Sous

A statically typed language made for culinary enthusiasts with improved and combined culinary practices.



The Story

Deciding on a language

- Thematic vs. Practical Language
- Cooking Theme
 - Food
 - Universality
 - Common Love



Features

We wanted our language to be intuitive but innovative.

This means we had to combine some of our favorite features

- Keywords
- Functions
- Classes
- Optionals
- Static Typing
- Error Handling
- Try-Catch-Finally
- 3 Different For Loops
- Range like Python



Fibonacci in Sous

```
ingredient N := 10 | const; // Number of Fibonacci numbers to generate
ingredient first := 0, second := 1, next := 0;
serve("Fibonacci Sequence up to ", N, " numbers:");
for (ingredient plate := 0; plate < N; ++plate) {</pre>
    if (plate <= 1) {
        next = plate;
    } else {
        next = first + second;
        first = second;
        second = next;
    serve(next, " ");
for loop can be replaced as seen below:
ingredient Z := 0;
FPrZN {
    ingredient plate := P;
```

Try-Catch-Finally in Sous

```
prep {
    ingredient _x := 0;
    serve("Started");
    eightysix("Error Entered", TypeError);
} rescue (TypeError e) {
    serve(e.stack);
} cleanup {
    serve("Finished");
```

Classes in Sous

Note
Variables with an
_ signify a private
class variable

```
// Example usage of private variables in classes
Dish FamilyRecipe {
   ingredient _ingredients : string;
   ingredient _instructions : string;
   ingredient _heat : int;
   recipe bake() {
        serve("start preheating at ", _heat+340, " degrees");
       ingredient i := 0;
       ingredient e := _heat;
       while (i < e) {
           serve("preheating...", i+340," degrees");
           i = i + 1;
       serve("preheating complete");
       serve("mixing ingredients: ", _ingredients);
       serve("baking at ", _heat+340, " degrees for 30 minutes");
        return;
FamilyRecipe grandma_cookies := new FamilyRecipe("flour, sugar, eggs, butter", "mix ingredients, bake at 350 degrees", 10);
grandma_cookies.bake();
grandma_cookies._ingredients; // Error: _ingredients is a private variable
```

Thank you!

