First Problem Set: BNF

Task 1 - BNF?

BNF is a tool to explicitly define a computer programming language. It allows you to create a set of instructions to follow to give structure and create relations between symbols in a given language. BNF is made up of terminal and non-terminal parts. These parts are then related to one another by assigning non-terminals a value which could be made up of any combination of terminal and non-terminal parts. The terminal values can be thought of as constants, like symbols, text, numbers while the non-terminals are more abstract and can be thought of as an equation.

Task 2 - BNF Description of L1

```
<STRING> ::= <M-STRING> <STRING> | < P-STRING > <STRING> | <empty>
<M-STRING> ::= ( < M-LIST> )
<P-STRING> ::= ( < P-LIST > )
<M-LIST > ::= - <M-LIST> | <empty>
<P-LIST > ::= + <P-LIST> | <empty>
```

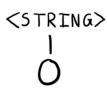
Task 3 - Parse Trees for L1

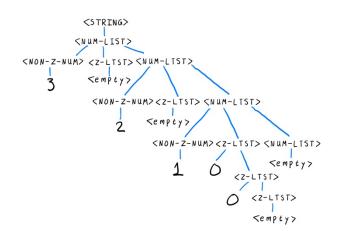
Task 4 - BNF Description of L2

```
<STRING> ::= <NUM-LIST > | 0
<NUM-LIST > ::= <NON-Z-NUM> <Z-LIST> < NUM-LIST > | <empty>
< Z-LIST > ::= 0 <Z-LIST> | <empty>
< NON-Z-NUM > ::= 1 | 2 | 3
```

Task 5 - Parse Trees for L2

Draw a parse tree for each of the following L2 sentences.





Task 6 - BNF Description of L3

```
<EXP>::= <AND> | <OR> | <NOT> | #t | #f

<EXP-LIST> ::= <EXP> <EXP-LIST> | <empty>

<AND> ::= ( and <EXP-LIST> )

<OR> ::= ( or <EXP-LIST> )

<NOT> ::= ( not <EXP>)
```

Task 7 - Parse Trees for L3

Task 8 - BNF Description of L4

```
<NUM-WORD> ::= <HUNDREDS> | <TENS> | <ONES>
```

<HUNDREDS> ::= <ONES-WORD> hundred <TENS>

<TENS> ::= <TENS-WORD> | <TEENS-WORD>

<0NES> ::= <0NES-WORD> | <zero>

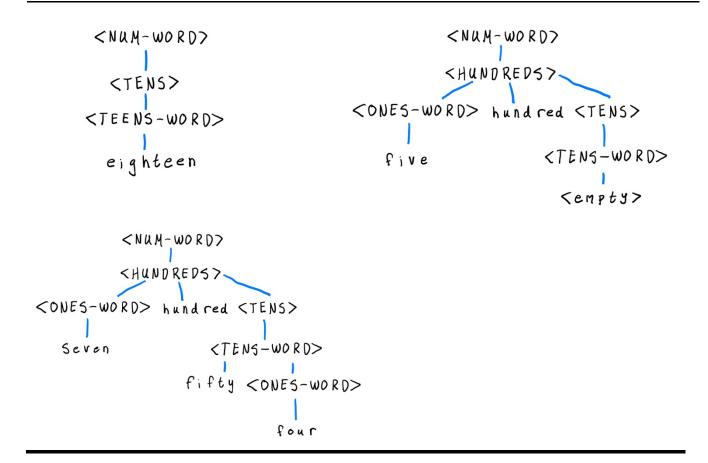
<TEENS-WORD> ::= ten | eleven| twelve| thirteen | fourteen | fifteen| sixteen| seventeen| eighteen | nineteen

<ONES-WORD > ::= one | two | three | four | five | six | seven | eight | nine | <empty>

 $< TENS-WORD> ::= twenty < ONES-WORD> \mid thirty < ONES-WORD> \mid forty < ONES-WORD> \mid fifty < ONES-WORD> \mid sixty < ONES-WORD> \mid seventy < ONES-WORD> \mid eighty < ONES-WORD> \mid ninety < ONES-WORD> \mid < ONES-WORD> \mid < ONES-WORD> \mid control of the control$

<zero> ::= zero

Task 9 - Parse Trees for L4



Task 10 - BNF Description of L5

```
<EXPRESSION> ::= <ADD> | <DESCRIBE> | <SHOW> | <COLORS> | <exit>
<ADD> ::= add <COLOR> <COLOR-NAME>
<DESCRIBE> ::= describe <COLOR-NAME>
<SHOW> ::= show <COLOR-NAME>
<COLOR> ::= (<RGB> <ALPHA> )
<RGB> ::= <NUM> <NUM> <NUM>
<ALPHA> ::= <NUM> | <empty>
<COLORS> ::= colors
<COLOR-NAME> ::= <string>
<exit> ::= exit
```

