## Especificación de Código

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| **Función de Código** | **Plantillas de Código** |
| run⟦Programa⟧ | run⟦Programa  →  definiciones:Definicion\*⟧ =  #SOURCE {file}  define⟦definicionesi⟧ |
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| define⟦Definicion⟧ | define⟦DefinicionFuncion  →  nombre:String  parametros:DefinicionVariable\*   retorno:Tipo  locales:DefinicionVariable\*  sentencias:Sentencia\*⟧ =  ejecuta⟦sentenciasi⟧ |
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| execute⟦Sentencia⟧ | // Por ahora, hacer solo Asignación y Print |
|  | execute ⟦assignment  →  left:Expresion  right:Expresion⟧ =  #LINE {end.line}  Address[[left]]  value[[right]]  **store<left.type>**  execute ⟦print:statement → expression\*⟧ =  #LINE {end.line}  value[[expression\*]]  **out<expression.type>**  execute ⟦println:statement → expression\*⟧ =   #LINE {end.line}  value[[expression\*]]  **out<expression.type>**  execute ⟦printsp:statement → expression\*⟧ =  #LINE {end.line}  value[[expression\*]]  **out<expression.type>** |
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| value⟦Expresion⟧ | value ⟦intLiteral:expression → intValue:int⟧ =  push{intValue}  value ⟦floatLiteral:expression → floatValue:float⟧ =  pushf{floatValue}  value ⟦charLiteral:expression → name:string⟧ =  pushb{name}  value ⟦arrayAccess:expression → expr1:expression expr2:expression⟧ =  value ⟦fieldAccess:expression → expr:expression name:string⟧ =   value ⟦not:expression → expression⟧ =   value[[expression]]  not value ⟦logic:expression → left:expression operator:string right:expression⟧ =  value[[left]]  value[[right]  if operator == “>=”  ge<arithmetic.type>  if operator == “<=”  le<arithmetic.type>  if operator == “>”  gt<arithmetic.type>  if operator == “<”  lt<arithmetic.type>  if operator == “==”  eq<arithmetic.type>  if operator == “!=”  ne<arithmetic.type>  value ⟦arithmetic:expression → left:expression operator:string right:expression⟧ =  value[[left]]  value[[right]]  if operator == "+"  ADD<arithmetic.type>  if operator == "-"  SUB<arithmetic.type>  if operator == "\*"  MUL<arithmetic.type>  if operator == "/"  DIV<arithmetic.type>  If operator == “%”  MOD<arithmetic.type>  value ⟦variable:expression → name:string⟧ =  address[variable]  load<variable.type>  value ⟦cast:expression → type expression⟧ =  value[[expression]]  <arithmetic.type>b< type> value ⟦functionCallExpression:expression → name:string expression\*⟧ = |
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| address⟦expression⟧ | address ⟦intLiteral:expression → intValue:int⟧ =   error address ⟦floatLiteral:expression → floatValue:float⟧ =   error address ⟦charLiteral:expression → name:string⟧ =   error address ⟦arrayAccess:expression → expr1:expression expr2:expression⟧=    address ⟦fieldAccess:expression → expr:expression name:string⟧ =   pusha {fieldAccess.attrDefinition.address} address ⟦not:expression → expression⟧ =   error address ⟦logic:expression → left:expression operator:string right:expression⟧ =   error address ⟦arithmetic:expression → left:expression operator:string right:expression⟧ =   error address ⟦variable:expression → name:string⟧ =  pusha {variable.varDefinition.address}  address ⟦cast:expression → type expression⟧ =   error address ⟦functionCallExpression:expression → name:string expression\*⟧ = |

NOTA: Lo que está en naranja es temporal para esta clase y habrá que ampliarlo en la siguiente.