

## Handout 5

Whenever you want to design a programming language or implement a compiler for an existing language, the first task is to fix the basic “words” of the language, like what are the keywords, what are permitted identifiers and so on. One convenient way to do this is, of course, to use regular expressions. In this course we want to take a closer look at the WHILE-language. This is a simple imperative language consisting of arithmetic expressions, assignments and loops only. For example the Fibonacci program can be written in this language as follows