# Balabizo Programming Language Documentation

# 1 Introduction

**Balabizo** is a modern programming language designed to explore and demonstrate core principles of language development and interpreter design. It features a fully functional interpreter and a clean, expressive syntax, making it an ideal tool for learning and experimenting with programming languages.

**Behavior:** When code is successfully compiled and executed, the interpreter displays the message "Life is good". If there is an error, the message "You are being called Balabizo" along with the error specification is shown.

## Contents

1	Introduction	1
2	Features	2
3	Components 3.1 Interpreter	<b>2</b>
4	Installation           4.1 Prerequisites            4.2 Steps	2 2 2
5	Usage	2
6	Language Syntax         6.1 Variables       6.2 Control Structures         6.2 Control Structures       6.2.1 If Statement         6.2.2 While Loop       6.2.3 For Loop         6.3 Functions       6.4 Expressions         6.4 Expressions       6.4.1 Arithmetic Operations         6.4.2 Logical Operations       6.4.2 Logical Operations         6.5 Balabizo full program       6.5	3 3 3 3 3 4 4
7	Choices of Implementation	4
8	Development and Contribution	4
9	Licensing	4
10	Contact	4

### 2 Features

- Interpreter Implementation: Handles syntax parsing, abstract syntax tree (AST) generation, and execution.
- Expressive Syntax: Designed to be intuitive and easy to understand.
- Modular Design: Codebase is organized into well-defined modules to ensure maintainability and scalability.
- Version Control: Managed via GitHub for tracking changes and collaboration.

# 3 Components

#### 3.1 Interpreter

The core of Balabizo is its interpreter, which performs the following tasks:

- Lexical Analysis: Tokenizes the input source code.
- Parsing: Converts tokens into an abstract syntax tree (AST).
- Execution: Evaluates the AST and executes the code.

### 4 Installation

### 4.1 Prerequisites

• Compiler: Ensure you have a JDK installed.

### 4.2 Steps

1. Clone the Repository:

```
git clone https://github.com/yourusername/balabizo.git
```

2. Navigate to the Project Directory:

```
cd balabizo
```

3. Build the Project:

```
mkdir build
cd build
cmake ..
make
```

4. Run the Interpreter:

```
./balabizo <path-to-your-script.bz>
```

# 5 Usage

- 1. Write a Script: Create a file with the .bz extension. For example, example.bz.
- 2. Run the Script:

```
./balabizo example.bz
```

3. Check Output: The interpreter will output the results of executing your script. Success is indicated by "Life is good" and errors by "You are being called Balabizo" with error details.

# 6 Language Syntax

#### 6.1 Variables

Variables are used to store data. They are declared using the var keyword.

```
var x = 10;
var name = "Balabizo";
```

#### 6.2 Control Structures

#### 6.2.1 If Statement

The if statement is used to execute code conditionally.

```
1 if (x > 5) {
2     print "x is greater than 5";
3 } else {
4     print "x is 5 or less";
5 }
```

#### 6.2.2 While Loop

The while loop executes code as long as a condition is true.

```
while (x > 0) {
    print x;
    x = x - 1;
}
```

#### 6.2.3 For Loop

The for loop is used to repeat code a specific number of times.

```
1 for (var i = 0; i < 10; i = i + 1) {
2     print(i);
3 }</pre>
```

#### 6.3 Functions

Functions are used to encapsulate code for reuse.

```
fun greet(name) {
   print "Hello, " + name;
}

greet("World");
```

### 6.4 Expressions

Expressions are used to compute values.

### 6.4.1 Arithmetic Operations

Basic arithmetic operations include addition, subtraction, multiplication, and division.

```
var a = 5;
var b = 3;
var sum = a + b;
var product = a * b;
print sum; // Output: 8
print product; // Output: 15
```

#### 6.4.2 Logical Operations

Logical operations include and, or, and not.

```
var a = true;
var b = false;
var result = a and b;
print result; // Output: false
```

#### 6.5 Balabizo full program

```
fun fibonacci(n) {
   var a = 0;
   var b = 1;
   if (n == 0) return a;
   if (n == 1) return b;
   for (var i = 2; i <= n; i = i + 1) {
      var temp = a + b;
      a = b;
      b = temp;
   }
   return b;
   }
   for (var i = 0; i < 10; i = i + 1) {
      print "fibonacci(" + i + ") = " + fibonacci(i);
   }
}</pre>
```

# 7 Choices of Implementation

The design and implementation of the Balabizo programming language incorporate several key choices:

- Lexical Analysis: Tokenizes input code into a stream of tokens for easier parsing.
- Parsing: Constructs an abstract syntax tree (AST) from tokens, facilitating code analysis and execution.
- Interpreter Design: Executes code directly from the AST, focusing on simplicity and performance.
- Error Handling: Provides clear error messages and user-friendly feedback for debugging.
- Modularity: Codebase is divided into modules for better organization and maintainability.

# 8 Development and Contribution

Contributions to the Balabizo project are welcome. To contribute:

- Fork the Repository: Create your own fork and make changes.
- Submit a Pull Request: Open a pull request with your proposed changes.
- Open Issues: Report bugs or request features by opening an issue.

# 9 Licensing

This project is licensed under the MIT License. Please refer to the LICENSE file for details.

### 10 Contact

For questions or further information, please reach out to abdelrahmanelnagar123@gmail.com or connect with me on LinkedIn.