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# DOMAIN SPECIFIC LANGUAGE FOR GEOMETRIC CALCULATIONS

## Project report

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**Chișinău, 2023**

## Abstract

Domain-Specific Languages (DSLs) have emerged as a powerful approach in software development, offering targeted solutions for specific problem domains. This report delves into the intricacies of DSLs, tracing their origins to the early days of computing and discussing their distinct characteristics compared to general-purpose languages such as Java, C, or Ruby [1]. DSLs are designed with a focus on simplicity, tailored to address the unique requirements and complexities of a particular domain. Collaboration with domain experts ensures that DSLs are intuitive and accessible to users fluent in the target domain.

One significant distinction in DSL design is the integration of DSL code with general-purpose language (GPL) code. There are two fundamental approaches to this integration. The first approach involves keeping the DSL code and regular code in separate files, where the DSL code is subsequently transformed into GPL code using automated code generators. Alternatively, the program can load and execute the domain-specific code directly. These approaches, commonly known as external DSLs, present diverse trade-offs in terms of modularity, flexibility, and development workflow [2].

External DSLs provide clear separation between the DSL code and GPL code, enabling independent development and maintenance. This approach allows developers to focus on each language's specific requirements, leading to cleaner code organization and improved readability. Furthermore, external DSLs facilitate language extensibility, enabling the addition of new features or the refinement of existing ones without modifying the underlying GPL codebase.

To illustrate the concept of external DSLs, widely used examples such as SQL and MATLAB can be examined. SQL provides a domain-specific language for querying relational databases, allowing users to express complex database operations concisely. MATLAB, on the other hand, offers a domain-specific language for numerical computations and scientific data analysis, empowering researchers and scientists to perform complex mathematical operations effectively.

Understanding the benefits and challenges of external DSLs is crucial for developers and domain experts seeking to leverage their potential. This report aims to provide a comprehensive analysis of external DSLs, exploring their impact on software development, their applicability across different domains, and the considerations involved in their implementation. By shedding light on the integration of domain-specific and general-purpose languages, this report offers valuable insights to enhance software development practices and encourages further exploration of DSLs in the industry.



**Keywords:** Domain-Specific Language, language, grammar, semantics, syntax, geometric calculations.

# Content

# Introduction

In the vast landscape of software development, Domain-Specific Languages (DSLs) have emerged as a specialized approach to address the unique challenges and intricacies of specific problem domains. Unlike general-purpose languages (GPLs) that aim to cater to a wide range of software problems, DSLs are tailor-made for a particular domain, providing a concise, expressive, and domain-centric programming paradigm [2]. This report delves into the fascinating world of DSLs, exploring their historical significance, characteristics, and their integration with GPLs.

The concept of DSLs has been discussed and utilized for decades, dating back to the early days of computing. The need for domain-specific solutions prompted the exploration of programming languages specifically designed to target particular problem domains, such as scientific computing, financial modeling, hardware description, and query languages for databases. DSLs have proven to be instrumental in enabling domain experts to directly express their requirements and solutions in a language that aligns with their mental model, ultimately leading to more efficient and effective software development processes [3].

Compared to GPLs like Java, C, or Ruby, DSLs exhibit distinct characteristics. A DSL is typically less complex, offering a focused set of abstractions and syntax specifically designed to represent the concepts and operations relevant to the target domain. By narrowing the scope, DSLs allow developers and domain experts to reason more directly about the problem at hand, resulting in code that is easier to read, understand, and maintain. Moreover, the use of DSLs promotes a higher level of productivity, as developers can leverage domain-specific constructs and idioms that abstract away low-level details, leading to faster and more reliable software development [4].

The development of DSLs is often a collaborative effort between software engineers and domain experts. Close coordination with domain experts ensures that the DSL aligns with the specific requirements and semantics of the domain, enabling users proficient in the target domain to express their intentions directly in code. This collaboration facilitates the creation of DSLs that are accessible and intuitive, even to non-programmers who possess deep knowledge of the domain but may lack extensive programming experience [5].

One crucial aspect of DSL design is the integration of DSL code with GPL code. There are fundamentally two approaches to this integration: external DSLs and internal DSLs. In external DSLs, DSL code and GPL code reside in separate files, with the DSL code transformed into GPL code through automated code generation techniques. This separation allows for clean modularization and encapsulation of domain-specific logic, enabling independent evolution and maintenance of the DSL and GPL components. On the other hand, internal DSLs embed domain-specific constructs within a host GPL, leveraging the lan-

guage's syntax and features to create a domain-specific sublanguage. This approach offers a more seamless integration between the DSL and GPL, but it may limit the expressiveness and flexibility of the DSL [6].

Examples of widely used external DSLs include SQL, which provides a powerful language for querying relational databases, and MATLAB, a language specifically designed for numerical computations and scientific data analysis. SQL enables users to express complex database operations concisely, abstracting away the underlying database management system's complexities. MATLAB, on the other hand, empowers researchers and scientists to perform intricate mathematical operations through its expressive and domain-specific syntax, leading to accelerated scientific discoveries and innovations.

Understanding the benefits, challenges, and trade-offs associated with external DSLs is crucial for software developers and domain experts. It requires careful consideration of factors such as modularity, extensibility, maintainability, and the learning curve for DSL adoption. This report aims to provide a comprehensive analysis of external DSLs, shedding light on their impact on software development practices, their applicability across diverse problem domains, and the considerations involved in their design and implementation.

Approaches, this report aims to offer insights into how external DSLs can be effectively utilized in software development. The examination of external DSLs will encompass their advantages, such as improved code organization, enhanced readability, and the ability to leverage domain-specific knowledge. Additionally, the challenges associated with external DSLs, such as the complexity of code generation, maintaining consistency between DSL and GPL codebases, and ensuring efficient execution, will be explored.

Furthermore, this report will investigate the impact of external DSLs on software development workflows. The separation of DSL code and GPL code allows for parallel development and independent evolution of the DSL, enabling domain experts to contribute directly to the development process. It also facilitates the adoption of agile methodologies, as changes and updates to the DSL can be incorporated without affecting the entire software ecosystem. Understanding these workflow implications will provide valuable insights for teams seeking to adopt external DSLs as part of their software development practices.

Overall, this report seeks to provide a comprehensive understanding of external DSLs, their integration with GPLs, and their role in addressing specific problem domains. By examining the historical context, characteristics, integration approaches, and real-world examples of external DSLs, software developers, domain experts, and researchers can gain valuable insights into harnessing the power of DSLs to enhance software development processes and cater to the unique needs of diverse problem domains.

**Problem Statement**

The problem that a DSL in geometry aims to solve can be defined as follows:

Develop a domain-specific language that provides a concise, expressive, and intuitive approach to working with geometric concepts, enabling users to perform complex geometric computations, create and manipulate geometric forms, and analyze spatial relationships effectively.

The DSL should address the following key challenges and requirements:

1. Abstraction and Expressiveness: The DSL should provide a high level of abstraction, allowing users to express geometric concepts and operations in a natural and intuitive manner. It should offer a syntax and set of constructs that are closely aligned with the mathematical and geometric conventions, enabling users to work with geometric forms using familiar notations.
2. Computation and Algorithms: The DSL should support a wide range of geometric computations and algorithms, including calculations of lengths, angles, areas, volumes, intersections, and transformations. It should provide built-in functions and operators for common geometric operations, allowing users to perform calculations efficiently and accurately.
3. Representation and Visualization: The DSL should enable users to create and manipulate geometric forms, such as points, lines, polygons, circles, and three-dimensional objects. It should support both two-dimensional and three-dimensional representations, allowing users to visualize and interact with geometric forms in a meaningful way.
4. Error Handling and Validation: The DSL should incorporate robust error handling mechanisms, providing meaningful error messages and diagnostics to help users identify and correct potential mistakes in their geometric computations. It should also include validation mechanisms to ensure that geometric operations are performed within valid mathematical constraints and prevent erroneous calculations.
5. Integration and Interoperability: The DSL should be designed to seamlessly integrate with existing programming languages, frameworks, and tools commonly used in geometry-related domains. It should provide interoperability with other libraries and software components, enabling users to combine the capabilities of the DSL with other specialized tools and functionalities.
6. Documentation and Learning Resources: The DSL should be well-documented, providing comprehensive and user-friendly documentation that guides users on how to effectively use the language. It should include tutorials, examples, and reference materials to support users in understanding and applying the DSL in practical scenarios. Additionally, it should foster a community of users and developers who can share knowledge, provide support, and contribute to the improvement of the DSL.

**Solution Approach**

The solution approach for the DSL in geometry involves the following key components:

1. Language Design: The DSL will be designed with a focus on abstraction, expressiveness, and ease of use. The syntax and constructs of the language will be carefully crafted to align with mathematical and geometric conventions, enabling users to express geometric concepts and operations using familiar notations. The language design will aim to provide a high level of abstraction, allowing users to work with geometric forms and perform computations in a natural and intuitive manner.
2. Computational Capabilities: The DSL will encompass a wide range of computational capabilities, including calculations of lengths, angles, areas, volumes, intersections, and transformations. It will provide built-in functions and operators for common geometric operations, enabling users to perform complex computations efficiently and accurately. The DSL will also support both two-dimensional and three-dimensional representations, allowing users to work with geometric forms in different dimensions.
3. Error Handling and Validation: The DSL will incorporate robust error handling mechanisms to provide meaningful error messages and diagnostics. It will perform rigorous validation checks to ensure that geometric operations are performed within valid mathematical constraints, preventing erroneous calculations. The DSL will guide users in identifying and rectifying potential mistakes, enhancing the reliability and
4. Integration and Interoperability: The DSL will be designed to seamlessly integrate with existing programming languages, frameworks, and tools commonly used in geometry-related domains. It will provide interoperability with other libraries and software components, enabling users to combine the capabilities of the DSL with specialized tools and functionalities. This integration will enhance the versatility and flexibility of the DSL, allowing users to leverage existing resources and workflows.
5. Documentation and Learning Resources: The DSL will be accompanied by comprehensive and user-friendly documentation. It will include tutorials, examples, and reference materials to guide users in effectively utilizing the language. The documentation will cover the language syntax, available functions and operators, as well as practical use cases and best practices. Additionally, the DSL will foster a community of users and developers, providing forums and support channels to facilitate knowledge sharing, collaboration, and continuous improvement of the language.

**Benefits and Impact**

The proposed solution for a DSL in geometry offers several benefits and potential impacts:

1. Increased Productivity: The DSL will enable users to perform complex geometric computations and tasks more efficiently, reducing the time and effort required for manual calculations. By providing a concise and expressive language, the DSL will streamline the process of working with geometric concepts, allowing users to focus on problem-solving rather than grappling with intricate mathematical details.

2. Improved Accuracy and Reliability: With built-in error handling mechanisms and rigorous validation checks, the DSL will enhance the accuracy and reliability of geometric computations. Users will receive meaningful error messages and be guided in identifying and rectifying potential mistakes, minimizing the risk of erroneous calculations.
3. Enhanced Accessibility: The DSL will bridge the gap between domain-specific geometric knowledge and programming skills. It will empower users without extensive mathematical or programming backgrounds to work effectively with geometric concepts. By providing a user-friendly and intuitive language, the DSL will make geometry more accessible to a broader audience, including engineers, architects, designers, and researchers.
4. Accelerated Development and Innovation: The DSL will provide a powerful tool for rapid prototyping, experimentation, and exploration of geometric ideas. Its computational capabilities and integration with existing tools and libraries will enable users to quickly develop

# 1 Problem Description and Problem Analysis

### Problem Description and Problem Analysis

The benefits of using a DSL by the domain-experts.

Domain analysis of geometry involves examining the key concepts, theories, and principles that make up the field of geometry. Here are some of the key components of a domain analysis of geometry:

- Key Concepts: Geometry is concerned with the study of space and shapes. Key concepts in geometry include points, lines, angles, polygons, circles, curves, and surfaces. Other important concepts include distance, symmetry, similarity, congruence, and transformations.
- Theories and Principles: Geometry is based on a set of axioms or postulates, which are assumptions that are accepted without proof. From these axioms, various theories and principles are developed, including the Pythagorean theorem, the Law of Sines and Cosines, and the various theorems related to circles (e.g. the Inscribed Angle Theorem, Tangent-Secant Theorem). Other important principles in geometry include parallel and perpendicular lines, angle relationships (e.g. complementary, supplementary), and the properties of different types of polygons (e.g. triangles, quadrilaterals).
- Applications: Geometry has many practical applications in fields such as architecture, engineering, and physics. For example, architects use geometry to design buildings that are aesthetically pleasing and structurally sound. Engineers use geometry to design machines and structures that are safe and efficient. Physicists use geometry to model and analyze the behavior of physical systems, from the movement of celestial bodies to the behavior of subatomic particles.
- Historical Context: Geometry has a rich history that stretches back to ancient civilizations such as the Egyptians, Greeks, and Chinese. The Greeks, in particular, made significant contributions to the development of geometry, including the work of Euclid, who wrote the famous textbook Elements. Over time, geometry has evolved and expanded, incorporating new concepts and principles from fields such as topology, algebraic geometry, and differential geometry.
- Current Developments: Geometry is a vibrant and active field of research, with ongoing work in areas such as computational geometry, algebraic geometry, and geometric topology. Researchers are also exploring connections between geometry and other fields such as physics, computer science, and biology.

Overall, a domain analysis of geometry provides a comprehensive overview of the key concepts, theories, and applications of this important field of study. Geometry is a branch of mathematics that deals with the study of shapes, sizes, and positions of objects in space. It is a subject that is built on a set of key concepts, which are the building blocks of the subject.

Bellow are presented some of the most important key concepts in geometry:

- Point: A point is an exact location in space. It is represented by a dot and has no length, width, or height.
- Line: A line is a straight path that extends infinitely in both directions. It is represented by a straight line with two arrowheads.
- Plane: A plane is a flat surface that extends infinitely in all directions. It is represented by a flat surface.
- Angle: An angle is the measure of the amount of turn between two lines that meet at a point. It is measured in degrees or radians.
- Triangle: A triangle is a three-sided polygon that is formed by connecting three points that are not in a straight line. It is the simplest polygon.
- Circle: A circle is a closed shape that is formed by a set of points that are all equidistant from a fixed point called the center.
- Polygons: A polygon is a closed shape that is formed by connecting straight line segments in a closed path. Examples of polygons include triangles, quadrilaterals, pentagons, hexagons, and so on.
- Congruence: Two shapes are said to be congruent if they have the same size and shape. They can be translated, rotated or reflected, but their size and shape will remain the same.
- Similarity: Two shapes are said to be similar if they have the same shape, but not necessarily the same size.
- Transformations: Transformations are movements of shapes in space that do not change their size or shape. Examples of transformations include translation, rotation, and reflection.

These are just a few of the key concepts in geometry. A thorough understanding of these concepts is essential for anyone studying geometry or applying its principles to real-world problems. Geometry is a branch of mathematics that is based on a set of axioms or postulates, which are statements that are accepted without proof. From these axioms, various theories and principles are developed, which form the foundation of the subject. Here are some of the most important theories and principles in geometry:

- Pythagorean Theorem: The Pythagorean Theorem states that in a right triangle, the square of the length of the hypotenuse (the side opposite the right angle) is equal to the sum of the squares of the lengths of the other two sides.
- Parallel Lines: Parallel lines are lines that are equidistant from each other and never meet. The parallel postulate is one of the five postulates that Euclid used to derive the rest of his geometric principles.
- Angle Relationships: There are several important angle relationships in geometry, including complementary angles (two angles whose sum is 90 degrees), supplementary angles (two angles whose sum is 180 degrees), and vertical angles (opposite angles formed by two intersecting lines).
- Similarity and Congruence: Two shapes are said to be similar if they have the same shape, but not

necessarily the same size. Two shapes are said to be congruent if they have the same size and shape. Similarity and congruence are important concepts in geometry that are used to compare and analyze shapes.

- Triangles: Triangles are an important type of polygon in geometry. There are several important theorems related to triangles, including the Law of Sines (which relates the sides and angles of a triangle) and the Law of Cosines (which relates the sides and angles of a triangle in a different way).
- Circles: Circles are another important shape in geometry. There are several important theorems related to circles, including the Inscribed Angle Theorem (which relates angles formed by chords and tangents) and the Tangent-Secant Theorem (which relates chords and tangent lines).
- Three-Dimensional Geometry: In addition to two-dimensional geometry, there is also three-dimensional geometry, which involves the study of shapes and objects in three dimensions. Some important concepts in three-dimensional geometry include surface area, volume, and different types of three-dimensional shapes (such as spheres, cylinders, and cones).

These are just a few of the many theories and principles that form the foundation of geometry. Understanding these concepts is essential for anyone studying geometry, as they provide the tools and language needed to analyze and describe shapes and objects in space. Geometry has a wide range of applications in various fields, including science, engineering, architecture, and art. Here are some of the most common applications of geometry:

- Engineering: Geometry is essential in engineering, as it is used to design and build structures, machines, and other objects. Engineers use geometric principles to determine the dimensions and angles of various parts, and to analyze the strength and stability of structures.
- Architecture: Architects use geometry to design buildings, bridges, and other structures. They use geometric principles to determine the size and shape of rooms, windows, and doors, and to create aesthetically pleasing designs.
- Computer Graphics: Computer graphics is a field that uses geometric principles to create and manipulate images and animations on a computer. Geometric algorithms are used to create 3D models of objects, and to render realistic images and animations.
- Art: Geometry is also used in art, particularly in the fields of graphic design, painting, and sculpture. Artists use geometric principles to create visually appealing compositions, and to create the illusion of depth and space in their works.
- Navigation: Navigation relies heavily on geometry, particularly in the calculation of distances and angles. Geometric principles are used to determine the position of objects in space, and to calculate the trajectory of objects in motion.
- Surveying: Surveyors use geometry to measure and map the surface of the Earth. They use geometric

principles to determine the dimensions and angles of land, and to create accurate maps and plans.

- Astronomy: Astronomy also relies heavily on geometry, particularly in the study of the movements and positions of celestial bodies. Geometric principles are used to determine the distances and angles between objects in space, and to create models of the solar system and other celestial phenomena.

These are just a few of the many applications of geometry in various fields. Understanding geometric principles is essential for anyone working in these fields, as it provides the tools and language needed to analyze and describe shapes and objects in space, and to solve problems related to distance, size, and position.

What domain will your language address?

A Domain-Specific Language for geometry could address a wide range of domains related to geometry, including: Computer-Aided Design,Computer Graphics and Animation,Robotics, Architecture and Construction and Computational Geometry. Our DSL will address Computational Geometry, which means that it could be used to solve mathematical problems related to geometry, such as calculating intersections, distances, or areas between shapes, or performing geometric transformations. This could include tools for solving geometric algorithms or defining geometric primitives.

Why or how could this domain benefit from a DSL?

A programming language called a Domain-Specific Language (DSL) is created to handle a particular issue domain. A DSL might be developed to aid in the description and manipulation of geometric forms in the case of geometry, enabling more succinct and expressive code.

Here are some particular ways that a DSL may help geometry:

- Code that is clear and easy to read: A geometry DSL might utilize a syntax that is designed specifically for the description of geometric forms. Higher-level abstractions: A geometry DSL might offer more expressive and understandable code by providing higher-level abstractions for frequent geometric notions like points, lines, circles, and polygons.
- Greater type checking: A geometry DSL should include tighter type checking to avoid frequent errors like adding points to lines or computing the intersection of forms that are not intersecting. Code reuse: A geometry DSL might offer reusable parts for routine tasks like calculating a shape's area or locating the closest point on a line.
- Integration with additional tools: A geometry DSL may be used with additional tools, such as visualization libraries or computer-aided design (CAD) software, to provide smooth integration across various phases of a geometric modeling pipeline.

In conclusion, a geometry DSL may offer a more effective and expressive approach to interact with geometric forms, making it simpler to build, modify, and examine complicated models.

What problem will be solved by the proposed language?

A Domain-Specific Language (DSL) for geometry can help solve several problems related to expressing and manipulating geometric concepts in a more intuitive and efficient way. Some of these problems include:

- Expressing geometric concepts: A DSL for geometry can provide a more natural and intuitive way to express geometric concepts, such as points, lines, curves, and surfaces. This can make it easier for users to create and manipulate geometric shapes and models.
- Improving accuracy: Geometry can be complex, and small errors in geometric calculations can lead to significant inaccuracies in the final results. A DSL for geometry can help improve the accuracy of geometric calculations by providing built-in functions and methods for common geometric operations.
- Increasing productivity: A DSL for geometry can help users be more productive by automating repetitive tasks and reducing the need for manual calculations. This can save time and reduce the risk of errors.
- Facilitating collaboration: A common language for expressing geometric concepts can facilitate collaboration between different stakeholders, such as engineers, designers, and architects. This can help ensure that everyone is on the same page and working towards the same goals.

Overall, a DSL for geometry can help solve several problems related to expressing and manipulating geometric concepts, improving accuracy, increasing productivity, and facilitating collaboration.

Who are the potential users of the DSL?

DSL (Domain-Specific Language) in geometry can be used by various users who need to express geometric concepts or perform geometric computations in a domain-specific context. Some potential users of DSL in geometry are:

- Mathematicians: Mathematicians who work on geometry or related fields can use DSL in geometry to formalize geometric concepts and theorems.
- Engineers: Engineers who work on fields like computer-aided design (CAD), computer graphics, or robotics can use DSL in geometry to define and manipulate 2D or 3D geometric models.
- Architects: Architects can use DSL in geometry to specify and manipulate geometric models of buildings, including their shapes, dimensions, and orientations. Designers: Product designers and industrial designers can use DSL in geometry to create and manipulate 3D models of their designs.
- Scientists: Scientists who work on fields like physics or chemistry can use DSL in geometry to represent and simulate molecular structures and their interactions.
- Educators: Educators can use DSL in geometry to teach geometry in a more interactive and engaging way, by allowing students to create and manipulate geometric models. These are just some examples of potential users of DSL in geometry, but there could be many other users depending on the specific domain or application.

### 1.1 Implementation plan

Implementing a Domain-Specific Language (DSL) for geometry can be a complex task that requires careful planning and execution. Here is a comprehensive plan for implementing a DSL for geometry:

1. Domain Analysis: Conduct a thorough analysis of the geometry domain to understand the specific requirements, strengths, and weaknesses. Identify the key concepts, operations, and challenges in geometry that the DSL should address. This analysis will serve as the foundation for designing an effective DSL.
2. Language and Platform Selection: Choose a programming language and platform that are well-suited for developing the DSL. Consider factors such as existing tools and technologies, language features, ease of use, performance requirements, and compatibility with other systems. In this case, Python with elements from ANTLR can be a suitable choice.
3. DSL Syntax Design: Design the syntax of the DSL, including the grammar, keywords, and syntax rules. Define the language constructs that will represent geometric concepts, operations, and transformations. Consider how the DSL will integrate with existing workflows and systems to ensure seamless adoption.
4. DSL Parser Development: Develop a parser for the DSL that can recognize and interpret the syntax of the language. The parser should be able to handle input validation, error detection, and provide helpful feedback to users. Tools like ANTLR can aid in building the parser efficiently.
5. DSL Function Implementation: Implement the functions and operations of the DSL based on the identified requirements. This may include functions for calculating geometric shapes, determining distances between points, performing transformations, and solving geometric problems. Ensure that the DSL provides the necessary abstractions and functionalities to simplify complex geometric computations.
6. Testing and Validation: Thoroughly test the DSL to ensure that it functions as expected and meets the requirements. Write test cases that cover various scenarios and edge cases to validate the correctness and robustness of the DSL. User feedback and validation with real-world use cases are crucial for refining and improving the DSL's functionality.
7. Documentation: Document the DSL comprehensively, including its syntax, functions, usage examples, and guidelines for integration and usage. Clear and well-structured documentation will enable users to understand and effectively utilize the DSL. Additionally, provide tutorials, guides, and examples to facilitate the adoption and learning process.
8. Iterative Development: Implementing a DSL is an iterative process. Start with a minimal viable product (MVP) that includes the core functionality and gradually expand the DSL's capabilities based on

user feedback and evolving requirements. Continuously refine and improve the DSL through iterative development cycles.

9. Performance Optimization: As the DSL handles larger datasets or complex geometric operations, optimize its performance. Identify performance bottlenecks and employ techniques such as caching, parallelization, and algorithmic optimizations to enhance the DSL's efficiency.
10. Community Engagement: Foster an active and engaged community around the DSL by engaging with users, providing support, and encouraging contributions. Documentation, tutorials, and examples should be made available to facilitate user understanding and participation. Embrace feedback and contributions from the community to enhance the DSL's features and address user needs.

By following this comprehensive plan, the team can successfully implement a powerful and user-friendly DSL for geometry. The DSL will simplify geometric calculations, enhance productivity, and empower domain experts in various fields.

### 1.2 Teamwork plan

To ensure a smooth and efficient development process for implementing a Domain-Specific Language (DSL) for geometry, it is crucial to establish an effective teamwork plan. Even though the team size is 5 participants, with the task at hand, it is recommended to form sub-teams to facilitate collaboration and accountability. Here is a suggested teamwork plan:

1. Team Formation:
   - Divide the team into two sub-teams: Development Team and Documentation Team.
   - The Development Team will focus on designing and implementing the DSL, while the Documentation Team will handle the documentation, tutorials, and examples.
   - Each sub-team should consist of 2-3 participants with complementary skills and expertise.
2. Roles and Responsibilities:
   - Assign specific roles to each team member based on their strengths and interests.
   - In the Development Team, roles may include Team Lead, Parser Developer, Function Developer, and Tester.
   - In the Documentation Team, roles may include Team Lead, Technical Writer, and Tutorial/Example Creator.
   - The Team Leads will coordinate the activities within their respective teams and serve as the main point of contact.
3. Weekly Meetings:
   - Conduct regular team meetings at least once a week to discuss progress, challenges, and next steps.
   - The Development Team and Documentation Team can have separate meetings to focus on their

specific tasks.

- During the meetings, encourage open communication, brainstorming, and sharing of ideas and insights.
- Take notes during the meetings and distribute them afterward to ensure everyone is updated and aligned.

4. Task Allocation:
    - Divide the DSL implementation tasks into smaller, manageable sub-tasks and allocate them to the team members.
    - Consider the expertise and preferences of each team member when assigning tasks.
    - Encourage rotation of tasks to ensure that everyone gets a chance to work on different aspects of the DSL.
    - Regularly review task progress and provide support and guidance as needed.
5. Collaboration and Communication:
    - Foster a collaborative environment where team members can share ideas, seek help, and provide feedback to one another.
    - Utilize collaboration tools like version control systems (e.g., Git), project management platforms, and communication channels (e.g., Slack, Microsoft Teams) to facilitate efficient collaboration and communication.
    - Maintain a shared repository for code and documentation to ensure version control and easy access for all team members.
6. Peer Code Reviews:
    - Implement a peer code review process where team members review each other's code for quality, adherence to coding standards, and potential improvements.
    - Conduct regular code review sessions to ensure code quality and consistency across the DSL implementation.
7. Regular Testing and Validation:
    - Create a comprehensive test suite to validate the DSL's functionality and ensure its correctness.
    - Assign team members to focus on testing specific features or modules and regularly perform unit testing and integration testing.
    - Encourage the Documentation Team to provide input on testing scenarios to ensure test coverage aligns with user expectations.
8. Documentation and Tutorial Creation:
    - The Documentation Team should work closely with the Development Team to understand the DSL features and functionality.

- As the DSL implementation progresses, the Documentation Team can start creating documentation, tutorials, and examples to support users' understanding and adoption of the DSL.
- Regularly review and update the documentation based on the DSL's evolving features and user feedback.

9. Continuous Integration and Deployment:
    - Implement a continuous integration (CI) system to automate the build, testing, and deployment processes.
    - Regularly integrate code changes and run automated tests to catch potential issues early.
    - Facilitate frequent deployments to ensure that the DSL is available for users to test and provide feedback.
10. Knowledge Sharing and Learning:
    - Encourage knowledge sharing within the team through presentations, workshops, and sharing of relevant resources.
    - Allocate time during team meetings for team members to share any new learnings, insights, or discoveries related to DSL implementation or relevant technologies.
    - Encourage team members to engage in self-learning and exploration to enhance their skills and stay updated with industry best practices.
11. Regular Progress Evaluation:
    - Set milestones and deadlines to track the progress of the DSL implementation.
    - Conduct periodic progress evaluations to assess the team's achievements, identify any bottlenecks or challenges, and make necessary adjustments to the plan.
    - Use these evaluations as an opportunity to celebrate achievements, provide constructive feedback, and motivate team members.
12. Flexibility and Adaptability:
    - Recognize that project requirements and priorities may change throughout the implementation process.
    - Maintain a flexible mindset and be prepared to adapt the teamwork plan as needed to accommodate new insights or shifting project needs.
    - Encourage open communication and collaboration to address any changes or challenges that may arise.

By following this teamwork plan, the team can effectively collaborate, leverage each member's strengths, and ensure a cohesive and successful implementation of the DSL for geometry. The plan promotes clear communication, accountability, knowledge sharing, and adaptability, all of which are vital for a productive and harmonious team dynamic.

# 2 Problem Implementation

## 2.1 Grammar

For a better understanding, further is represented the grammar for this specific language according to a very simple and textual program. Through it, was shown in detail each feature of grammar. The DSL design includes several stages. First of all, definition of the programming language grammar G = (VN,VT, P, S ):

VN – is a finite set of non-terminal symbol;

VT - is a finite set of terminal symbols.

P – is a finite set of production of rules;

S - is the start symbol;

In Table 1 are meta-notations used for specifying the grammar.

**Table 2.1.1 -** Meta notation

| Notation (symbol) | Meaning |
|---|---|
| $< foo >$ | means foo is a nonterminal |
| foo | foo in bold means foo is a terminal |
| x* | zero or more occurrences of x |
| \| | separates alternatives |
| $\rightarrow$ | derives |
| // | comment section |

$S = < sourcecode >$

VT = { START, 0.9, ...Z, ...z, true, fals, Point, Lin, Segment, Triangl, Square, Rectangl, Parallogram, Trapzoid, Rhombus, Circl, Ellipse, Cub, Spher, Cylindr, Con, Pyramid, length, angle, radius, diagonal, median, bisector, vertexname, anglename, area, perimeter, volume, ., , , :, (, ), , “, ”, /, +, -, *, , sin, cos, ctg, tg, END }

VN = { <source cod>, <method nam>, <methods invocation>, <decimal numral>, <floating-point>, <digits>, <non zero digit>, <boolan literal>, <charactrs>, <string>,< string characters>, <identifier>, <type>, <numric type>, < variable declaration >, <variables declaration>, <method invocation>, <expression>, <comments>, <comment> }

P = {

$< sourcecode > \rightarrow START* < variablesdeclaration >< mthodsinvocation > * < comments >$

* END

$< variablsdeclaration > \rightarrow < variabldeclaration > | < variablsdeclaration >< variabldeclaration >$

$< variabledeclaration > \rightarrow < type >< identifier >$

$< type > \rightarrow$ Point | Line | Segment | Triangle | Square | Rectangle | Parallelogram | Trapezoid | Rhombus | Circle | Ellipse | Cube | Sphere | Cylinder | Cone | Pyramid | ...

$< identifier > \rightarrow (< character > |)(< character > | < digits > |)*$

$< character > \rightarrow a|b|c|...|A|B|C|.|Z$

$< digits > \rightarrow < digit > | < digits >< digit >$

$< digit > \rightarrow 0|1|2|3|4|5|6|7|8|9$

$< methodsinvocations > \rightarrow < methodinvocation > | < methodsinvocation >< methodinvocation >$

$< methodinvocation > \rightarrow < identifier > . < methodname > (< argumentlist > *)$

$< methodname > \rightarrow$ length | angle | radius | diagonal | median | bisector | vertexname | anglename | area | perimeter | volume | ...

$< argumentlist > \rightarrow < expression > | < argumentlist >, < expression >$

$< expression > \rightarrow < numerictype > | < string > | < booleanliteral >$

$< numerictype > \rightarrow < decimalnumeral > | < floating - point >$

$< floating - point > \rightarrow < decimalnumeral > . < decimalnumeral >$

$< decimalnumeral > \rightarrow < digits > *$

$< string > \rightarrow \backslash < stringcharacters > *$”

$< stringcharacters > \rightarrow < characters > * < digit > *$

$< booleanliteral > \rightarrow true|false$

$< comments > \rightarrow < comment > | < comments >< comment >$

$< comment > \rightarrow // < string > \}$

### 2.2 Syntax Analisys

A parser plays a crucial role in the compilation or interpretation process by analyzing the structure and syntax of code written in a specific programming language. It ensures that the code conforms to the grammar rules defined for that language and generates a parse tree, which represents the hierarchical structure of the code.

The grammar specification for the geometrydsl language defines the rules for constructing valid statements and expressions. It includes rules for variable declarations, method invocations, type definitions, identifiers, and literals. Each rule specifies the syntax and structure of the corresponding language construct using production rules and terminal symbols.

The lexer component in the implementation is responsible for tokenizing the input code into individual tokens. It scans the input code and matches sequences of characters against the defined lexer rules. For example, it identifies keywords, operators, identifiers, and literals, and assigns appropriate token types to them.

The parser component works in conjunction with the lexer to analyze the token stream and construct a parse tree. The geometrydslParser class is generated by ANTLR based on the grammar specification. It uses the LL(*) parsing algorithm to match the token stream against the grammar rules and build a parse tree based on the matched tokens.

The resulting parse tree represents the hierarchical structure of the input code. It consists of nodes that correspond to different language constructs, such as statements, expressions, and identifiers. The parse tree can be traversed and analyzed to perform various operations, such as type checking, code generation, or interpretation.

The implementation also includes the MyListener class, which serves as a listener for events during parse tree traversal. It allows customization of the parsing process by providing callbacks for specific grammar rules. By extending the base ParseTreeListener class, the MyListener class can override methods to perform custom actions based on the structure of the parse tree.

The integration and usage of the parser involve instantiating the lexer and parser objects, providing the input code, and invoking the appropriate parsing methods. The parser generates the parse tree, which can then be traversed using the listener to perform desired operations on the code.

In conclusion, the implemented parser for the geometrydsl language enables the analysis and interpretation of code written in this domain-specific language. By leveraging the ANTLR framework and a well-defined grammar specification, the parser ensures syntactic correctness and facilitates further processing of the code. The provided theory outlines the key components, their roles, and the overall parsing process, demonstrating the usefulness of the parser in the development and analysis of geometrydsl programs.

Code:

```
    def identifier(self):
        localctx = geometrydslParser.IdentifierContext(self, self._ctx, self.state)
        self.enterRule(localctx, 8, self.RULE_identifier)
        self._la = 0 # Token type
        try:
            # Rule implementation
        except RecognitionException as re:
            localctx.exception = re
            self._errHandler.reportError(self, re)
            self._errHandler.recover(self, re)
        finally:
            self.exitRule()
```

```
    return localctx
```

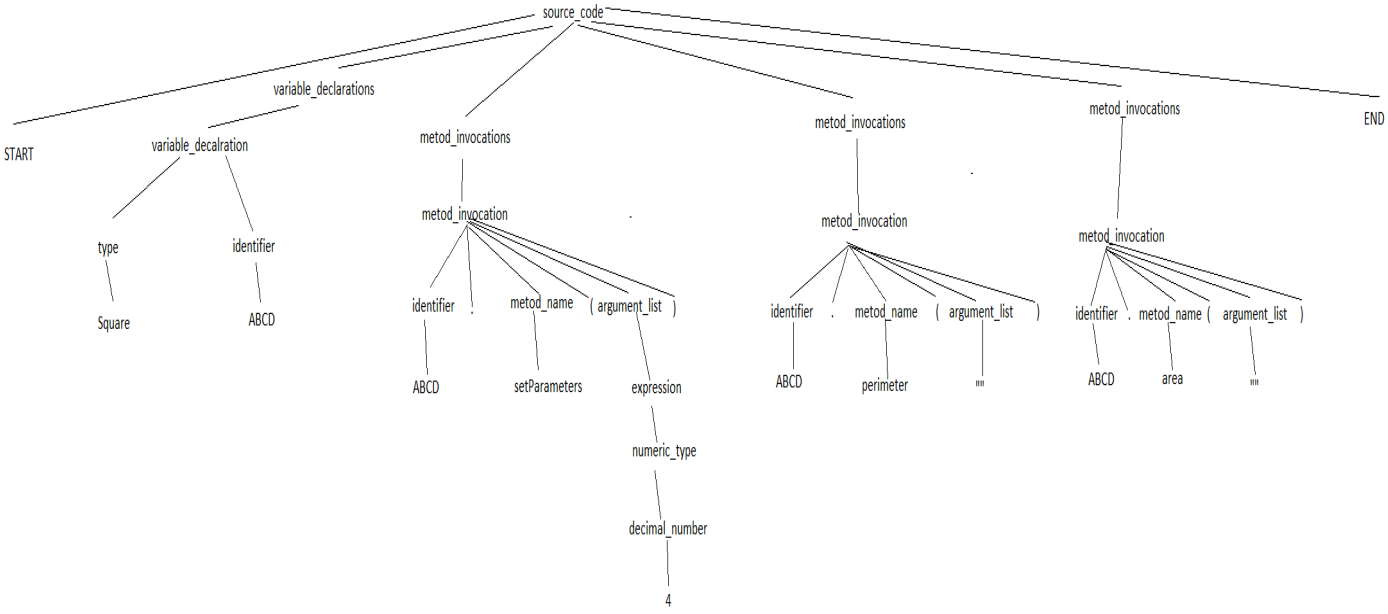
- This box defines the implementation of the identifier rule in the **geometrydslParser**. It handles parsing identifiers, which can be either letters or digits. The code uses ANTLR4 methods such as **enterRule**, **exitRule**, and **self._errHandler** to handle rule entry, exit, error reporting, and recovery.

```
def main():
    input_stream = FileStream("input_code.txt")
    lexer = geometrydslLexer(input_stream)
    stream = CommonTokenStream(lexer)
    parser = geometrydslParser(stream)
    tree = parser.startRule()
    print(tree.toStringTree(recog=parser))
```

- It creates an input stream from the file **input_code.txt**, initializes the lexer and parser with the input stream, and starts the parsing process by invoking the **startRule** function. The resulting parse tree is then printed for debugging or analysis purposes.

### 2.3 Parse Tree

A parsing tree or concrete syntax tree is an ordered, rooted tree that describes the syntactic structure of a string according to a context-free grammar. Computational linguistics is the main field in which the term ”parse tree” is used. The phrase ”syntax tree” is more prevalent in theoretical syntax. The matching parse tree for the following sample of code was created (Fig. 1.6.1):



```
START
Square ABCD
ABCD.setParameters (4)
ABCD.perimeter()
ABCD.area()
END
```

### 2.4 Semantic Analyses

Semantic analysis is the phase in the compilation process that ensures the correctness and meaningfulness of the code based on the rules defined by the language grammar. It involves checking for semantic errors and performing various tasks such as type checking, name resolution, and scope analysis.

1. Lexer and Parser: The lexer and parser play a crucial role in the initial steps of semantic analysis. They tokenize the input code and construct a parse tree based on the language grammar.
2. Symbol Table: During parsing, a symbol table can be built to store information about the declared symbols (variables, functions, classes) in the program. The symbol table is used for later stages of semantic analysis, such as name resolution and type checking.
3. Name Resolution: Name resolution ensures that all references to symbols are valid and correspond to declared entities. This process involves resolving variable names, function calls, and class references to their respective declarations within the symbol table. Name resolution also handles scoping rules, such as checking for duplicate declarations or accessing variables in the correct scope.
4. Type Checking: Type checking ensures that the types of operands in expressions and statements are compatible and conform to the language rules. It involves analyzing the types of variables, literals, and expressions, and verifying that they are used correctly. Type checking can detect errors such as mismatched types, incompatible operations, or undefined operators.
5. Semantic Error Detection: Semantic analysis also involves detecting and reporting various semantic errors that cannot be caught during parsing. This includes identifying undeclared variables, duplicate function definitions, type mismatches, and other violations of language-specific rules.
6. Code Generation (optional): Depending on the purpose of the semantic analysis, it may also involve generating intermediate representations or target code. This step is not always necessary, but it can be performed as part of a compiler or interpreter to translate the analyzed code into executable instructions.

Overall, semantic analysis ensures that the code adheres to the language's semantics and detects potential errors that could lead to runtime issues. It plays a crucial role in producing correct and meaningful

results from the input code.

### 2.5 Code

Code snippet demonstrates a simple program that utilizes the ANTLR4 library to perform syntax analysis on a DSL program written in the ”geometrydsl” language. Let's break down the code and provide some theory behind it.

```
def main(argv):
input_stream = FileStream(argv[1])
lexer = geometrydslLexer(input_stream)
```

- The main function takes command-line arguments and expects the input file to be passed as the second argument (argv[1]).
- It creates an input_stream from the input file using ANTLR's FileStream class.
- It initializes the lexer with the input stream.

```
stream = CommonTokenStream(lexer)
parser = geometrydslParser(stream)
tree = parser.start()
```

- The code creates a token stream **('stream')** from the lexer's output using ANTLR's **CommonTokenStream** class.
- It initializes the **'parser'** with the token stream.
- It parses the input using the **'textstart'** rule of the **'geometrydsl'** grammar and generates the parse tree (**'tree'**).

```
print(tree.toStringTree())
print(tree.toStringTree(recog=parser))
```

- The code prints the string representation of the parse tree using the **'toStringTree'** method of the parse tree object. The first **'print'** statement uses the default formatting, while the second one explicitly specifies the **'recog'** parameter as the parser object to include rule names.

More code: `https://github.com/AlexGrama22/ELSDteam3`

## Conclusions

The development of a Domain-Specific Language (DSL) for geometry holds tremendous potential in revolutionizing the way we approach geometric computations and modeling. Throughout this report, we have explored the domain analysis of geometry, the key concepts and principles involved, the potential benefits of a geometry DSL, the implementation plan, and the potential users of such a language.

Geometry, as a field of study, encompasses a wide range of concepts, including points, lines, angles, polygons, circles, and three-dimensional shapes. These concepts serve as the foundation for solving complex geometric problems and designing structures in various industries such as engineering, architecture, computer graphics, and physics.

By creating a DSL specifically tailored to the needs of geometry, we can unlock numerous benefits. The use of a DSL allows for a more intuitive and natural representation of geometric forms, making it easier for users to express their intentions and manipulate shapes effectively. With higher-level abstractions, the DSL can provide a more expressive and concise syntax, enabling users to focus on the core aspects of geometry without getting bogged down in low-level details.

One of the key advantages of a geometry DSL is its potential to enhance productivity. By automating repetitive tasks, providing built-in functions for common geometric operations, and offering code reuse through reusable components, the DSL streamlines the development process and reduces the chances of errors. This increased productivity translates into faster design iterations, more efficient problem-solving, and improved accuracy in geometric computations.

Moreover, a geometry DSL facilitates collaboration among various stakeholders, including mathematicians, engineers, architects, scientists, and educators. By providing a common language for expressing and discussing geometric concepts, the DSL promotes effective communication and knowledge sharing. This collaborative environment fosters interdisciplinary approaches and allows for a deeper understanding of complex geometric problems.

The implementation of a geometry DSL requires careful consideration of several factors. Choosing the appropriate programming language and platform, designing the DSL syntax, developing a robust parser, and conducting thorough testing are critical steps in creating a functional and reliable DSL. Proper documentation of the DSL, including syntax rules, usage examples, and best practices, ensures that users can effectively leverage its capabilities.

The potential users of a geometry DSL span across various domains. Mathematicians can benefit from a DSL that formalizes geometric concepts and theorems, facilitating rigorous analysis and proofs. Engineers can leverage the DSL to design and analyze structures, machinery, and computer-aided design

(CAD) models. Architects can use the DSL to create precise geometric representations of buildings and evaluate their aesthetic and structural properties. Scientists can apply the DSL to model physical phenomena and simulate complex systems. Educators can employ the DSL to teach geometry in a more interactive and engaging manner, empowering students to explore geometric concepts hands-on.

In conclusion, a Domain-Specific Language for geometry has the potential to revolutionize the way we approach and interact with geometric concepts. By providing a specialized language that addresses the specific needs and challenges of geometry, the DSL enhances productivity, fosters collaboration, and simplifies complex geometric computations. As technology continues to advance, the development and adoption of a geometry DSL will open up new possibilities for innovation and creativity in fields that rely on geometric principles.

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