
Syntax of Mini-Pascal (Welsh & McKeag, 1980)

<program> ::= **program** *<identifier>* ; *<block>* .

<block> ::= *<variable declaration part>*
<statement part>

<variable declaration part> ::= *<empty>* |
var *<variable declaration>* ;
 { *<variable declaration>* ; }

<variable declaration> ::= *<identifier>* { , *<identifier>* } : *<type>*

<type> ::= *<simple type>* | *<array type>*

<array type> ::= **array** [*<index range>*] **of** *<simple type>*

<index range> ::= *<integer constant>* .. *<integer constant>*

<simple type> ::= **char** | **integer** | **boolean**

<type identifier> ::= *<identifier>*

<statement part> ::= *<compound statement>*

<compound statement> ::= **begin** *<statement>* { ; *<statement>* } **end**

<statement> ::= *<simple statement>* | *<structured statement>*

<simple statement> ::= *<assignment statement>* | *<read statement>* | *<write statement>*

<assignment statement> ::= *<variable>* := *<expression>*

<read statement> ::= **read** (*<variable>* { , *<variable>* })

$\langle \text{write statement} \rangle ::= \text{write} (\langle \text{variable} \rangle \{ , \langle \text{variable} \rangle \})$

$\langle \text{structured statement} \rangle ::= \langle \text{compound statement} \rangle \mid \langle \text{if statement} \rangle \mid \langle \text{while statement} \rangle$

$\langle \text{if statement} \rangle ::= \text{if} \langle \text{expression} \rangle \text{ then} \langle \text{statement} \rangle \mid \text{if} \langle \text{expression} \rangle \text{ then} \langle \text{statement} \rangle \text{ else} \langle \text{statement} \rangle$

$\langle \text{while statement} \rangle ::= \text{while} \langle \text{expression} \rangle \text{ do} \langle \text{statement} \rangle$

$\langle \text{expression} \rangle ::= \langle \text{simple expression} \rangle \mid \langle \text{simple expression} \rangle \langle \text{relational operator} \rangle \langle \text{simple expression} \rangle$

$\langle \text{simple expression} \rangle ::= \langle \text{sign} \rangle \langle \text{term} \rangle \{ \langle \text{adding operator} \rangle \langle \text{term} \rangle \}$

$\langle \text{term} \rangle ::= \langle \text{factor} \rangle \{ \langle \text{multiplying operator} \rangle \langle \text{factor} \rangle \}$

$\langle \text{factor} \rangle ::= \langle \text{variable} \rangle \mid \langle \text{constant} \rangle \mid (\langle \text{expression} \rangle) \mid \text{not} \langle \text{factor} \rangle$

$\langle \text{relational operator} \rangle ::= = \mid < \mid < \mid < = \mid > = \mid > \mid \text{or} \mid \text{and}$

$\langle \text{sign} \rangle ::= + \mid - \mid \langle \text{empty} \rangle$

$\langle \text{adding operator} \rangle ::= + \mid -$

$\langle \text{multiplying operator} \rangle ::= * \mid \text{div}$

$\langle \text{variable} \rangle ::= \langle \text{entire variable} \rangle \mid \langle \text{indexed variable} \rangle$

$\langle \text{indexed variable} \rangle ::= \langle \text{array variable} \rangle [\langle \text{expression} \rangle]$

$\langle \text{array variable} \rangle ::= \langle \text{entire variable} \rangle$

$\langle \text{entire variable} \rangle ::= \langle \text{variable identifier} \rangle$

<variable identifier> ::= <identifier>

Lexical grammar

<constant> ::= <integer constant> | <character constant> | <constant identifier>

<constant identifier> ::= <identifier>

<identifier> ::= <letter> { <letter or digit> }

<letter or digit> ::= <letter> | <digit>

<integer constant> ::= <digit> { <digit> }

<character constant> ::= '< letter or digit >' | "< letter or digit > { < letter or digit > }"

*<letter> ::= a|b|c|d|e|f|g|h|i|j|k|l|m|n|o|
p|q|r|s|t|u|v|w|x|y|z|A|B|C|
D|E|F|G|H|I|J|K|L|M|N|O|P|
Q|R|S|T|W|V|W|X|Y|Z*

<digit> ::= 0|1|2|3|4|5|6|7|8|9

<special symbol> ::= +|-||=|<|>|<=|>=|
(|)|[|]| :=|.|.|,|;|:|..| **div** | **or** | **and** | **not** | **if** | **then** | **else** | **of** |
while | **do** | **begin** | **end** | **read** | **write** | **var** | **array** | **function** |
procedure | **program** | **true** | **false** | **char** | **integer** | **boolean***
