A C++ Implementation of a Parser for Visual Languages based on Relational Grammars

A.E. Paalder

January 17, 1995
# Contents

1 Introduction  

2 Visual Syntax Specification  
   2.1 The Formalism  
   2.2 The production-rules  
   2.3 An Example  

3 Parsing of Visual Programs  
   3.1 Parsing  
   3.2 Propose An Inactive State  
   3.3 Expand An Active State  
   3.4 Complete Active States  
   3.5 Advance An Active State  
   3.6 Create Connections  

4 Implementation  

5 Example Grammars  
   5.1 Pyramid  
   5.2 Flowchart  
   5.3 Automaton  
   5.4 ER-Diagram  

6 Conclusions & Future Work