

## **Syntax and Grammar**

## **Discussion**

Every language has rules for putting together words and phrases to form well-formed sentences. These rules are known as **syntax.** Every language also has rules for what order words must be in. For example, in English, adjectives come before the noun they describe. We say the "purple pillow" or the "white house". In Spanish, the adjectives come after the noun they describe. These phrases would literally be translated as "pillow purple" or "house white". These types of rules are called **grammar.** What examples of syntax and grammar can you think of for your primary language?

ample	es of Syntax
• Eng	glish: "i" before "e", except as in <u>neighbor</u> or <u>weigh</u> .
• End	glish: Questions end with a question mark (?).
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ample	es of Grammar
• The	e subject of a sentence must come before the verb.
	ticles must come before the noun.
7 (1 (1	ides mast come before the noun.
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Computer languages also have syntax rules and grammar rules for putting together commands and functions.



## **Class Exercise**

Generate a list of syntax rules we have learned in programming thus far with a partner. What symbols are used in programming and what are the syntax rules for using them correctly?

**Examples - Syntax** 

**Examples - Grammar**