

Computer Science 3 - 2015

Programming Language Translation

Practical 3, Week beginning 14 September 2015

Hand in your solutions to this practical *before* lunch time on your next practical day, correctly packaged in a transparent folder with your cover sheets. **Unpackaged and late submissions will not be accepted - you have been warned.** Please do NOT come to a practical and spend the first hour printing or completing solutions from the previous week's exercises. Since the practical will have been done on a group basis, please hand in one copy of the cover sheet for each member of the group. These will be returned to you in due course, signed by the marker. **Please make it clear whose folder you have used for the electronic submission, for example g13A1234.** Lastly, please resist the temptation to carve up the practical, with each group member only doing one task. The group experience is best when you discuss each task together.

Objectives:

In this practical you are to

- familiarize you with simple applications of the Coco/R parser generator, and
- write grammars that describe simple language features.

You will need this prac sheet and your text book. As usual, copies of the prac sheet are also available at <http://www.cs.ru.ac.za/courses/CSc301/Translators/trans.htm> .

Outcomes:

When you have completed this practical you should understand

- how to develop context-free grammars for describing the syntax of various languages and language features;
- the form of a Cocol description;
- how to check a grammar with Coco/R and how to compile simple parsers generated from a formal grammar description.

To hand in:

This week you are required to hand in, besides the cover sheet:

- Listings of your solutions to the grammar problems, produced on the laser printer by using the LPRINT utility. Some of these listings will get quite "wide" so please set them out nicely.
- Electronic copies of your grammar files (ATG files).

I do NOT require listings of any C# code produced by Coco/R.

Keep the prac sheet and your solutions until the end of the semester. Check carefully that your mark has been entered into the Departmental Records.

You are referred to the rules for practical submission which are clearly stated in our Departmental Handbook. However, for this course pracs must be posted in the "hand-in" box outside the laboratory and not given to demonstrators.

A rule not stated there, but which should be obvious, is that you are not allowed to hand in another group's or student's work as your own. Attempts to do this will result in (at best) a mark of zero and (at worst) severe disciplinary action and the loss of your DP. You are allowed - even encouraged - to work and study with other students, but if you do this you are asked to acknowledge that you have done so. You are expected to be familiar with the University Policy on Plagiarism, which you can consult on the University web site.

Task 1 - creating a working directory and unpacking the prac kit

There are several files that you need, zipped up this week in the file PRAC3.ZIP

- Immediately after logging on, get to the DOS command line level by using the Start -> Command prompt option from the tool bar.
- Copy the prac kit into a newly created directory/folder in your file space - use the D: drive if you observe strange behaviour.

```
j:
md prac3
cd prac3
copy i:\csc301\trans\prac3.zip
unzip prac3.zip
```

You will find the executable version of Coco/R and batch files for running it, frame files, and various sample programs and grammars, contained in files with extensions like

```
*.ATG,    *.PAV,    *.TXT    *.BAD
```

Task 2 - Simple use of Coco/R - a quick task

In the kit you will find `Calc.atg`. This is essentially the calculator grammar on page 62 of the text, with a slight (cosmetic) change of name.

Use Coco/R to generate a parser for data for this calculator. You do this most simply by giving the command

```
cmake Calc
```

The primary name of the file (`Calc`) is case sensitive. Note that the `.ATG` extension is needed, but not given in the command. Used like this, Coco/R will simply generate three important components of a calculator program - the parser, scanner, and main driver program. Cocol specifications can be programmed to generate a complete calculator too (ie one that will evaluate the expressions, rather than simply check them for syntactic correctness), but that will have to wait for the early hours of another day.

(Wow! Have you ever written a program so fast in your life before?)

Of course, having Coco/R write you a program is one thing. But it might also be fun and interesting to run the generated program and see what it is capable of doing.

A command like

```
Calc calc.txt           (or Calc.exe calc.txt)
```

will run the program `Calc` and try to parse the file `calc.txt`, sending error messages to the screen. Giving the command in the form

```
crun Calc calc.bad -L
```

will send an error listing to the file `listing.txt`, which might be more convenient. Try this out.

Well, you did all that. Well done. What next?

For some light relief and interest you might like to look at the code the system generated for you (three `.cs` files are created in the parent directory = `Calc.cs`, `Scanner.cs` and `Parser.cs`) You don't have to comment this week, simply gaze in awe. Don't take too long over this, because now you have the chance to be more creative.

That's right - we have not finished yet. Modify the grammar so that you can use parentheses in your expressions, incorporate leading signs, can make use of an `abs()` function, and can compute factorials, as in

$$3 + \text{abs}(-4 * (6 + 5)) - 4! + (5-2)!$$

Oh, and while you are at it. allow it to recognize numbers that include a decimal point, as in 3.4 or 3. or .45

Of course, the application does not have any real "calculator" capability - it cannot calculate anything (yet). It only has the ability to recognise or reject expressions at this stage. Try it out with some expressions that use the new features, and some that use them incorrectly.

Warning. Language design and grammar design is easy to get wrong. Think hard about these next problems before you begin, and while you are doing them.

Task 3 - Meet the family

A family can be described in a format that makes provision for listing the parents, grandparents, children and grandchildren and also giving the numbers of cars, houses, cats and bagpipes - for example

```
Surname:
  Terry
Parents:
  Patrick David,
  Sally
Children:
  Kenneth David = Hajnalka Szabo,
  Helen Margaret Alice = John Livermore
Grandparents:
  William David Terry (deceased) [ father of Patrick David ],
  Pep Terry,
  John Fawcitt,
  Winifred Doreen Fawcitt [ mother of Sally ]
Grandchildren:
  Kayd Aron Szabo [ son of Kenneth David ]
1 small car  1 bagpipe
1 house     2 large cats
```

Write a grammar to describe such a family, some of whose members may have passed on (deceased). Assume that the various sections can come in any order (so that we are allowed to list the grandparents before the parents, for example). Make provision for various forms of name - for example O'Toole, McGregor, or Stacey-Ann.

Some families are described in various text files in the kit. Not all of these might be "valid", and you might like to try some of your own.

Task 4 - One for the Musicians in our Midst (but the rest of you should do it too)

After such a musical introduction to this section of the course you will be delighted to learn that it is possible to write Cocol grammars to describe the words of songs and the notes sung to those words expressed in "Tonic Solfa". Here, for example, is a jingle that should be familiar (it is reputed to be sung more often than any other song in the English-speaking world):

```
Happy birthday to you
so so la  so do te

Happy birthday to you
so so la  so re do

Happy Birthday, Happy Birthday
so so so me  do do te  la

Happy birthday to you!
fa fa me  do re do
```

This tune (and two others) can be found in the prac kit.

A song can consist of any number of lines, but each line is written in two parts (one with the words, which can contain any number of letters and which might be terminated with commas, full stops, question marks or exclamation points, and which can contain quotes or hyphens) and one with the key words of the tonic solfa (do, re, me, fa, so, la, te). Each of these component lines is terminated by an end-of-line mark, and each pair is separated from the next one by a further end-of-line mark.

Write a grammar to describe songs written in this way and test it on the songs in the kit (and any others you like to write out in Tonic Solfa)..

Early warning - next week: Canntaireachd.

Task 5 - Golden Oldies - hits of a bygone era

More Music!

Develop a Cocol grammar that describes a list of pop songs of my era (your parents might have sung along to some of them too). Here is a sample of such a list (Nostalgia.txt). I don't remember the years of all of them, so in some cases I have had to leave the year out. You will note that some were recorded several times:

"Please, Please Me" (The Beatles) [1963] .
"I wanna hold your hand" (The Beatles) .
"She loves you, yeah, yeah, yeah" (The Beatles) .
"All I have to do is dream" (Everly Brothers) , (Roy Orbison) [1959] .
"All I have to do is dream" (Richard Chamberlain) [1963] .
"Sheila" (Tommy Roe) [1962] .
"Young Girl" (Gary Puckett and the Union Gap) .
"You ain't nothing but a Hound Dog" (Elvis Presley) [1956] .

Hint: notice the rather critical placing of brackets, parentheses, commas and periods in this file. This exercise is essentially one of being able to define tokens sensibly. Allow as much latitude as possible in the definition of song titles and performers' names. Try it out with a list of your favorite song (it all sounds the same to me, but I suppose it may actually have different titles and artists).

Task 6 - So what if Parva is so restrictive - fix it!

Parva really is a horrid little language, isn't it? But its simplicity means that it is easy to devise Terry Torture on the lines of "extend it".

In the prac kit you will find the grammar for the version of Parva used in the compiler for Prac 1, based on the one on page 170. Generate a program from this that will recognise or reject Parva programs, and verify that the program behaves correctly with two of the sample programs in the kit, namely VOTER.PAV and VOTER.BAD.

```
cmake Parva
Parva voter.pav
Parva voter.bad -L
```

Now modify the grammar to add various features. Specifically, add (and check that the additions work):

- The % operator.
- A restriction that a number cannot start with the digit 0 (unless this is the only digit).
- The ability to express numbers in hexadecimal or binary form, as well as in decimal.
- A *repeat-until* loop, and *break* and *continue* statements.
- Increment and decrement statements like `Curse++`; `--Temper`; and `Bug[N]--`; (treat these as stand-alone statements, not as components of expressions).
- `readLine()` and `writeLine()` statements.
- A *for* loop inspired by the one in Modula-2 (look it up!).
- An optional *else* clause for the *if* statement.

- An *in* operator that can test for membership of a list of values.
- A *switch* construct like the one in C#

Here are two silly examples of code that should give you some ideas:

```

void Main () {
// (not supposed to do anything useful!)
int age;
bool beenKissed;
read("How old are you, and have you been kissed? ", age, beenKissed);
if (age == 16) {
write("sweet sixteen");
if (! beenKissed) write(" and never been kissed");
}
else
if (age == 21) {
write("party time!");
int headache = 0, strain = 0;
for beers = 20 to 0 by -1 {
strain++; ++headache;
if (strain % 8 == 0) {
write("That\'s better"); strain = 0;
}
}
}
else if ((age > 21) && (age < 40)) write("over the hill, bru");
else if (age > 70)
write("take a new lover");
else
write("life must be boring");
} // Main

void Counsel(int age) {
// Demonstrate various statements
const tooMuch = 5;
switch (age) {
case 010H :
write("sweet sixteen"); break;
case 0010101% :
write("party time!");
int beers, headache = 0, strain = 0;
for beers = 20 to 0 by -1 {
beers--; strain++; ++headache;
if (headache > tooMuch) break;
if (beers % 8 == 0) strain = 0;
}
break;
case 30 :
write("over the hill, bru"); break;
case 40 :
case 50 :
case 60 :
writeLine("take a new lover"); break;
default :
writeLine("life must be boring"); break;
} // Counsel
} // Counsel

void Main() {
// Demonstrate various statements
int age;
read(age);
Counsel(age);
} // Main

```

These little programs and some other like them are in the kit, and you can easily write some more of your own. Actually, the ones above are rather ambitious. Start on something really simple, like:

```

void Main () {
if (a)
if (c) d();
else f();
} // Main

```

and

```

void Main () {
    i = 0;
    repeat
        i++;
    until (i > 10);
} // Main

```

Note: Read that phrase again: "that should give you some ideas". And again. And again. Don't just rush in and write a grammar that will recognise only some restricted forms of statement. Think hard about what sorts of things you can see there, and think hard about how you could make your grammar fairly general.

Hint: All we require at this stage is the ability to *describe* these features. You do *not* have to try to give them any semantic meaning or write code to allow you to use them in any way. In later pracs we might try to do that, but please stick to what is asked for this time, and don't go being over ambitious.

Warning. Language design and grammar design is easy to get wrong. Think hard about these problems.

Appendix: Practical considerations when using Coco/R

For ease of use with the directory naming conventions, it is recommended that you

- **Avoid using use folder names (directory names) with spaces in them, such as "Prac 3"**
- Use a *fairly short* name (say 5 characters) for your goal symbol (for example, Gram);
- Remember that this name must appear after COMPILER and after END in the grammar itself;
- Store the grammar in a file with the same short primary name and the extension .atg (for example Gram.ATG).
- If required, store ancillary source code files in the subdirectory named Gram beneath your working directory. (Nothing like this should be needed this week.)

Make sure that the grammar includes the "pragma" \$CN. The COMPILER line of your grammar description should thus always read something like

```
COMPILER Gram $CN
```

Free standing use of Coco/R

We strongly recommend that you use a standalone ASCII editor to develop these grammars - like NotePad++, UltraEdit, etc.

Steer clear of MS-Word! And steer clear of Visual Studio. Keep it simple.

You can run the C# version of Coco/R in free standing mode with a command like:

```
cmake Gram
```

Like that, error messages are a little cryptic. In the form

```
cmake Gram -options m
```

the system will produce you a listing of the grammar file and the associated error messages, if any, in the file LISTING.TXT.

If the Coco/R generation process succeeds, the C# compiler is invoked automatically to try to compile the application (as you should now appreciate, from last week's T-diagram test question).

If that (second) compilation does not succeed, a C# compiler error listing is redirected to the file ERRORS, where it can be viewed easily by opening the file in your favourite editor.

Error checking

Error checking by Coco/R takes place in various stages. The first of these relates to simple syntactic errors - like leaving off a period at the end of a production. These are usually easily fixed. The second stage consists of ensuring that all non-terminals have been defined with right hand sides, that all non-terminals are "reachable", that there are no cyclic productions, no useless productions, and in particular that the productions satisfy what are known as **LL(1) constraints**. We shall discuss LL(1) constraints in class in the next week, and so for this practical we shall simply hope that they do not become tiresome. The most common way of violating the LL(1) constraints is to have alternatives for a nonterminal that start with the same piece of string. This means that a so-called LL(1) parser (which is what Coco/R generates for you) cannot easily decide which alternative to take - and in fact will run the risk of going badly astray. Here is an example of a rule that violates the LL(1) constraints:

```
assignment =  variableName "!=" expression
              | variableName index "!=" expression.
index       =  "[" subscript "]" .
```

Both alternatives for `assignment` start with a `variableName`. However, we can easily write production rules that do not have this problem:

```
assignment =  variableName [ index ] "!=" expression .
index       =  "[" subscript "]" .
```

A moment's thought will show that the various expression grammars that are discussed in the text in chapter 6 - the left recursive rules like

```
expression = term | expression "-" term .
```

also violate the LL(1) constraints, and so have to be recast as

```
expression = term { "-" term } .
```

to get around the problem.

For the moment, if you encounter LL(1) problems, please speak to the long suffering demonstrators, who will hopefully be able to help you resolve all (or most) of them.