MCS 441 Theory of Computation

Two Context Free Grammars

A Fragment of English

```
\rightarrow (Noun Phrase) (Verb Phrase).
                (Sentence)
          (Noun Phrase)
                                       (Name) | (Complex Noun) |
                                       (Complex Noun)(Prepositional Phrase)
(Prepositional Phrase)
                                       (Preposition) (Complex Noun)
                                       \langle Article \rangle \langle Noun \rangle \mid \langle Article \rangle \langle Adjective \rangle \langle Noun \rangle
       (Complex Noun)
           (Verb Phrase)
                                      \langle Verb \rangle \mid \langle Adverb \rangle \langle Verb | \langle Verb \rangle \langle Noun | Phrase \rangle
                  (Article)
                                      a | the
                                \rightarrow boy | girl | flower | cake | book | library
                    \langle Noun \rangle
                    (Name)
                                      Alice | Bob | Carol
                (Adjective
                                \rightarrow tall | shy | green | |
                     \langle Verb \rangle
                                \rightarrow likes | eats | touches | sees
                 \langle Adverb \rangle
                                \rightarrow quickly | softty
            (Preposition)
                                      with | under | at
```

Sample Sentences

the tall girl softly touches the green flower

Bob eats the shy cake

the shy boy with the green book likes the tall girl with the green flower

A Simple Programming Language

```
(Statement)
                                         (Begin-Statement) | (If-Statement) |
                                         ⟨While-Statement⟩ | ⟨Assignment⟩
(Begin-Statement)
                                         begin (Statement-list) end
   (Statement-List)
                                        (Statement) | (Statement) (Statement-list)
(While-Statement)
                                 \rightarrow while \langle Boolean \rangle do \langle Statement \rangle
       (If-Statement)
                                 \rightarrow if \langle Boolean \rangle then \langle Statement \rangle else \langle Statement \rangle
                                 \rightarrow \langle Variable \rangle := \langle Expression \rangle
        (Assignment)
                                 \rightarrow \langle \text{Expression} \rangle \langle \text{Compare-op} \rangle \langle \text{Expression} \rangle
              (Boolean)
         (Expression)
                                 \rightarrow \langle Variable \rangle \mid \langle Number \rangle \mid
                                         \langle \text{Expression} \rangle \langle \text{Arith-op} \rangle \langle \text{Expression} \rangle
                                         + | - | * | /
             (Arith-op)
       \langle \text{Compare-op} \rangle
                                          < | > | \le | \ge | = | \ne
                                 \rightarrow a | b | \cdots | z
              (Variable)
              \langle Number \rangle
                                      \langle \text{Digit} \rangle \mid \langle \text{Digit} \rangle \langle \text{Number} \rangle
                                 \rightarrow 0 | 1 | \cdots | 9
                   (Digit)
```

Sample Statements

We will use spacing and indentations that make them easier to read 1)

```
begin
x := 0
y : = 0
while x < 10 do
   begin
   x := x+1
   y := y * x
   end
end
2)
if 2*y+1=z then x:=0
   else
   begin
   x := 1
   z:=z-y
   end
```