











## Building a Tokenizer

- For tokens, can tell what to do next by checking a few characters (usually 1 character) ahead
  - Example: If it starts with a letter, it's a word; the word ends when you reach a nonalphanumeric character
  - Example: If it starts with a digit, it's a number; if you reach a decimal point, it's a floating point number,...
- Java has a class java.io.StreamTokenizer
  - Can recognize identifiers, numbers, quoted strings, and various comment styles
  - Strangely, it can't recognize a number in scientific notation (6.02E23)
- Early computer languages were not parsed based on tokens



## Grammars

- The rules in a grammar are called *productions*
- Syntax rules can be specified using a *Context Free Grammar*
- All productions are of the form  $V \rightarrow w$
- V is a single nonterminal (i.e., it's not a token)
- w is word made from terminals (i.e., tokens) and nonterminals
- In simple examples, uppercase is used for nonterminals, lowercase for terminals
- Example (ε represents the empty string):
  - $A \rightarrow \varepsilon$  $A \rightarrow aAb$
- A grammar defines a language
  - Language of example: all strings of the form a<sup>n</sup>b<sup>n</sup> for n ≥ 0
- CS 381 for more detail





## This ambiguity actually affects the program's meaning

- How do we resolve this?
  Provide an extra non-
  - Provide an extra nongrammar rule (e.g., the else goes with the closest if)
  - Modify the grammar (e.g., an if-statement must end with a 'fi')
  - Other methods (e.g., Python uses amount of indentation)

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 We try to avoid syntactic ambiguity in Bali