

Bison Quick Reference

Starting Bison

To use Bison, type: `bison filename`

Options can be used as: `bison options filename`

Command Line Options

Display usage information.	<code>-h</code>
Display version information.	<code>-V</code>
Generate token and YYSTYPE definitions.	<code>-d</code>
Prepend a prefix to external symbols.	<code>-p prefix</code>
Don't put #line directives in the parser.	<code>-l</code>
Specify the output file.	<code>-o filename</code>
Debug or <i>trace</i> mode.	<code>-t</code>
Verbose description of the parser.	<code>-v</code>
Emulate yacc (generate <code>y.tab.*</code> files).	<code>-y</code>

Note: The token and YYSTYPE definitions are generated to a file called `y.tab.h` if the `-y` option is used, otherwise it will have the format `name.tab.h`, where `name` is the leading part of the parser definition filename.

Definitions

Declare a terminal symbol.	<code>%token <t> n</code>
Declare a terminal symbol, and define its association.	<code>association <t> n</code>
Generate a reentrant (pure) parser.	<code>%pure_parser</code>
Define the union of all data types used in the parser.	<code>%union{field list}</code>
Tell <code>bison</code> where to start parsing.	<code>%start m</code>
Tell <code>bison</code> the data type of symbols.	<code>%type <t> s1...sn</code>

In the above, `t` is a *type* defined in the `%union` definition, `n` is a *terminal* symbol name, `m` is a *non-terminal* symbol name, and *association* can be one of `%left`, `%right`, or `%nonassoc`.

The `<t>` after `%token`, `%left`, `%right` and `%nonassoc` is optional. Additionally, precedence may be overridden in the rules with `%prec` commands.

Parser Definition Files

The general form for a parser definition is:

```
{%
  /* Initial C code. */
}

Token and type definitions

%%
Rule definition 1
:
Rule definition n
*/
/* Other C code. */
```

Rule definitions

Rules take the form:

```
non-terminal : statement 1
              | statement 2
              :
              |
              | statement n
              ;
```

Where *statements* can be either empty, or contain a mixture of C code (enclosed in { ... }), and the symbols that make up the non-terminal. For example:

```
expression : number '+' number { $$ = $1 + $3 }
            | number '-' number { $$ = $1 - $3 }
            | number '/' number { $$ = $1 / $3 }
            | number '*' number { $$ = $1 * $3 }
            ;
```

For altering the precedence of a symbol use:

```
%prec name
```

For example:

```
foo : gnu bar gnu      %prec bar
     ;
```

Grammar Variables and Symbols

Recognize an error & continue parsing.

`error`

Access data associated with a symbol.

`$$, $0...$n`

Access a field of the data union.

`$$.t, $0.t...$n.t`

Access symbol's location.

`@$, @0...@n`

Access data's line location.

`@x.line_spec`

Access data's column location.

`@x.column_spec`

Where *t* is a type defined in the `%union`, *n* is a number, *x* is a number or \$, *line_spec* one of `first_line` and `last_line`, and *column_spec* is specified as either `first_column` or `last_column`.

Variables and Types

Current look ahead token.	<code>yychar</code>
Debug mode flag.	<code>yydebug</code>
Data associated with the current token.	<code>yyval</code>
Source position of current token.	<code>yyloc</code>
Number of errors encountered.	<code> yynerrs</code>
Position information type.	<code>YYLTYPE</code>
Data type associated with symbols.	<code>YYSTYPE</code>

Functions

User defined error handler.	<code>int yyerror(char *)</code>
User defined lexical analyzer.	<code>int yylex()</code>
The grammar parser.	<code>int yyparse()</code>

Macros

Quit parsing immediately. Return 1.	<code>YYABORT</code>
Quit parsing immediately. Return 0.	<code>YYACCEPT</code>
Pretend a syntax error occurred.	<code>YYERROR</code>
Value in <code>yychar</code> if no look-ahead token.	<code>YYEMPTY</code>
Clear previous look ahead token.	<code>yyclearin</code>
Recover normally from an error.	<code>yyerrok</code>

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