

# DX Language Reference Manual

## 1. Introduction

DX is a language which has features to create a xml file when given an input file with delimiters. The language is also useful for writing programs which need programming constructs such as if statement, while loops etc.

## 2. Lexical conventions

There are six kinds of tokens: identifiers, keywords, constants, strings, expression operators, and other separators. In general blanks, tabs, newlines, and comments as described below are ignored except as they serve to separate tokens.

At least one of these characters is required to separate otherwise adjacent identifiers, constants, and certain operator pairs. If the input stream has been parsed into tokens up to a given character, the next token is taken to include the longest string of characters which could possibly constitute a token.

## 3 Comments

The characters // introduce a comment, which terminates with the new line. // has no special meaning inside comment line.

## 4. Identifiers (names)

An identifier is a sequence of letters and digits; the first character must be Alphabetic. The underscore ‘\_’ counts as alphabetic. Upper and lower case letters are considered different.

ID : LETTER (LETTER | DIGIT | '\_')\*

## 5. Keywords

The following identifiers are reserved for use as keywords, and may not be used otherwise:

BEGIN  
WHILE  
addRecord  
readRecord  
createRecord  
if  
then  
else  
print  
EOF  
END

## 6 Constants

There are several kinds of constants, as follows:

### 6.1 Integer constants

An integer constant is a sequence of digits.

integer : digit+

### 6.2. string constants

A string is a sequence of ACSII characters surrounded by double quote

## 7. Separators

The following ASCII characters are separators:

```
{  
}  
;  
,  
(  
)  
[  
]
```

## 8. Variables

A variable is declared using the syntax `var variable_name`. The variable name must begin with at least one alphabetic, then any combination of alphabetic, integer number and /or underscore ‘\_’ is optional.

Variablestatement : “var” ID (initialiser)?

It has an optional initialiser which would assign initial values to the var.

## 9. Built-in variables

The following identifiers are reserved for use as built-in variables, and may not be used otherwise:

INPUTFILE - filename of the input file which needs to be converted to XML

DELIM - field separator in the input file

ROOTELEM - root element of the output XML

RECNAME - record name in XML (XML element name)

RECATTRIB - record attributes (XML attribute name)

RECVAL - record value i.e the text value of the XML (XML value)

RECVAL[integer] - to get a particular attribute value

## 10. Expression

The precedence of expression operators is the same as the order of the major subsections of this section (highest precedence first). Within each subsection, the operators have the same precedence. Left- or right-associativity is specified in each subsection for the operators discussed therein.

### 10.1 Primary expressions

#### 10.1.1. identifier

An identifier is a primary expression. Its type is specified by its declaration.

#### 10.1.2. integer constant

An integer constant is a primary expression.

#### 10.1.3. string constant

A string is a primary expression.

#### 10.1.4. expression

A parenthesized *expression* is a primary expression whose type and value are identical to those of the unadorned expression

## 10.2 Operators

### 10.2.1 Multiplicative operators

The multiplicative operators \*, /, and % group lefttoright.

#### **10.2.1.1 expression \* expression**

The binary \* operator indicates multiplication.

#### **10.2.1.2 expression / expression**

The binary / operator indicates division.

### **10.2.2 Additive operators**

The additive operators + and - group lefttoright.

#### **10.2.2.1 expression + expression**

The result is the sum of the expressions.

#### **10.2.2.2 expression - expression**

The result is the difference of the operands

### **10.2.3 Relational operators**

The relational operators group lefttoright, but this fact is not very useful; ‘a<b<c’ does not mean what it seems to.

#### **10.2.3.1 expression < expression**

#### **10.2.3.2 expression > expression**

#### **10.2.3.3 expression <= expression**

#### **10.2.3.4 expression >= expression**

The operators < (less than), > (greater than), <= (less than or equal to) and >= (greater than or equal to) all yield 0 if the specified relation is false and 1 if it is true. Operand conversion is exactly the same as for the + operator

### **10.2.4 Equality operators**

#### **10.2.4.1 expression == expression**

#### **10.2.4.2 expression != expression**

#### **10.2.4.3 lvalue = expression**

The value of the expression replaces that of the object referred to by the lvalue.

## **11 Statements**

Except as indicated, statements are executed in sequence.

### **11.1 Expression statement**

Most statements are expression statements, which have the form expression ;

Usually expression statements are assignments or function calls.

### **11.2 Conditional statement**

The four forms of the conditional statement are

if expression statement

if expression statement else statement

In all cases, the expression is evaluated, and if it is non-zero, the first substatement is executed. In the second if expression is zero, then the substatement in the else is executed.

### **11.3 While statement**

The while statement has the form  
while expression statement

The substatement is executed repeatedly so long as the value of the expression remains nonzero. The test takes place before each execution of the statement.

## **12 Scope rules**

All components of the DX program must be part of one file and must be compiled at the same time. All variables are declared as global variables. Therefore, there are two kinds of scopes to consider: first, the lexical scope of the variable; and second, the scope of the dependency.

### **12.1 Lexical scope**

DX can be considered similar to a scripting language, and also uses block structuring. Variables declared at any level are globally visible, as DX uses global scoping.

### **12.2. Scope of dependency**

DX built-in variables and built-in functions have some dependencies on one another. DX built-in variables are designed to support this scope. Built in variables initialization is needed to execute the built-in functions. If a built-in variable has a default value, it becomes optional to initialize. The DX library contains built-in functions that can be used to build xml output. The increasing precedence of some built-in variable (see built-in variables for variable specification) and built-in functions is indicated below:

INPUTFILE  
XMLFILE  
DELIM  
ROOTELEM  
RECNAME  
RECATTRIB  
RECVAL  
RECVAL[integer]

## Lexer and Parser for DX (DxLexer.g)

```
class DXlexer extends Lexer;
options {
  testLiterals = false; // By default, don't check tokens against keywords
  k = 2;                // Need to decide when strings literals end
  charVocabulary = '\3'..\377'; // Accept all eight-bit ASCII characters
}

tokens{

  ADDRECORD = "addRecord";
  CREATERECORD = "createRecord";
  READRECORD = "readRecord";
  ROOTELEM ;

}
PLUS : '+' ;
MINUS : '-' ;
TIMES : '*' ;
DIV : '/' ;
ASSIGN : '=' ;
SEMI : ';' ;
COMMA : ',' ;
LPAREN : '{' ;
RPAREN : '}' ;
LBRACKET : '[' ;
RBRACKET : ']' ;
GT : '>' ;
GTE : ">=" ;
EQUALS : "==" ;
NOT_EQUALS : "<>" ;
LT : '<' ;
LTE : "<=" ;

PARENS
options {
  testLiterals = true;
}
: '(' | ')' ;

protected LETTER : ( 'a'..'z' | 'A'..'Z' ) ;
protected DIGIT : '0'..'9' ;
```

## **ID**

```
options {
    testLiterals = true;
}
: LETTER (LETTER | DIGIT | '_' )*
```

```
NUMBER : (DIGIT)+;
```

```
// Strings are "like this ""double quotes"" doubled to include them"
// Note that testLiterals are false so we don't have to worry about
// strings such as "if"
STRING : ""! ( "" ""! | ~( "" ) ) * ""!;
```

```
WS : ( ' '
      | '\t'
      | '\n' { newline(); }
      | '\r'
      ) { setType(Token.SKIP); }
;
```

## **COMMENT**

```
: ('//') ( '!' | '\t' ) * WS { setType(Token.SKIP); };
```

```
class DXParser extends Parser;
```

```
options {
    buildAST = true; // Enable AST building
    k = 2; // Need to distinguish between ID by itself and ID ASSIGN
}
```

```
tokens {
    STATEMENTS;
    VAR_LIST;
    PARAMLIST;
    FUNCDECL;
    ARGLIST;
}
```

```

startRule: "BEGIN" (stmts)+ "END"
    { #startRule = #([STATEMENTS], startRule); }
    ;
stmts : exitStatement
    | returnStatement
    | ifStatement
    | while_stmt
    | printStatement
    // ioStatement
    // (IDENT (LPAREN|SEMI))=> procedureCallStatement
    | assignmentStatement
    | (endStatement)=> endStatement
    | variableStatement
    | funccall
    | createFunc
    | addRecFunc
    | assignmentState
    ;

builtinfunc : createFunc
    | addRecFunc
    | readRecFunc
    ;

createFunc : CREATERECORD^ "(" (STRING| expr )"");

addRecFunc : ADDRECORD^ "(" (STRING| expr )"");

readRecFunc : READRECORD^ "(" (STRING| expr )? "");

stmt_list
    : ( LPAREN (stmt_single | ifStatement | while_stmt)+ RPAREN)
    | stmt_single;

stmt_single
    :
    // assign_var
    // assign_p1_m1
    // create_rc_stmt
    printStatement
    | assignmentStatement
    | assignmentState
    | builtinfunc
    | SEMI;

```

```

variableStatement:
    "var" variableDeclarationList SEMI
    ;
variableDeclaration:
    ID (initialiser)?
    ;
variableDeclarationList:
    /*
    * SPEC:
    * variableDeclaration
    * | variableDeclarationList COMMA variableDeclaration
    */
    variableDeclaration (variableDeclarationTail)*
    ;

variableDeclarationTail:
    COMMA variableDeclaration
    ;

initialiser:
    ASSIGN expr
    ;

variableReference
: ID
    ( LBRACKET expr RBRACKET
    | DOT ID
    )*
    ;

assignmentStatement
: variableReference ASSIGN expr SEMI
    ;

funcDecl:
    ID ("!paramlist ")?! variableDeclaration stmts END!
    { #funcDecl = #([FUNCDECL,"funcDecl"], #funcDecl); }
    ;

paramlist :
    (parameter (COMMA! parameter)*)?
    { #paramlist = #([PARAMLIST, "paramlist"], #paramlist); }
    ;

parameter :

```

```

    ID;

funcall:
    ID ^ "(" (! (arglist)? ")" ) SEMI!;

arglist:
    (ID) (COMMA! (ID))*
    { #arglist = #([ARGLIST, "arglist"], #arglist); }
    ;

exitStatement
    : "exit" "when" expr
    ;

ifStatement :
    "if" ^ expr "then"! stmt_list (options {greedy=true;} : "else"! stmt_list)? ;

while_stmt:
    ("WHILE" ^ expr stmt_list)
    ;

endStatement
    : "end" SEMI
    ;

printStatement
    : "print" ^ "(" (expr | STRING) ")" SEMI ;

returnStatement
    : "return" SEMI
    ;

assignmentState
    : (accessval | "ROOTELEM" ^ | "DELIM" ^ | "RECNAME" ^ |
    "RECATTRIB" ^ | "RECVAL" ^ | "FILENAME" ^ ) ASSIGN (expr | STRING
    | builtinfunc) SEMI ;

eof
    : "EOF";

expr
    //"if" ^ expr "then"! expr (options {greedy=true;} : "else"! expr)?
    : ID ASSIGN ^ expr
    | expr0

```

```

| eof
;

expr0 : expr1 ((EQUALS^ | NOT_EQUALS^ | GT^ | GTE^ | LT^ | LTE^ ) expr1)* ;

expr1 : expr2 ( (PLUS^ | MINUS^ ) expr2 )* ;

expr2 : expr3 ( (TIMES^ | DIV^ ) expr3 )* ;

expr3
: ID
| "("! expr ")"!
| NUMBER
| MINUS^ expr3
| keywords

;

keywords : accessval|"ROOTELEM" | "DELIM" | "RECNAME" |
"RECATTRIB" | "RECVAL" | "FILENAME";

accessval : "RECVAL" ^ LBRACKET NUMBER RBRACKET;

```

### Main.java

```

import java.io.*;
import antlr.CommonAST;
import antlr.collections.AST;
import antlr.debug.misc.ASTFrame;

public class Main {
    public static void main(String args[]) {
        try {
            DataInputStream input = new DataInputStream(System.in);

            // Create the lexer and parser and feed them the input
            DXlexer lexer = new DXlexer(input);
            DXParser parser = new DXParser(lexer);
            parser.startRule(); // "file" is the main rule in the parser

            // Get the AST from the parser
            CommonAST parseTree = (CommonAST)parser.getAST();

```

```

// Print the AST in a human-readable format
System.out.println(parseTree.toStringList());

// Open a window in which the AST is displayed graphically
ASTFrame frame = new ASTFrame("AST from the DX parser", parseTree);
frame.setVisible(true);

} catch(Exception e) { System.err.println("Exception: "+e); }
}
}

```

### **DX program1 written than be parsed using the above grammar**

**(test.dx)**

```

BEGIN
INPUTFILE = input.txt";
XMLFILE = "output.xml"
ROOTELEM = "address_book";
DELIM = ";" ;
RECNAME = "Address_book_entry" ;    // sets the XML record name

RECATTRIB = "First_name;Last_name;city;email;phone_no";

createRecord (RECATTRIB)           // sets the value of the XML tags
WHILE EOF
{
    RECVAL = readRecord();           // reads record from the input file
    if RECVAL[1] > 1 then            // filtering input
        addRecord (RECVAL)          // adds record to the output XML
    else
        print ( "did not add " );
}

RECVAL = "Tom ;Smith; Tampa; tomsmith@yahoo.com; 8133832844";
// can add any record manually not specified in input file
print ( "DONE – XML output in file output.xml");

END

```

A simple DX program2 doing some non-XML related operations

```

BEGIN
    var m = 10 , n = 12 , t = 0;

```

```
WHILE ( m > 0 )
{
    if n > m then
    {
        t = m ;
        m = n;
        n = t;
    }
    m = m - n;
}
print (n);
END
```