BNF for an Algol-60 (hardware representation) number

adapted from MacLennan, <u>Principles of Programming Languages</u>, 3rd Edition, Chapter 4, Figure 4.1, p. 152

```
<number> ::=   +<unsigned number>
           | -<unsigned number>
           | <unsigned number>

<unsigned number> ::=   <decimal number>
                    | <exponent part>
                    | <decimal number> <exponent part>

<decimal number> ::=   <unsigned integer>
                   | <decimal fraction>
                   | <unsigned integer> <decimal fraction>

<exponent part> ::= E<integer>

<unsigned integer> ::= <digit>
                   | <unsigned integer> <digit>

<decimal fraction> ::=  .<unsigned integer>

<integer> ::=    +<unsigned integer>
            | -<unsigned integer>
            | <unsigned integer>

<digit> ::= 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9
```