The Syntax Of Modula-2 — Revision 2010

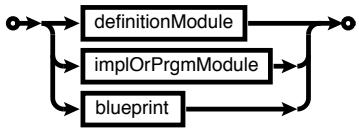
 Status: Aug 31, 2015

Changes are marked relative to the March 31 version

(1) Non-Terminals

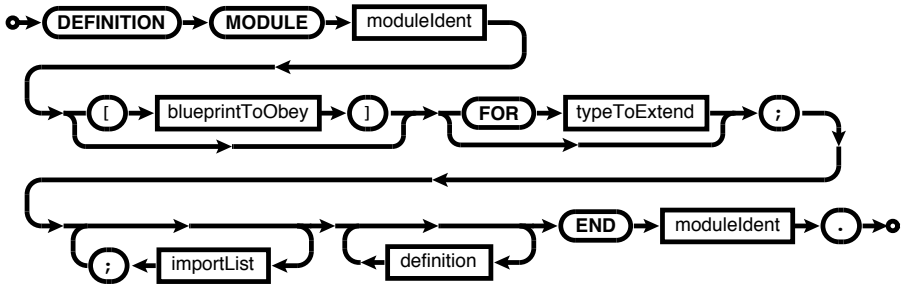
Non-Terminals have been reordered as follows:
(1) Definition Module Syntax
(2) Implementation/Program Module Syntax
(3) Blueprint Syntax

#1 Compilation Unit



Definition Module Syntax

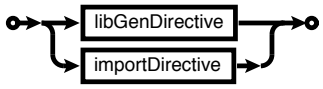
#2 Defintion Module



#2.1 Module Identifier, Blueprint Identifier, Type to Extend

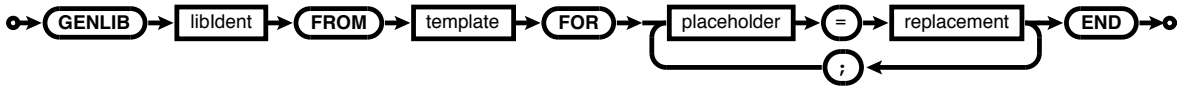
#2.2 Blueprint to Obey

#3 Import List



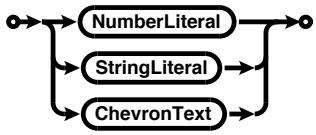
raised to top-level rule as it is referenced by #2 and #32

#4 Library Generation Directive



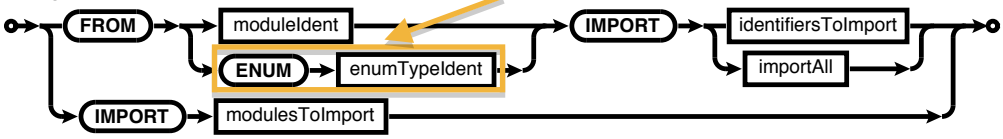
#4.1 Library Identifier, Template, Placeholder

#4.2 Replacement

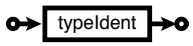


necessary for disambiguation

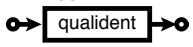
#5 Import Directive



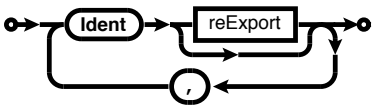
#5.1 Enumeration Type Identifier



#5.2 Type Identifier

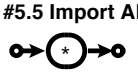


#5.3 Modules to Import, Identifiers to Import

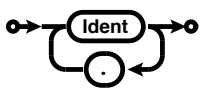


#5.4 Re-Export

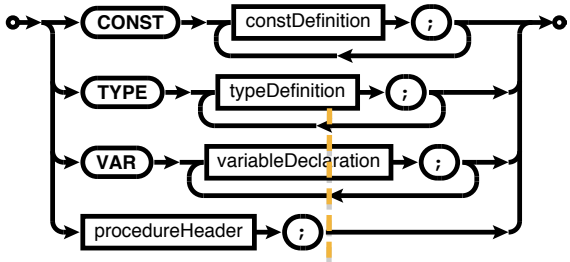
#5.5 Import All



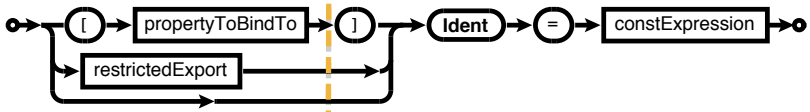
#6 Qualified Identifier



#7 Definition



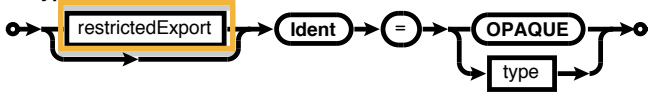
#8 Constant Definition



#8.1 Constant Expression

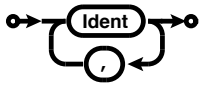
#8.2 Restricted Export

#9 Type Definition

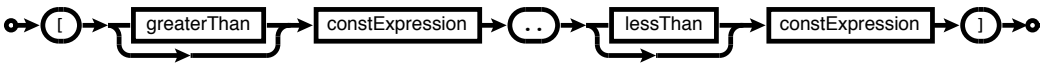


#10 Variable Declaration

#11 Identifier List



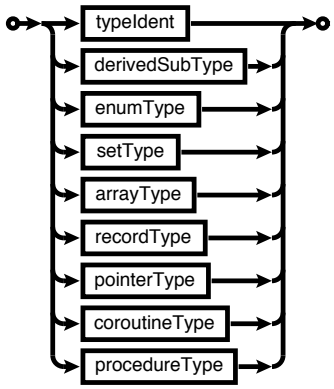
#12 Range



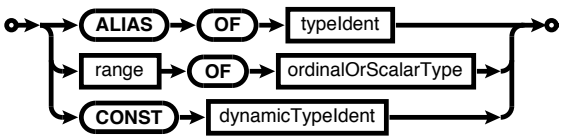
#12.1 Greater Than

#12.2 Less Than

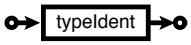
#13 Type



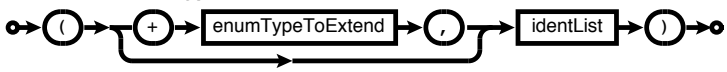
#13.1 Derived Sub-Type



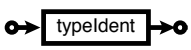
#13.2 Ordinal or Scalar Type, Dynamic Type Identifier



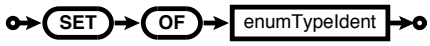
#14 Enumeration Type



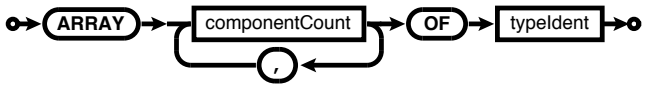
#14.1 Enumeration Type to Extend



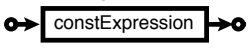
#15 Set Type



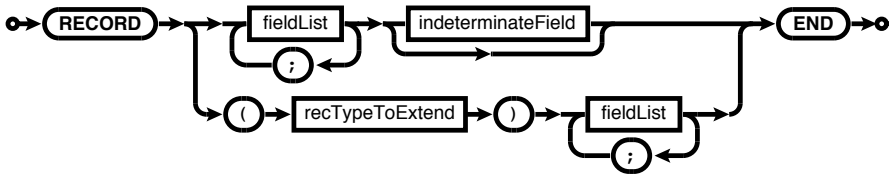
#16 Array Type



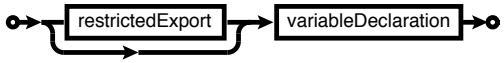
#16.1 Component Count



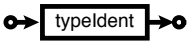
#17 Record Type



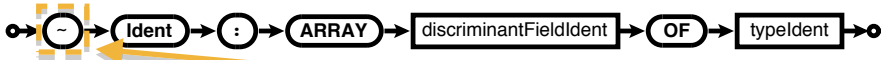
#17.1 Field List



#17.2 Record Type to Extend



#17.3 Indeterminate Field

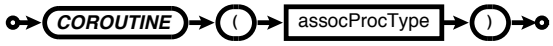


#17.4 Discriminant Field Identifier

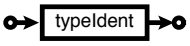
replaced INDETERMINATE with a tilde symbol

#18 Pointer Type

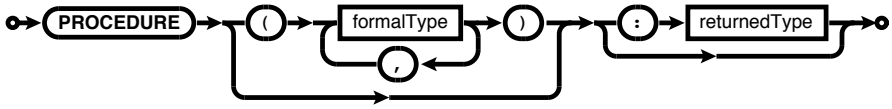
#19 Coroutine Type



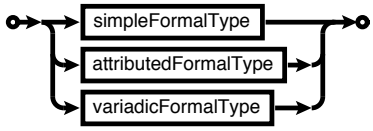
#19.1 Associated Procedure Type



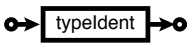
#20 Procedure Type



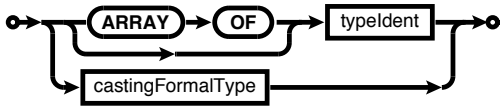
#20.1 Formal Type



#20.2 Returned Type

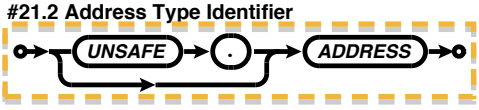


#21 Simple Formal Type



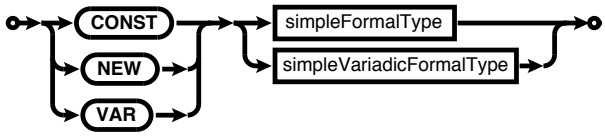
#21.1 Casting Formal Type

#21.2 Address Type Identifier

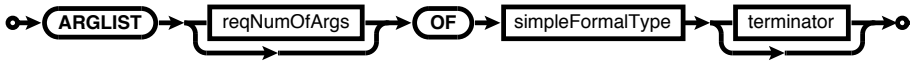


simplified diagram

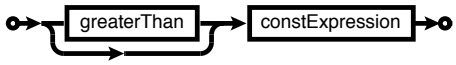
#22 Attributed Formal Type



#23 Simple Variadic Formal Type

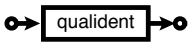


#23.1 Required Number of Arguments

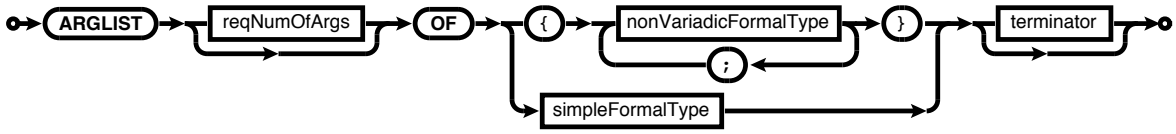


#23.2 Argument List Terminator

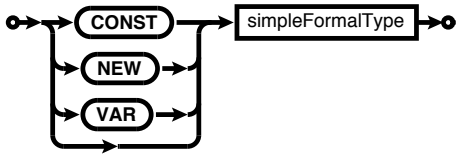
#23.3 Constant Qualified Identifier



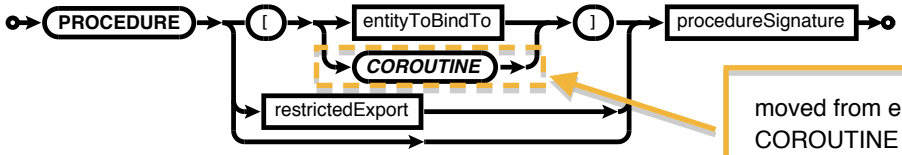
#24 Variadic Formal Type



#25 Non-Variadic Formal Type

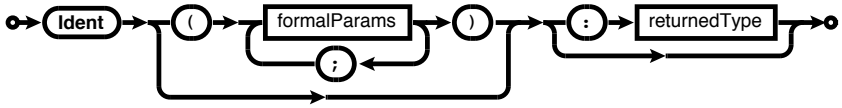


#26 Procedure Header

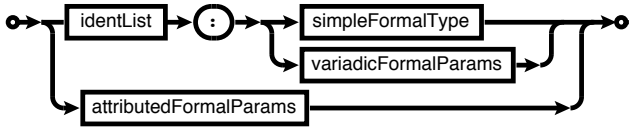


moved from entityToBindTo because COROUTINE is not a binding

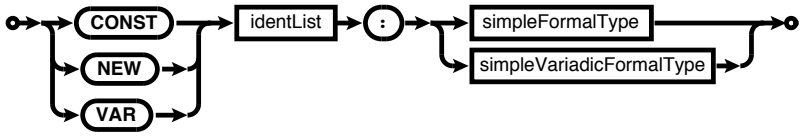
#27 Procedure Signature



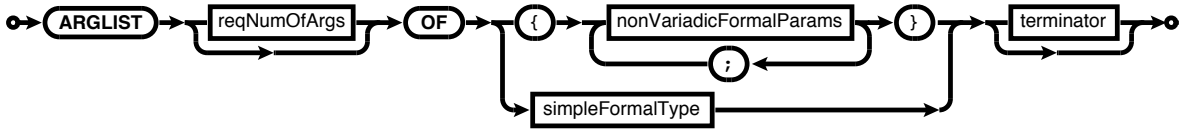
#28 Formal Parameters



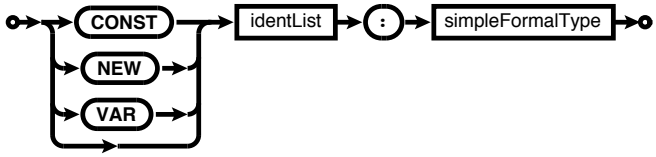
#29 Attributed Formal Parameters



#30 Variadic Formal Parameters

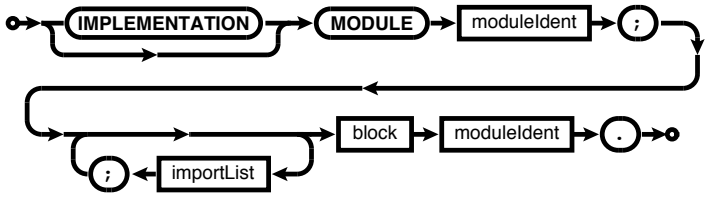


#31 Non-Variadic Formal Parameters

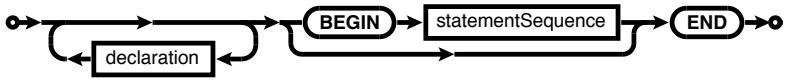


Implementation and Program Module Syntax

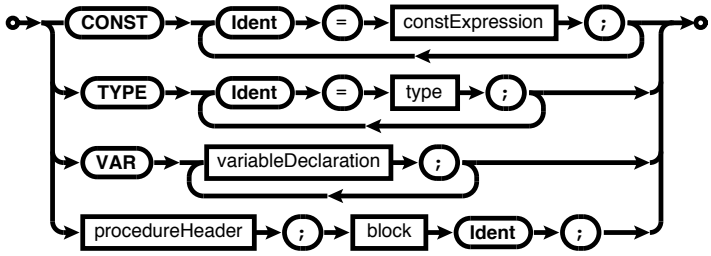
#32 Implementation or Program Module



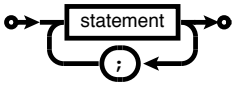
#33 Block



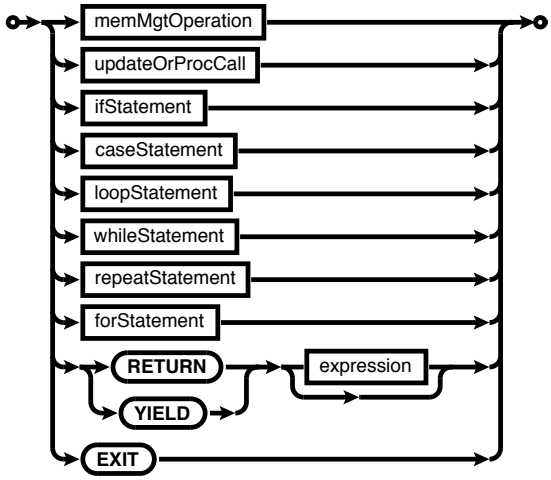
#34 Declaration



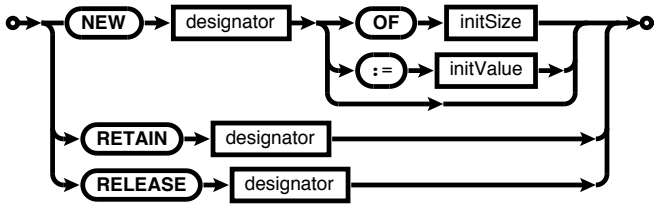
#35 Statement Sequence



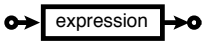
#36 Statement



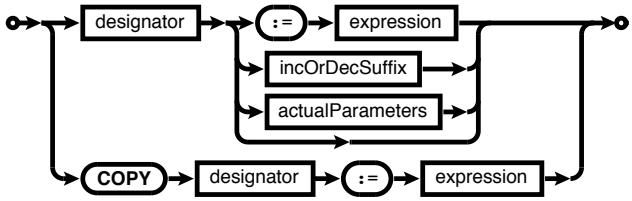
#37 Memory Management Operation



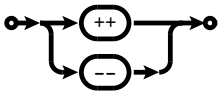
#37.1 Initialisation Size, Initialisation Value



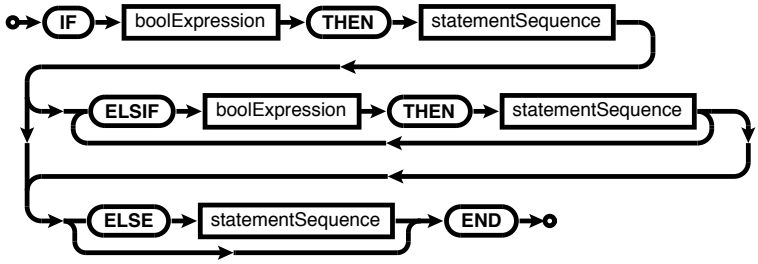
#38 Update or Procedure Call



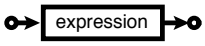
#38.1 Increment or Decrement Suffix



#39 IF Statement

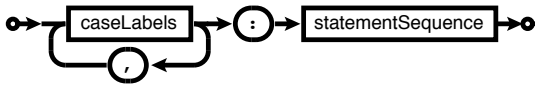


#39.1 Boolean Expression



#40 CASE Statement

#40.1 Case



#40.2 Case Labels

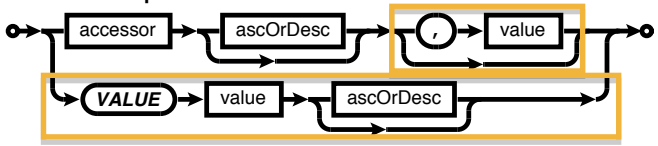
#41 LOOP Statement

#42 WHILE Statement

#43 REPEAT Statement

#44 FOR Statement

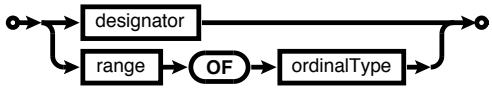
#44.1 FOR Loop Variants



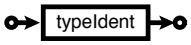
#44.2 Accessor, Value

#44.3 Ascender or Descender

#44.4 Iterable Entity

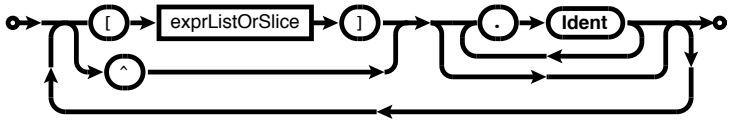


#44.5 Ordinal Type

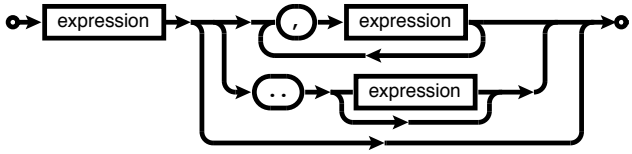


#45 Designator

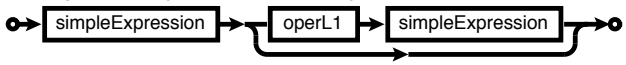
#45.1 Designator Tail



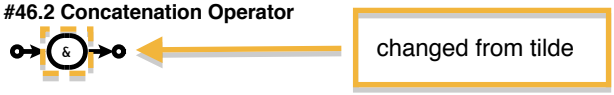
#45.2 Expression List or Slice



#46 Expression (Evaluation Level 1)

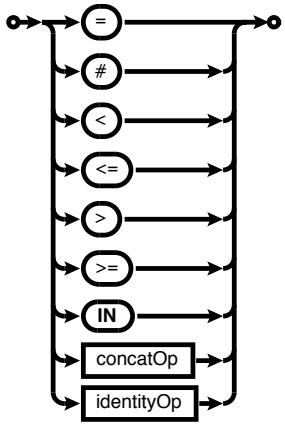


#46.2 Concatenation Operator

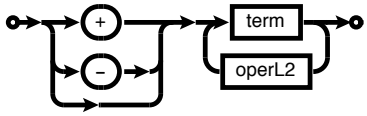


#46.3 Identity Operator

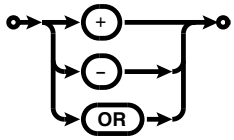
#46.1 Level-1 Operator



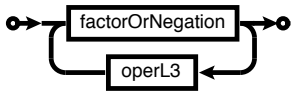
#47 Simple Expression (Evaluation Level 2)



#47.1 Level-2 Operator



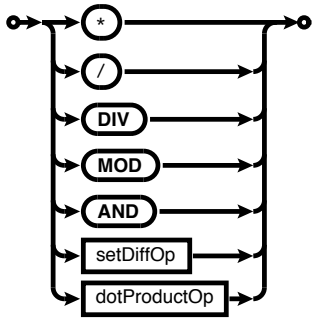
#48 Term (Evaluation Level 3)



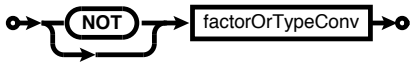
#48.2 Set Difference Operator

#48.3 Dot Product Operator

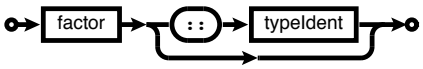
#48.1 Level-3 Operator



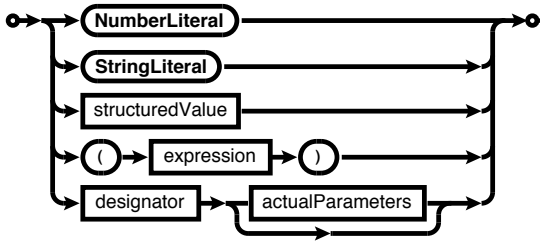
#49 Factor or Negation (Evaluation Level 4)



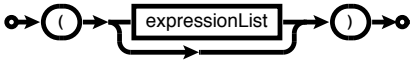
#50 Factor or Type Conversion (Evaluation Level 5)



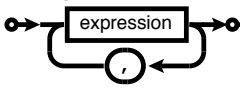
#51 Factor (Evaluation Level 6)



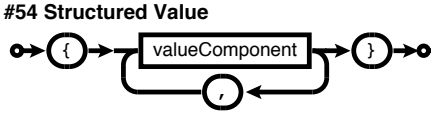
#52 Actual Parameters



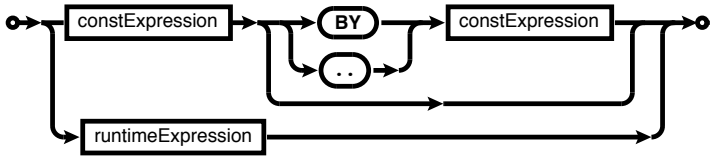
#53 Expression List



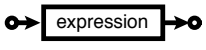
#54 Structured Value



#54.1 Value Component

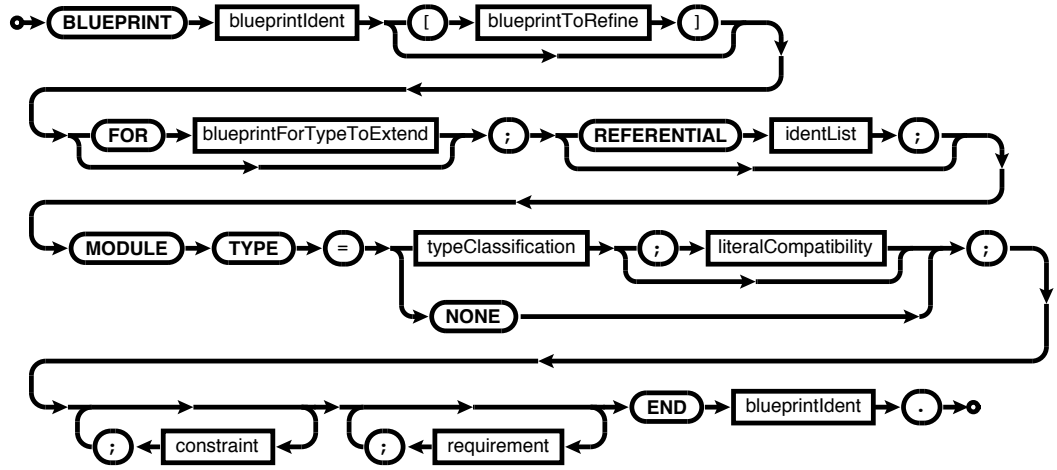


#54.2 Runtime Expression



Blueprint Syntax

#55 Blueprint

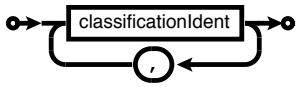


#55.1 Blueprint Identifier

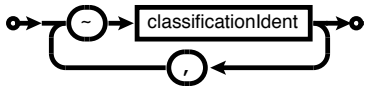
#55.2 Blueprint To Refine, Blueprint For Type To Extend

#56 Type Classification

#56.1 Determined Classification

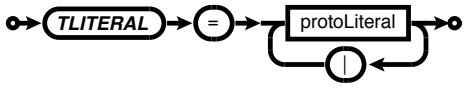


#56.2 Refinable Classification

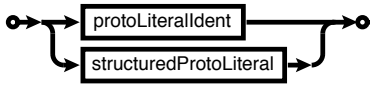


#56.3 Classification Identifier

#57 Literal Compatibility

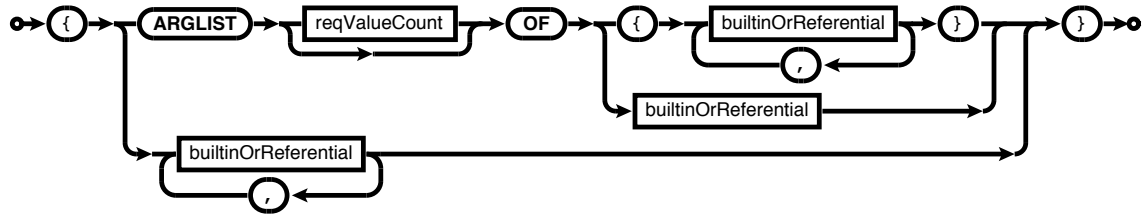


#57.1 Proto Literal

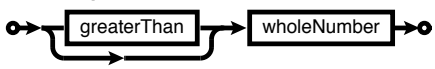


#57.2 Proto Literal Identifier

#58 Structured Proto Literal



#58.1 Required Value Count

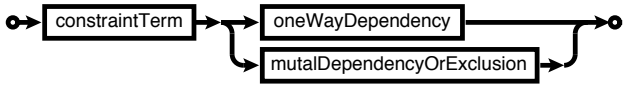


#58.2 Greater Than

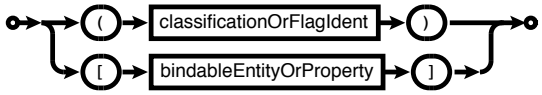
#58.3 Whole Number

#58.4 Built-in Type Or Referential

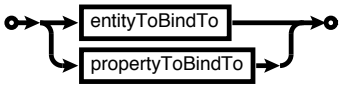
#59 Constraint



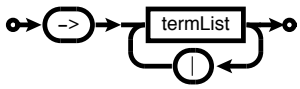
#59.1 Constraint Term



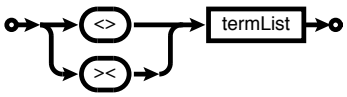
#59.2 Bindable Entity Or Property



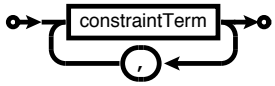
#59.3 One-Way Dependency



#59.4 Mutual Dependency Or Exclusion

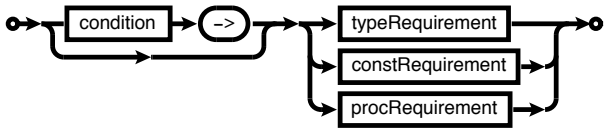


#59.5 Term List

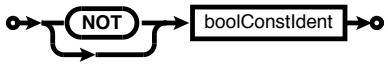


#59.6 Classification Or Flag Identifier

#60 Requirement

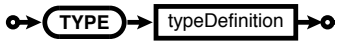


#60.1 Condition

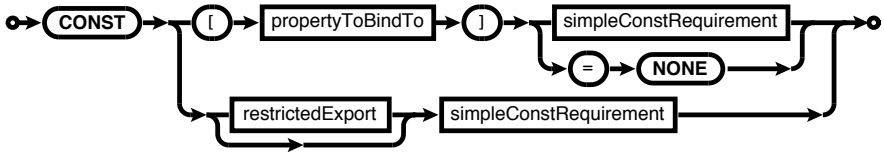


#60.2 Boolean Constant Identifier

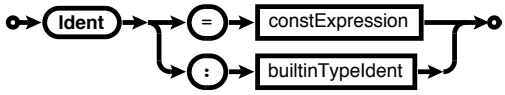
#60.3 Type Requirement



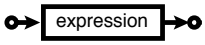
#61 Constant Requirement



#61.1 Simple Constant Requirement



#61.2 Constant Expression



#61.3 Built-in Type Identifier

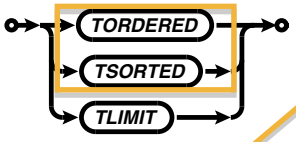
#61.4 Restricted Export

replaced TBASE, TPRECISION, TMINEXP and TMAXEXP

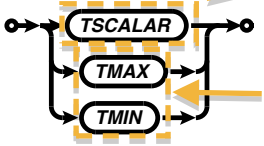
#62 Property To Bind To

replaced TNIL

#62.2 Collection Property



#62.3 Scalar Property

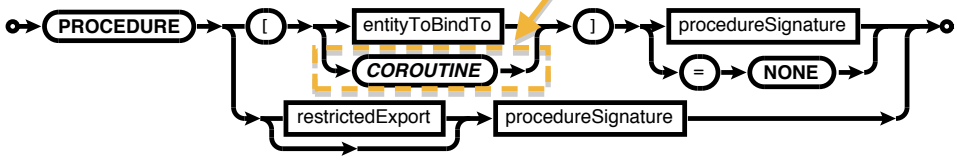


moved from entityToBindTo

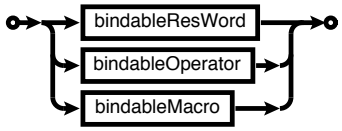
#62.1 Memory Management Property

moved from entityToBindTo

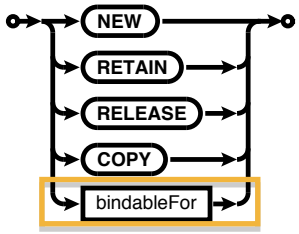
#63 Procedure Requirement



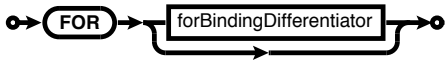
#64 Entity To Bind To



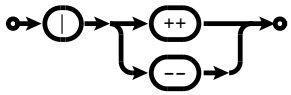
#64.1 Bindable Reserved Word



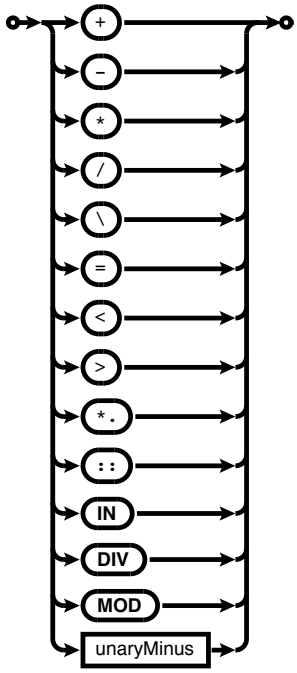
#64.2 Bindable FOR



#64.3 FOR Binding Differentiator

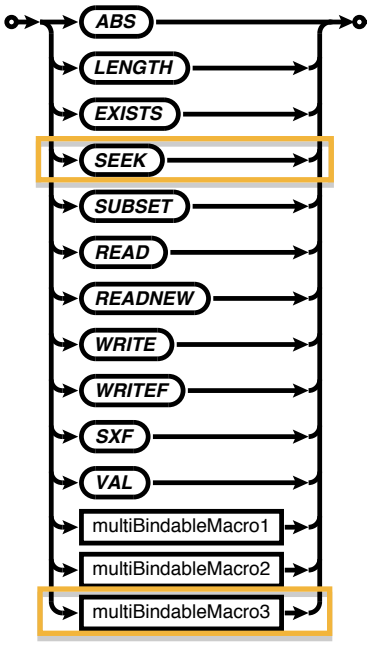


#64.4 Bindable Operator

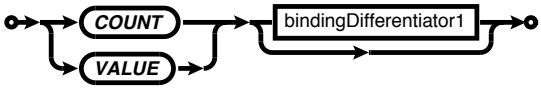


#64.5 Unary Minus

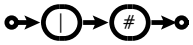
#64.6 Bindable Macro



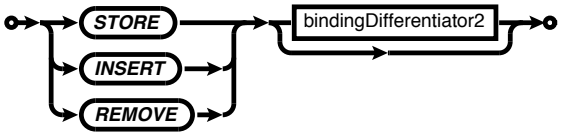
#64.7 Multi-Bindable Macro 1



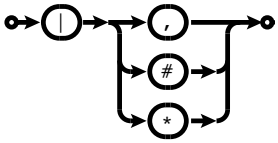
#64.8 Binding Differentiator 1



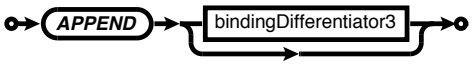
#64.9 Multi-Bindable Macro 2



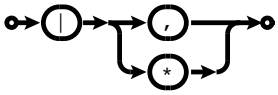
#64.10 Binding Differentiator 2



#64.11 Multi-Bindable Macro 3



#64.12 Binding Differentiator 3



(2) Terminals

#1 Reserved Words

ALIAS	DEFINITION	GENLIB	NOT	RETAIN
AND	DIV	IF	OF	RETURN
ARGLIST	DO	IMPLEMENTATION	OPAQUE	SET
ARRAY	ELSE	IMPORT	OR	THEN
BEGIN	ELSIF	IN	POINTER	TO
BLUEPRINT	END	LOOP	PROCEDURE	TYPE
BY	ENUM	MOD	RECORD	UNTIL
CASE	EXIT	MODULE	REFERENTIAL	VAR
CONST	FOR	NEW	RELEASE	WHILE
COPY	FROM	NONE	REPEAT	YIELD

#2 Dual-Use Identifiers (Schrödinger's Tokens)

ABS	*INSERT*	*STORE*	*TMAX*	*VAL*
ADDRESS	*LENGTH*	*SUBSET*	*TMIN*	*VALUE*
APPEND	*OCTET*	*SXF*	*TORDERED*	*WRITE*
CAST	*READ*	*TDYN*	*TREFC*	*WRITEF*
COUNT	*READNEW*	*TFLAGS*	*TSCALAR*	
COROUTINE	*REMOVE*	*TLIMIT*	*TSORTED*	*ASM* *
EXISTS	*SEEK*	*TLITERAL*	*UNSAFE*	*REG* *

#3 Special Symbol Tokens

.	~	+	=	==	(	)
,	..	-	#	&	[	]
:	:=	*	>	->	{	}
;	++	*.	>=	<>		
|	--	/	<	><		
^	::	\	<=	+/-		

#3.1 Quoted Text Delimiters

'	"	<<	>>

#3.2 Comment Delimiters

!	(*	*)

#3.3 Pragma Affix and Delimiters

?	<*	*>

#3.4 Template Language Symbols

##	<#	#>	@@	//	/*	*/

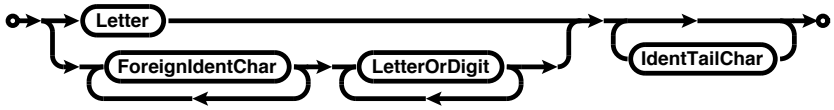
#3.5 Reserved Symbols

`	for use as a token by Objective Modula-2
@	for use as lead character in identifiers and reserved words by language supersets
%	for use as a character in identifiers and reserved words by implementations targeting OpenVMS

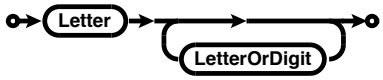
---

* *optional language facilities*

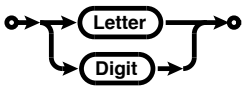
#4 Identifier



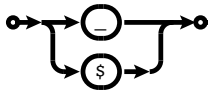
#4.1 Standard Library Identifier



#4.2 Letter Or Digit

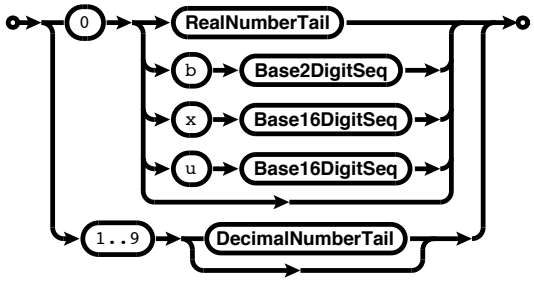


#4.3 Foreign Identifier Character

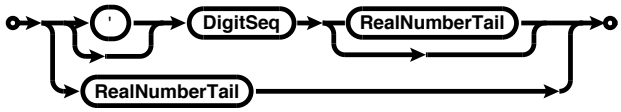


#4.4 Identifier Tail Character

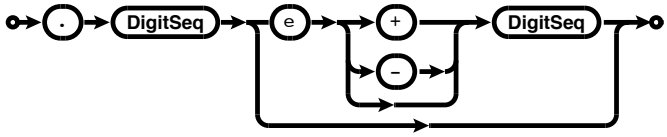
#5 Number Literal



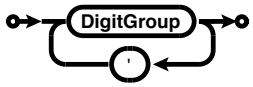
#5.1 Decimal Number Tail



#5.2 Real Number Tail



#5.3 Digit Sequence

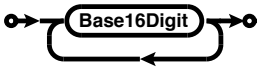


#5.4 Base-16 Digit Sequence

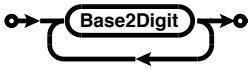
#5.5 Base-2 Digit Sequence

#5.3b Digit Group

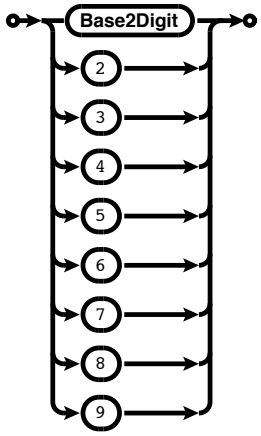
#5.4b Base-16 Digit Group



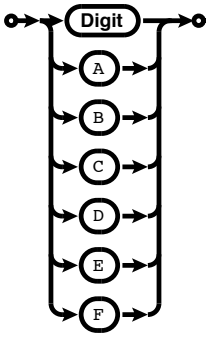
#5.5b Base-2 Digit Group



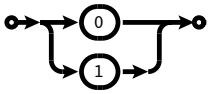
#5.6 Digit



#5.7 Base-16 Digit

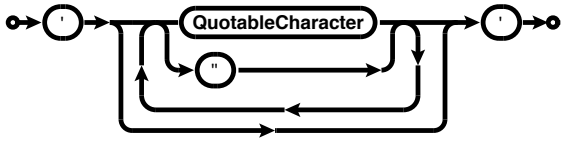


#5.8 Base-2 Digit

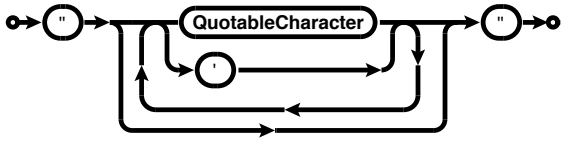


#6 String Literal

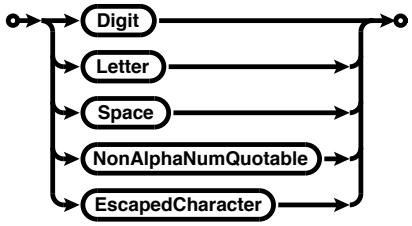
#6.1 Single Quoted String



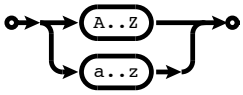
#6.2 Double Quoted String



#6.3 Quotable Character



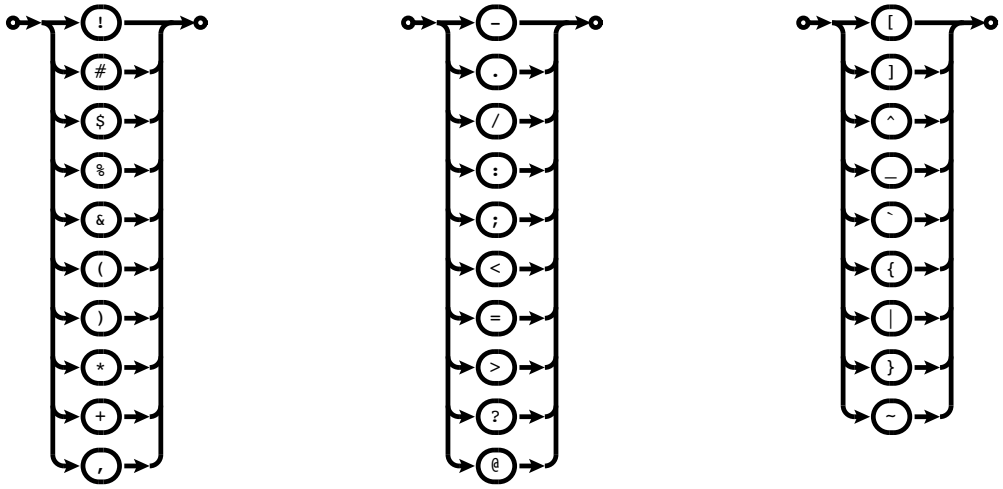
#6.4 Letter



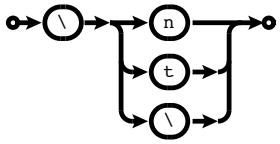
#6.5 Space

```
CONST Space = CHR(32);
```

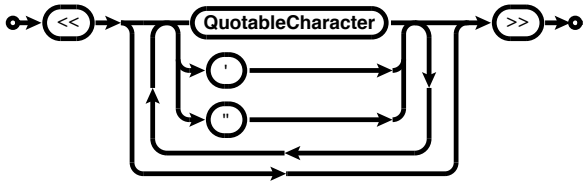
#6.6 Non-Alphanumeric Quotable Character



#6.7 Escaped Character



#7 Chevron Delimited Text



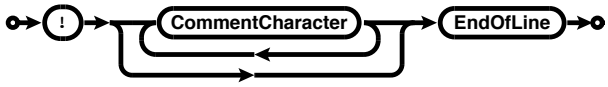
(3) Ignore Symbols

#1 Whitespace

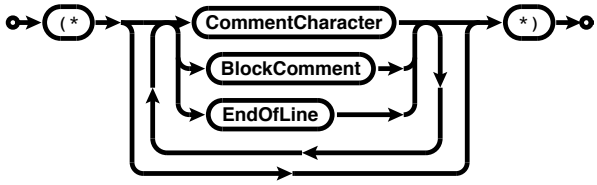
#1.1 ASCII Tabulator

```
CONST ASCII_TAB = CHR(8);
```

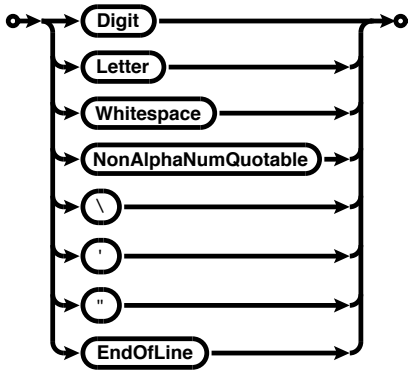
#2 Line Comment
(At the First Column of a Line)



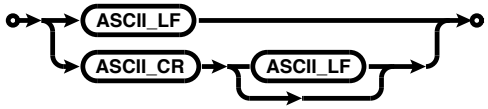
#3 Block Comment
(At Most Ten Nesting Levels)



#3.1 Comment Character



#4 End Of Line Marker



#4.1 ASCII Line Feed

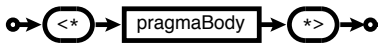
```
CONST ASCII_LF = CHR(10);
```

#4.2 ASCII Carriage Return

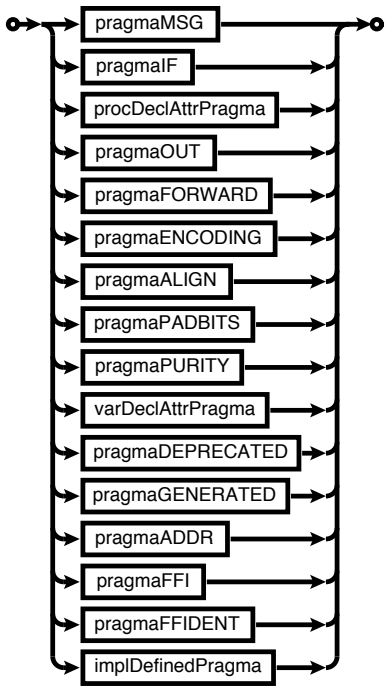
```
CONST ASCII_CR = CHR(13);
```

(5) Pragmas

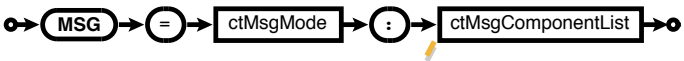
#1 Pragma



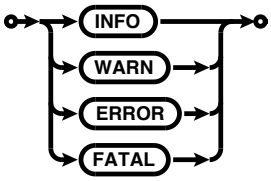
#1.1 Pragma Body



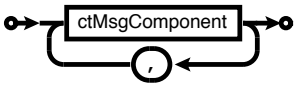
#2 Body Of Compile Time Message Pragma



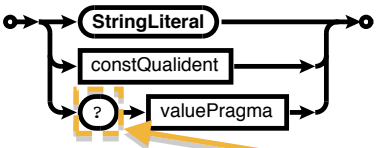
#2.1 Compile Time Message Mode



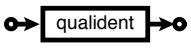
#2.2 Compile Time Message Component List



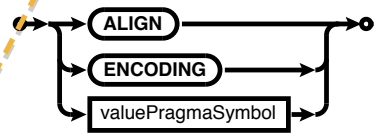
#2.3 Compile Time Message Component



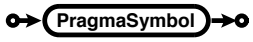
#2.4 Constant Qualified Identifier



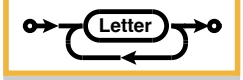
#2.5 Value Pragma



#2.6 Value Pragma Symbol

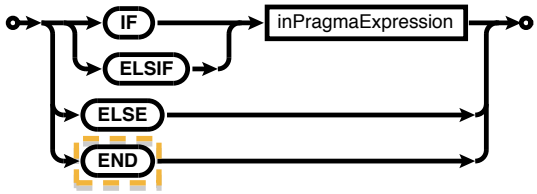


#2.7 Pragma Symbol

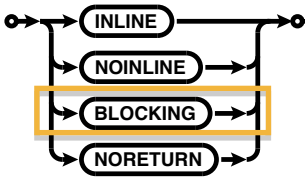


changed from @

#3 Body Of Conditional Compilation Pragma

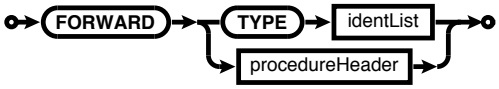


#4 Body Of Procedure Declaration Attribute Pragma

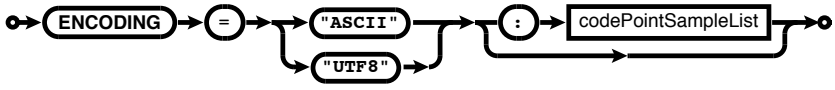


#5 Body Of Promise-To-Write Pragma

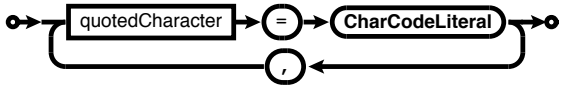
#6 Body Of Forward Declaration Pragma



#7 Body Of Character Encoding Pragma



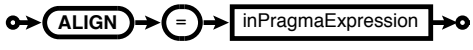
#7.1 Code Point Sample List



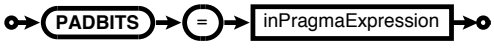
#7.2 Quoted Character

#7.3 Character Code Literal

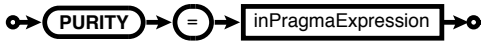
#8 Body Of Memory Alignment Pragma



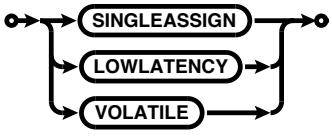
#9 Body Of Bit Padding Pragma



#10 Body Of Purity Attribute Pragma

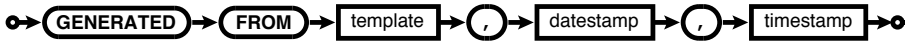


#11 Body Of Variable Declaration Attribute Pragma

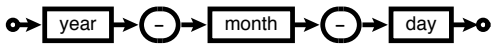


#12 Body Of Deprecation Pragma

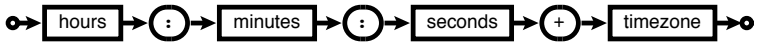
#13 Body Of Library Generation Timestamp Pragma



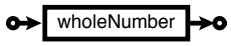
#13.1 Date Stamp



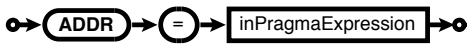
#13.2 Time Stamp



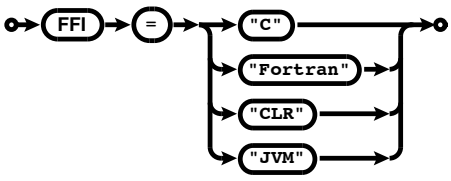
#13.3 Year, Month, Day, Hours, Minutes, Seconds, Timezone



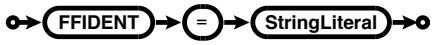
#14 Body Of Memory Mapping Pragma



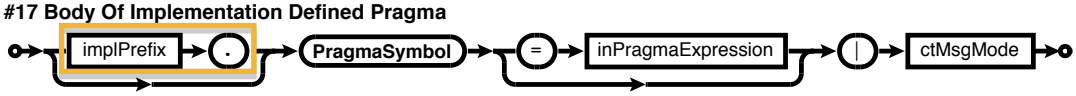
#15 Body Of Foreign Function Interface Pragma



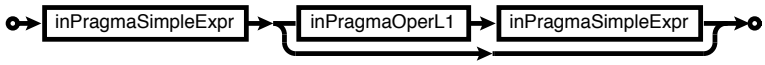
#16 Body Of Foreign Function Identifier Mapping Pragma



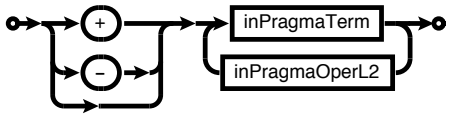
#17 Body Of Implementation Defined Pragma



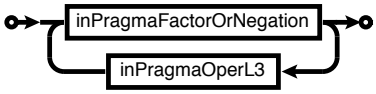
#18 In-Pragma Expression (Evaluation Level 1)



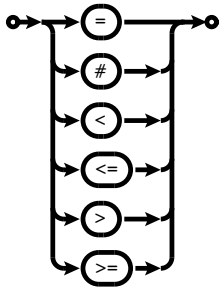
#19 In-Pragma Simple Expression
(Evaluation Level 2)



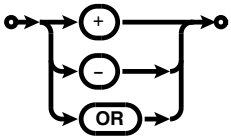
#20 In-Pragma Term
(Evaluation Level 3)



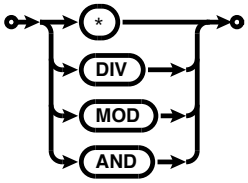
#18.1 In-Pragma Level-1 Operator



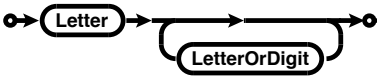
#19.1 In-Pragma Level-2 Operator



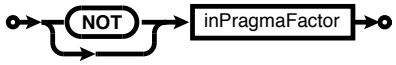
#20.1 In-Pragma Level-3 Operator



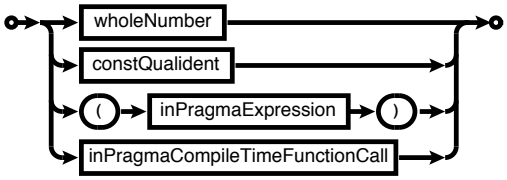
#17.1 Implementation Prefix



#21 In-Pragma Factor Or Negation
(Evaluation Level 4)



#22 In-Pragma Factor
(Evaluation Level 5)



#23 In-Pragma Compile-Time Function Call