

3.2 The Front End

- Want to avoid having to specify structure explicitly:

```
> (a-program ; add1(+ (3, x))
  (primapp-exp
    (incr-prim)
    ((primapp-exp
      (add-prim)
      ((lit-exp 3) (var-exp
x))))))
```

- Instead, want to enter programs directly into interpreter:

```
--> add1(+ (3, x))
```

3.2 The Front End

This will require two steps:

- Break input string into words (*tokens, lexemes*): *scanning*
(*lexing*)
- Group tokens into constituents (trees and sub-trees):
parsing

thisstuffboresme

Lexer

this stuff bores me

Parser

S

NP

VP

A

N

V

N

this stuff bores me

- Want to provide grammar and have parser built for us automatically:

S ::= NP VP

NP ::= A N

VP ::= V N

A ::= this

N ::= me | stuff

V ::= bores

- A program that does this is called a *parser generator*.
- For C, use lex/yacc.
- For Scheme, use SLLGEN:

Scanner specification:

```
(define scanner-spec-3-1
```

```
  '( (white-sp  
      (whitespace)                skip)
```

```
    (comment  
      ("%\" (arbno (not #\newline))) skip)
```

```
    (identifier  
      (letter (arbno (or letter  
                      digit  
                      " " "  
                      " _ "  
                      "?")))) symbol)
```

```
    (number (digit (arbno digit)) number)))
```

Parser specification:

```
(define grammar-3-1
  '((program (expression) a-program)
    (expression (number) lit-exp)
    (expression (identifier) var-exp)
    (expression
      (primitive "("
        (separated-list expression ",") ")")
      primapp-exp)
    (primitive "+" add-prim)
    (primitive "-" subtract-prim)
    (primitive "*" mult-prim)
    (primitive "add1" incr-prim)
    (primitive "sub1" decr-prim)))
```

Usage:

```
(define read-eval-print
  (sllgen:make-rep-loop
    "--> "
    eval-program
    (sllgen:make-stream-parser
      scanner-spec-3-1
      grammar-3-1)))
```

```
> (read-eval-print)
--> 5
5
--> add1(2)
3
--> +(add1(2), -(6,4))
5
```