

## Fundamentals of Programming Languages

**Programming Assignment # 3**  
**Interpreter for a First Language PP (*FirLan* ++)**  
**(30 Points)**  
**Due April 28, 2001**

I. Given *FirLan*++ Syntax described in BNF rules:

```

<program> → <prog_name> PROG_START; <blocks> PROG_END;
<prog_name> → <ident>
<blocks> → <block> | <block> <blocks>
< block> → <datadef> <stmtblock>
<datadef> → DEFINE <datatypes> END;
<stmtblock> → BLOCK_BEGIN; <stmts> BLOCK_END;
<stmts> → <stmt> | <stmt> <stmts>
<stmt> → <assign> | <write> | <read> | <blocks>
<assign> → <var> := <expr> ;
<write> → Write ( <varlist> );
<read> → Read ( <varlist> );
<varlist> → <var> | <var> , <varlist>
<var> → <ident>
<ident> → <char> | <char> <ident>
<expr> → <expr> + <term> | <expr> - <term> | <term>
<term> → <term> * <factor> | <term> / <factor> | <factor>
<factor> → ( <expr> ) | <var> | <sinteger>
<datatypes> → <datatype> | <datatype> <datatypes>
<datatype> → <vartype> | <consttype>
<vartype> → VAR <varlist> : <varlast> ;
<varlast> → <varkind> |
           ARRAY [<sinteger> .. <sinteger>] OF <varkind>;
<varkind> → INTEGER | REAL | BOOLEAN | CHAR
<consttype> → CONST <ident> = <value>;
<value> → '<string>' | <sinteger> | <real>
<string> → <char> | <char> <string>
<real> → <sinteger> . <integer>
<sinteger> → <sign> <integer>
<sign> → + | - | NULL
<integer> → <digit> | <digit> <integer>
<digit> → 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9
<char> → A | B | C | ... | Z | a | b | ... | z

```

This grammar will allow the generation of programs like:

```
GOODPROG
PROG_START;
  DEFINE
    VAR A, B   :   INTEGER;
    VAR C     :   REAL;
    VAR F     :   ARRAY [-2..4] OF CHAR;
    CONST CI  =   2.71828;
    CONST CII =   -23;
  END;
  BEGIN;
    B   :=   A;
    C   :=   CI;
    DEFINE VAR A : REAL;   END;
    BEGIN;
      A   :=   B;
    END;
  END;
PROG_END;
```

## II. Your Program

**Assuming static scope rules;** Develop an interpreter for the *FirLan* ++ language. The interpreter should read a *FirLan* ++ source program from a file and write its output to an output file. The interpreter should write into the output file the results of executing a statement only if it is syntactically correct. Otherwise, in case of a syntax error, your program should write into the output file the erroneous line along with an error message indicating the type of error.