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Objeck Programming Language

AN INTRODUCTION

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# Introduction

The language was designed to be an easy to use strongly typed object-oriented programming language. Back in 2008, when the language was under initial development, existing object-oriented and functional programming languages were examined and their syntax simplified for inclusion in Objeck.

Major language features include:

* Collection of rich and easy-to-use class libraries
* Support for functional programming
* Concurrency (threads and mutexes)
* Automatic memory management
* Native JIT execution (byte to machine code)
* Unicode support with I/O support for UTF-8
* Cross-platform libraries
* Command line debugger
* Full support for Windows, Linux and OS X

# Getting Started

For the most recent information about obtaining binaries and source code please refer to the project website [objeck.org](http://www.objeck.org/). The distribution consists of a compiler, virtual machine, debugger and library inspection tool. The compiler is name **obc** while the virtual machine (VM) is named **obr**.

Here is the world famous "Hello World” program written in the Objeck:

|  |
| --- |
| class Hello {  function : Main(args : String[]) ~ Nil {  "Hello World!"->PrintLine();  }  } |

Save the above program as an ASCII or UTF-8 text file named **hello.obs**. The following commands will create an executable called **hello.obe** and run it.

To compile type the following:

|  |
| --- |
| obc -src hello.obs -dest hello.obe |

To run the program type the following:

|  |
| --- |
| obr hello.obe |

# Compiling and Running Code

The Objeck compiler produces two types of binaries. The first type is an executable and the second type is a shared library. Shared libraries can be linked into executables by passing the names of libraries to the compiler. As a naming convention, executables **.obe** while shared libraries must end with **\*.obl**.

Here are a few more examples. The first example compiles a program that processes XML. For this program, we link in the collections and XML parsing libraries.

|  |
| --- |
| obc -src examples/xml\_path.obs -lib collect.obl,xml.obl -dest xml\_path.obe  obr xml\_path.obe |

The next example compiles a program that uses the encryption library.

|  |
| --- |
| obc -src examples/encryption.obs -lib encrypt.obl -dest encryption.obe  obr encryption.obe |

Table – Compiler Options

|  |  |
| --- | --- |
| Option | Description |
| -src | path to source files delimited by ‘,’ |
| -lib | path to library files delimited by ‘,’ |
| -tar | target output, options are **exe** for executable and **lib** for library; default is **exe** |
| -opt | optimization level, **s0** thru **s3** being most aggressive; default is s0 |
| -dest | output filename |
| -alt | compile code that is written using a C-like syntax |
| -debug | if set, produces debug out for use by the interactive debugger |

The Basics

Let's first look at literals, variables and control flow logic.

## Literals and variables

Literals are defined as they are in most programming languages. In Objeck literals are treated as objects and thus can have methods associated with them. As you might expect a character string is treated as a **String** object.

|  |
| --- |
| '\u00BD'->PrintLine();  13->Min(3)->PrintLine();  3.89->Sin()->PrintLine();  "Hello World"->Size()->PrintLine(); |

Here are a few examples of variable declarations and assignments. Variable types can be explicitly defined or implicitly inferred through assignments or casts. If a variable's type is inferred it cannot be redefined.

|  |
| --- |
| a : Int;  b : Float := 13.5;  c := 7.25; # type inferred as Float  d := (b \* 2)->As(Int); # type inferred as Int |

Table – Data Types

|  |  |
| --- | --- |
| Type | Description |
| Char | Unicode character value |
| Char[] | Unicode character array |
| Bool | Boolean value |
| Bool[] | Boolean array |
| Byte | 1­byte integer value |
| Byte[] | 1­byte integer array |
| Int | 4­byte integer value |
| Int[] | 4­byte integer array |
| Float | 8­byte decimal value |
| Float[] | 8­byte decimal array |
| Object | Reference to an abstract datatype |
| Object[] | Array of abstract datatypes |
| Function | Function reference |

## Comments

Code comments may be single or multiline. In addition, comments for bundles, classes interfaces, functions and methods may be used to produce HTML documentation (please refer to the [documentation section](#_Documenting_Code)).

|  |
| --- |
| flag := false; # single line comment  #~  multiline comment about  the flag value above  ~# |

Control flow and logic

As with most languages, Objeck supports conditional expressions and control flow logic. A nuance is that conditional statements end with semi-colons.

### If/else

|  |
| --- |
| number := Console->ReadLine()->ToInt();  if(number <> 3) {  "Not equal to 3"->PrintLine();  } else if(number < 13) {  "Less than 13"->PrintLine();  } else {  "Some other number"->PrintLine();  }; |

### Select

The select statement efficiently maps integer and enum values to blocks of code.

|  |
| --- |
| select(c) {  label Color->Red: { "Red"->PrintLine(); }  label Color->Green: { "Green"->PrintLine(); }  label Color->Purple: { "Purple"->PrintLine(); }  other: { "Another color"->PrintLine(); }  };  select(n) {  label 9:  label 19: { n->PrintLine(); }  label 27: { (3 \* 9 = n)->PrintLine(); }  }; |

Support for the following looping constructs

### Do

|  |
| --- |
| i := 10;  while(i > 0) {  i->PrintLine();  i -= 1;  }; |

### Do/while

|  |
| --- |
| i := 0;  do {  i->PrintLine();  i += 1;  } while(i <> 10); |

### For

|  |
| --- |
| location := "East Bay";  for(i := 0; i < location->Size(); i += 1;) {  location->Get(i)->PrintLine();  }; |

### Each

|  |
| --- |
| area\_code := Int->New[3];  area\_code[0] := 5;  area\_code[1] := 1;  area\_code[2] := 0;  each(i : values) {  area\_code[i]->PrintLine();  }; |

## Operators

There's support for mathematical, logical and bitwise operations. Operator precedence from weakest to strongest is: logical**, [+, -]** and **[\*, /, %, <<, >>, and, or, xor]**. Operators of the same precedence are naturally evaluated from left-to-right.

### Logical

|  |  |
| --- | --- |
| Operator | Description |
| & | And |
| I | Or |
| = | Equal |
| <> | Not equal and unary not |
| < | Less than |
| > | Greater than |
| <= | Less than or equal |
| >= | Greater than or equal |

### Mathematical

|  |  |
| --- | --- |
| Operator | Description |
| + | Add |
| - | Subtract |
| \* | Multiply |
| / | Divide |
| % | Modulus |

### Bitwise

|  |  |
| --- | --- |
| Operator | Description |
| << | Shift left |
| >> | Shift right |
| and | Bitwise and |
| or | Bitwise or |
| xor | Bitwise xor |

Simple credit card validation example

|  |
| --- |
| class Luhn {  function : IsValid(cc : String) ~ Bool {  isOdd := true; oddSum := 0; evenSum := 0;  for(i := cc->Size() - 1; i >= 0; i -= 1;) {  digit : Int := cc->Get(i) - '0';  if(isOdd) {  oddSum += digit;  } else {  evenSum += digit / 5 + (2 \* digit) % 10;  };  isOdd := isOdd <> true;  };  return (oddSum + evenSum) % 10 = 0;  }    function : Main(args : String[]) ~ Nil {  IsValid("49927398716")->PrintLine();  IsValid("49927398717")->PrintLine();  IsValid("1234567812345678")->PrintLine();  IsValid("1234567812345670")->PrintLine();  }  } |

Code fragment from the Base64 encoding class

|  |
| --- |
| # Primary encoding loop  r := ""; i : Int; a := 0;  for(i := 0; i < end; i += 3;) {  a := (data[i] << 16) or (data[i+1] << 8) or (data[i+2]);  r->Append( lut[0x3F and (a >> 18)] );  r->Append( lut[0x3F and (a >> 12)] );  r->Append( lut[0x3F and (a >> 6)] );  r->Append( lut[0x3F and a] );  }; |

Arrays, strings and collections

The language has support for dynamically allocated arrays, Unicode strings and various container classes.

### Arrays

Arrays can hold an indexed list of like values. Arrays are dynamically allocated from the heap and memory managed by the garbage collector. The runtime system supports bounds checking and will cease execution generating a stack trace if array bounds are violated.

Allocating and indexing arrays

|  |
| --- |
| # allocate Int array  boxes := Int->New[2,3];  boxes[0,0] := 2;  boxes[0,1] := 4;  boxes[0,2] := 8;  boxes[1,0] := 1;  boxes[1,1] := 2;  boxes[1,2] := 3;  dims := boxes->Size(); # get the dimensions  dims[0]->PrintLine(); # dimension 1  dims[1]->PrintLine(); # dimension 2  # create some strings an iterate over them  directions := String->New[4];  directions[0] := "North";  directions[1] := "South";  directions[2] := "East";  directions[3] := "West";  each(i : directions) {  directions[i]->PrintLine();  }; |

### Strings

Character strings are a collection of Unicode characters backed by the **String** class. The string class supports a number of operations such as insert, find, substring, type parsing (i.e. to **Float**), etc. Variable values can also be inlined into string literals. Strings can be converted into character arrays and UTF-8 byte arrays.

|  |
| --- |
| name := "DJ";  name += ' ';  name += "Premier";  name->SubString(2)->PrintLine();  name->Size()->PrintLine(); |

An example of variable and inlining.

|  |
| --- |
| "Hour\t\tsun hour angle\t\tdial hour line angle from 6am to 6pm"->PrintLine();  for(h := -6; h <= 6; h+=1;) {  hra := 15.0 \* h;  hra -= lng - ref;  hla := (slat\* (hra\*2\*Float->Pi()/360.0)->Tan())  ->ArcTan() \* 360.0 / (2\*Float->Pi());  "HR={$h}\t\tHRA={$hra}\t\tHLA={$hla}"->PrintLine();  }; |

### Collections

In addition, to arrays the language supports a number of collections such as **Vectors**, **Lists and Maps**. To learn more about the collections classes please refer to the [API documentation](http://www.objeck.org/docs/api/index.html). In order to use these classes you must reference the collections package using the following line in your program:

|  |
| --- |
| use Collection; |

When compiling the program you must link in the collections library.

|  |
| --- |
| obc -src genres.obs -lib collect.obl -dest genres.obe |

**Vectors** are arrays that can dynamically grown. They support fast indexing, iterating and appending. In order to improve performance memory for vectors is pre-allocated.

|  |
| --- |
| genres := Vector->New();  genres->AddBack("Hip hop");  genres->AddBack("Classical");  genres->AddBack("Jazz");  genres->AddBack("Rock");  genres->AddBack("Folk");  each(i : genres) {  genres->Get(i)->As(String)->PrintLine();  }; |

**Lists** are a collection of linear linked nodes. They support the fast insertion and removal of values. Memory for nodes is allocated on-demand and nodes may not be directly indexed.

|  |
| --- |
| artists := List->New();  artists->AddBack("Hendrix");  artists->AddFront("Beck");  # move cursor back for middle insertion  artists->Back();  artists->Insert("Common");  # move cursor to start of list  artists->Rewind();  # iterate over values  while(artists->More()) {  artists->Get()->As(String)->PrintLine();  artists->Next();  }; |

**Maps** and **Hashes** structures manage key/value pairs. **Maps** manage values in tree structures and allocate memory on demand. Maps are slower than hashes however manage memory better. **Hashes** use keys as indices into arrays and support fast insert and deletion at the cost of memory.

|  |
| --- |
| area\_codes := IntMap->New();  area\_codes->Insert(510, "Oakland");  area\_codes->Insert(415, "San Francisco");  area\_codes->Insert(650, "Palo Alto");  area\_codes->Insert(408, "San Jose");  area\_codes->Find(510)->As(String)->PrintLine(); |

### 

## Classes, interfaces and higher-order functions

Foo bar Foo bar Foo

### Classes and interfaces

Bar Foo bar Foo bar Foo bar Foo bar Foo bar Foo bar Foo bar Foo bar Foo bar Foo bar Foo bar Foo bar (Anonymous)

### Libraries

Bar Foo bar Foo bar Foo bar Foo bar Foo bar Foo bar Foo bar Foo bar Foo bar Foo bar Foo bar Foo bar (regex, XML, JSON, etc.)

### Inheritance

Bar Foo bar Foo bar Foo bar Foo bar Foo bar Foo bar Foo bar Foo bar Foo bar Foo bar Foo bar Foo bar

### Reflection

Bar Foo bar Foo bar Foo bar Foo bar Foo bar Foo bar Foo bar Foo bar Foo bar Foo bar Foo bar Foo bar

### Higher-order functions

Bar Foo bar Foo bar Foo bar Foo bar Foo bar Foo bar Foo bar Foo bar Foo bar Foo bar Foo bar Foo bar

## Methods and JIT compilation

Bar Foo bar Foo bar Foo bar Foo bar Foo bar Foo bar Foo bar Foo bar Foo bar Foo bar Foo bar Foo bar

# Debugging Code

Bar Foo bar Foo bar Foo bar Foo bar Foo bar Foo bar Foo bar Foo bar Foo bar Foo bar Foo bar Foo bar

# Documenting Code

Bar Foo bar Foo bar Foo bar Foo bar Foo bar Foo bar Foo bar Foo bar Foo bar Foo bar Foo bar Foo bar

# Native C/C++ Support

Bar Foo bar Foo bar Foo bar Foo bar Foo bar Foo bar Foo bar Foo bar Foo bar Foo bar Foo bar Foo bar

# Internal Architecture and Design

Bar Foo bar Foo bar Foo bar Foo bar Foo bar Foo bar Foo bar Foo bar Foo bar Foo bar Foo bar Foo bar