→ Script - Semantic Rules

Expression Semantics

Operator order does not matter

Type matching

<u>Aa</u> Order	Operator	Operator 2	≡ +	≡ -	= *	≡ /	= >, <	= ==, !=	≣ &	=
1	int	int	int	int	int	float	int	int	int	int
<u>2</u>	int	float	float	float	float	float	int	int	error	error
<u>3</u>	int	char	error	error	error	error	error	error	error	error
<u>4</u>	float	float	float	float	float	float	int	int	error	error
<u>5</u>	float	char	error	error	error	error	error	error	error	error
<u>6</u>	char	char	error	error	error	error	error	int	error	error
<u>Untitled</u>										

Operator precedence

# Precedence	Aa Operator type	■ Operator	■ Associativity
0	Grouping	()	-
1	<u>Member</u>	{object}}	Left
2	Multiplication & Division	* /	Left
3	Addition & Subtraction	+ -	Left
4	Relational	> <	Left
5	<u>Equality</u>	== !=	Left
6	Logical AND	&	Left
7	Logical OR		Left
8	<u>Assignment</u>	=	Right

# Precedence	Aa Operator type	■ Operator	Associativity	
9 <u>Comma</u>		ı	Left	
	<u>Untitled</u>			

Variable Semantics

Function Directory

Aa name (key)	≡ type	■ var_directory
AS_Program	program	{ref to "Variable Directory (for AS_Program)"}
<u>fact</u>	int	{ref to "Variable Directory (for fact)"}

Variable Directory (for "AS_Program" function)

Aa name (key)	≡ type
<u>i</u>	int
j	int
<u>p</u>	int
student	Person

Variable Directory (for "fact" function)

Aa name (key)	≡ type
X	int
у <u>.</u>	int

Class Directory

Aa name (key)	≡ type	attr_directory	method_directory		
<u>Person</u>	class	{ref to "Attribute Directory (for Person Class)"}	{ref to "Method Directory (for "Person" class)"}		

Attribute Directory (for "Person" class)

Aa name (key)	≡ type		
<u>age</u>	int		
name	char[30]		

Method Directory (for "Person" class)

Aa name (key)	≡ type	■ var_directory
<u>one</u>	int	{ref to "Variable Directory (for "one" method in "Person" class)"}

Variable Directory (for "one" method in "Person" class)

<u>Aa</u> name (key)	≡ type
<u>X</u>	int