer generator and the CUP parser generator, realize a JAVA program capable of recognizing and executing the programming language described in the following.

Input language

The input file is composed of two sections: *header* and *commands* sections, separated by means of the two characters “\$\$”. Comments are possible, and they are delimited by the starting sequence “(++)” and by the ending sequence “++”.

Header section: lexicon

The *header* section can contain 2 types of tokens, each terminated with the character “;”:

- **<token1>**: it starts with a word composed of at least 7 characters in the set “a” , “b” or “c”, disposed in any order and, in total, in odd number (e.g., abcabca, aabbccabc). The word is followed by the character “#”, and optionally by a hexadecimal and even number between –5C and aB6. Remember that even hexadecimal numbers are those ending with 0, 2, 4, 6, 8, A or a, C or c, and E or e .
- **<token2>**: it is a hour with the format “HH:MM:SS” between 07:13:24 and 17:37:43, followed by the character “:” and by a binary number between 101 and 11010.

Header section: grammar

The header section contains one of these two possible sequences of tokens:

1. at **least 5**, and in **odd number** (5, 7, 9,...) repetitions of **<token1>**, followed by **3 or 21** repetitions of **<token2>**
2. **three <token2>** and **any number** of **<token1>** (**even 0**). This sequence **must start** with a **<token2>**, the second and third repetitions of **<token2>** can be in **any position** of the sequence.

Commands Section: grammar and semantic

The *commands section* is composed of a list of **<commands>**, which can be possibly **empty**.

Two types of commands are possible:

- *Assignment*: it is a **<variable>** (same regular expression of C identifiers), followed by a “=”, by an **<expr>**, and by a ;. This command stores the result of **<expr>** into an entry of a global symbol table with key **<variable>**. **This symbol table is the only global data structure allowed in all the examination, and it can be written only by means of an assignment command.**

- *Compare*: it has the following syntax:

```
compare <expr1> with <comp_list> end ;
```

where **<comp_list>** is a non-empty list of **<comp>**, where each **<comp>** has the following syntax:

```
<expr2> { <print_list> } .
```

For each **<comp>** for which the result of **<expr₂>** is equal to the result of **<expr₁>** (more than one **<comp>** can meet this requirement within the same **compare** command), all the **<print>** commands listed in **<print_list>** are executed. A **<print>** command is the word **print** followed by an **<expr>** and followed by a ;. The **<print>** command prints the results of **<expr>** into the screen. **For the implementation of the compare instruction, within the grammar rule of the <print> command, use inherited attributes to access the values of <expr₁> and <expr₂>, and to decide to execute or not the print action.**

An `<expr>` is a typical arithmetical expression, which includes integer numbers or `<variable>`, parenthesis, and “+”, “-”, “*” and “/” operators. An example of `<expr>` is `3 + (6 * a)`.

Goals

The translator must execute the language, and it must produce the output reported in the example. For any detail not specified in the text, follow the example.

Example

Input:

```
(++ Header section (second type of grammar for the header) ++)  
07:13:24:101;      (++) <token2> ++)  
08:13:10:11001 ;  (++) <token2> ++)  
aabbccabc#-a;    (++) <token1> ++)  
10:13:26:1000;   (++) <token2> ++)  
  
$$  
  
(++ Commands section ++)  
a = 2;           (++) assigns 2 to var a ++)  
b = 2 + 3 * 2;   (++) assigns 2+6=8 to var b ++)  
c = (a + 1) * 2; (++) assigns 3*2=6 to var c ++)  
  
compare 3+a with (++) 3+a=5 ++)  
  3*a {          (++) FALSE ++)  
    print 3;  
    print a+1;  
  }  
  1+ 2*2 {       (++) TRUE ++)  
    print 2;     (++) print 2 ++)  
    print 3;     (++) print 3 ++)  
  }  
  b-3 {         (++) TRUE ++)  
    print a*2;   (++) print 4 ++)  
  }  
end;
```

Output:

```
2  
3  
4
```

Weights: Scanner 8/30; Grammar 9/30; Semantic 10/30