

Terminal rules

terminal INT **returns** `ecore::EInt` : ('0'..'9')+ ;

terminal rule INT returns instances of ecore::EInt
return type
by default, ecore::EString
any type can be returned, provided it is an instance of ecore::EDataType
cardinality
character range
character ranges are only available in terminal rules

terminal DOUBLE : INT '.' INT ;

rule call
within terminal rules, rules calls can only point to terminal rules

terminal IF_KEYWORD : 'if' ;

keyword
keywords can have any length and can contain arbitrary characters (including \n, \r, \t, \b, \f, and \u123 for Unicode characters)

terminal FOO : 'f' . 'o' ;

wildcard
any sequence of characters
examples: foo, fo, ff12345oo
wildcards are only available in terminal rules

terminal MULTILINE_COMMENT : /* -> */ ;

until token
everything should be consumed until a certain token occurs
until tokens are only available in terminal rules

terminal BETWEEN_HASHES : '# (!#)* #' ;

negated token
"inversion" of tokens (example: "not-hash")
negated tokens are only available in terminal rules

terminal ASCII : '0x' ('0'..'7') ('0'..'9' | 'A'..'F') ;

group
alternatives

Extended Backus-Naur Form Expressions

something [1] exactly one (default, no operator is used)

something? [0..1] zero or one

something* [0..n] zero or more

something+ [1..n] one or more

'int' ID ':=' Expression | int x := 2+2

terminal rule call
rule call
keyword
sample code

'int' ID (':=' Expression)?

optional part
cardinality [0..1]

'int' ID ','* | int x, int y, int z,

can be repeated any number of times or can be omitted
sample code

'int' ID ','+ |

cannot be omitted

Parser rules

when a variable is declared, its name should be an Identifier

parser rule

Variable : 'var' name=ID ';' ;

language concept
keyword
feature of concept
keyword

Variable : (isFinal ?= 'final')? 'var' name=ID ';' ;

Boolean feature
Boolean assignment operator
expects a feature of type EBoolean and sets it to true if the right side was consumed, independently on the concrete value of the right-hand side

Class : 'class' name=ID '{' fields += Variable* ;

a class can have several fields
cardinality [0..n]
multi-valued feature
add operator
adds the value on the right-hand side to the feature, which is a list feature

Enums

enum rule

enum Visibility : PUBLIC='public' | PRIVATE='private' | PROTECTED='protected' ;

default value
enum always has an implicit default value which corresponds to the first value

Variable : visibility=Visibility? typeName=('int'|'string') name=ID ';' ;

if visibility is omitted, value PUBLIC will be assumed

sample code

```
protected string s; int x;
```

assumed public

Unordered groups

unordered group

Modifier : static?='static'? & final?='final'? & visibility=Visibility ;

members of an unordered group can occur in any order, but each member must appear once
static modifier can be given or omitted, final modifier can be given or omitted, visibility modifier must always be given

sample of code (valid) public static final static protected final private static public

sample of code (erroneous) static final static public static final private final

static appears twice
visibility modifier appears twice
visibility modifier is missing

Expressions grammar

for languages with Java-like expressions, consider using Xbase

invalid definition

Expression : left=Expression ('+'| '-'| '*'| '/') right=Expression ;

left recursion
first symbol of the rule refers to the rule itself
reference to itself here is not forbidden, because it is not the first symbol of the rule
not compatible with LL(*) grammars used by ANTLR

rules for operators with lower priorities are defined in terms of rules for operators with higher priorities

Expr : Or ;

Or returns Expr : And (Or.left=current) '|' right=And)* ;

zero or more
as if left=And would be here

And returns Expr : Equality (And.left=current) '&&' right=Equality)* ;

zero or more
as if left=Equality would be here

Equality returns Expr : Comparison (Equality.left=current) op=('=='| '!=') right=Comparison)* ;

zero or more
as if left=Comparison would be here

Comparison returns Expr : PlusOrMinus (Comparison.left=current) op=('>='| '<='| '>'| '<') right=PlusOrMinus)* ;

zero or more
as if left=PlusOrMinus would be here

PlusOrMinus returns Expr : MulOrDiv (PlusOrMinus.left=current) op=('+'| '-') right=MulOrDiv)* ;

zero or more
as if left=MulOrDiv would be here

MulOrDiv returns Expr : Primary (MulOrDiv.left=current) op=('*'| '/') right=Primary)* ;

zero or more
as if left=Primary would be here

Primary returns Expr : (' Expr ') | {Not} '!' expression=Primary | Atomic ;

Atomic returns Expr : {IntConst} value=INT | {StringConst} value=STRING | {BoolConst} value=('true'|'false') | {VarRef} var=[Variable]

Cheat sheet on Eclipse Xtext

by Mikhail Barash
<http://dsl-course.org>

Based on L. Bettini's book *Implementing domain-specific languages with Xtext and Xtend* and Xtext Documentation

Cross-references

an already declared variable can be assigned an expression

Assignment : [Variable] '=' Expression ';' ;

cross-reference to an existing Variable
concept within square brackets does not refer to a rule, but rather to an EClass (which is a type and not a parser rule)

sample code

```
var x; x=1; y=0;
```

assignment to variable x is allowed because this variable has been declared
assignment to variable y is not allowed because it has not been declared

cross-reference will be resolved by searching in the program for an element of type Variable with the given name in order for this to work, the referred element must have a feature called name

Ambiguities and syntactic predicates

Conditional : 'if' (' condition=Expr ') expressionWhenTrue=Expr else-branch is optional (=>'else' expressionWhenFalse=Expr)? ;

syntactic predicate
if parser is at this particular decision point and doesn't know what to do, check whether else keyword is present: if it is, then take that branch directly without considering other options that would match the same token sequence

Priority of operations

- from highest to lowest
- ! Boolean negation
 - *, / multiplication and division
 - +, - addition and subtraction
 - <, <=, >, >= comparison
 - ==, != equality and non-equality
 - && Boolean And
 - || Boolean Or