Note: There is NO string in KXI

Note: There are no floating point numbers or strings in KXI.

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Meta-Language
::= is defined as
                                          alternative definition
     end of rule
                                    [] optional
{ } zero or more occurrences
x non-terminal symbol x
"\"" terminal symbol "
                                  () grouping
"x" terminal
                                           terminal symbol x
      terminal symbol "
Comment
Comment ::= "//" comment until the end of the line
letter ::= Any ASCII character from "A" to "Z" or "a" to "z"
identifier ::= letter { letter | number } ;
Handle identifiers of at least length 21
character::=
         printable ascii
        | nonprintable ascii
Names, Types and Literals
keyword ::=
      "atoi" | "and" | "bool" | "block" | "break" | "case" | "class" |
"char" | "cin" | "cout" | "default" | "else" | "false" | "if" | "int" |
"itoa" | "kxi2019" | "lock" | "main"| "new" | "null" | "object" | "or"
| "public" | "private" | "protected" | "return" | "release" | "string"
| "spawn" | "sym" | "set" | "switch" | "this" | "true" | "thread" |
"unprotected" | "unlock" | "void" | "while" | "wait"
modifier::= "public" | "private"
class name::= identifier ;
type ::= "int" | "char" | "bool" | "void" | "sym" | class name
    ;
character literal::= "\'" character "\'";
These are tokens found by your lexical analysis.
numeric literal::= ["+" | "-"]number ;
These are tokens found by your lexical analysis.
number::=
```

"0"{number} | "1"{number} | "2"{number} | "3"{number} | "4"{number} | "5"{number} | "6"{number} | "7"{number}

| "8"{number} | "9"{number}

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printable ascii::=
      These are the ASCII values between decimal 32 (SPACE) to 126 (~)
      found by your lexical analysis.
nonprintable ascii::=
      Nonprintable ASCII values are between decimal 0 (null) to 31
      (unit separator) as well as 127 (DEL) found by your lexical
      analysis. They can be formed by combining a \'\' with a printable
      ASCII character \n', \n', \n't' and for example.
Case Block
case block::= "{" {case label} "}"
case label::= "case" literal ":" statement ;
literal::= numeric literal | character literal;
Start Symbol
      compiliation unit::=
            {class declaration}
            "void" "kxi2019" "main" "(" ")" method body
Declarations
class declaration::=
      "class" class name "{"
      {class member declaration} "}"
class member declaration::=
       modifier type identifier field declaration /* can't return a
array */
      | constructor_declaration
field declaration::=
       ["[" "]"] ["=" assignment expression ] ";"
      | "(" [parameter list] ")" method body
constructor declaration::=
      class name "(" [parameter list] ")" method body ;
method body::=
      "{" {variable_declaration} {statement} "}" ;
variable declaration::=
      type identifier ["[" "]"] ["=" assignment expression ] ";";
parameter list::= parameter { "," parameter } ;
parameter::= type identifier ["[" "]"] ;
```

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Statement
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```
statement::=
       "{" {statement} "}"
      | expression ";"
      | "if" "(" expression ")" statement [ "else" statement ]
      | "while" "(" expression ")" statement
| "return" [ expression ] ";"
      | "cout" "<<" expression ";"
      | "cin" ">>" expression ";"
      | "switch" "(" expression ")" case_block
      | "break" ";"
Expression
expression::=
        "(" expression ")" [ expressionz ]
      | "true" [ expressionz ]
      | "false" [ expressionz ]
      | "null" [ expressionz ]
      | "this" [ member refz ] [ expressionz ]
      | numeric literal [ expressionz ]
      | character literal [ expressionz ]
      | identifier [ fn_arr_member ] [ member_refz ] [ expressionz ]
/* function or array member element */
fn arr member::= "(" [ argument list ] ")" | "[" expression "]"
argument list::= expression { "," expression } ;
/* reference a class member, can be a variable, function, or array */
member refz::= "." identifier [ fn arr member ] [ member refz ] ;
```