Superpowered game development.

Language Syntax

version 3.0.4276 beta

Live/current version at http://SkookumScript.com/docs/

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Better coding through mad science.

Combined syntactical and lexical rules for SkookumScript in modified Extended Backus-Naur Form (EBNF). Production rules in *italics*. Terminals **`coloured and in bold`** and literal strings '`quoted`'. Optional groups: []. Repeating groups of zero or more: {}. Repeating groups of n or more: {}$^{n+}$. Mandatory groups: (). Alternatives (exclusive or): |. Disjunction (inclusive or): V.

File Names and Bodies:

method-filename[1] = *method-name* '`()`' ['`C`'] '`.sk`'
method-file[2] = *ws* {*annotation wsr*} *parameters* [*ws code-block*] *ws*

coroutine-filename = *coroutine-name* '`()`' '`.sk`'
coroutine-file[3] = *ws* {*annotation wsr*} *parameter-list* [*ws code-block*] *ws*

data-filename[4] = '`!Data`' ['`C`'] '`.sk`'
data-file = *ws* [*data-definition* {*wsr data-definition*} *ws*]
data-definition[5] = {*annotation wsr*} [*class-desc wsr*] '`!`' *data-name*

annotation[6] = '`&`' *instance-name*

object-id-filename[7] = *class-name* ['`-`' {`printable`}] '`.sk`' '`-`' | '`~`' '`ids`'
object-id-file[8] = {*ws symbol-literal* | *raw-object-id*} *ws*
raw-object-id[9] = {`printable`}$^{1\text{-}255}$ *end-of-line*

Expressions:

expression = *literal* | *identifier* | *flow-control* | *primitive* | *invocation*

Literals:

literal = *boolean-literal* | *integer-literal* | *real-literal* | *string-literal* | *symbol-literal* | *char-literal* | *list-literal* | *closure*
boolean-literal = '`true`' | '`false`'
integer-literal[10] = ['`-`'] *digits-lead* ['`r`' *big-digit* {[*number-separator*] *big-digit*}]
real-literal[11] = ['`-`'] *digits-lead* V ('`.`' *digits-tail*) [*real-exponent*]
real-exponent = '`E`' | '`e`' ['`-`'] *digits-lead*
digits-lead[12] = '`0`' | (*non-zero-digit* {['`_`'] *digit*})
digits-tail = *digit* {['`_`'] *digit*})
string-literal = *simple-string* {*ws* '`+`' *ws simple-string*}
simple-string = '`"`' {*character*} '`"`'
symbol-literal = '`'`' {*character*}$^{0\text{-}255}$ '`'`'
char-literal = '`` ` ``' *character*
list-literal[13] = [(*list-class constructor-name invocation-args*) | *class-name*]
'`{`' *ws* [*expression* {*ws* ['`,`' *ws*] *expression*} *ws*] '`}`'

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[1] If optional '`?`' is used in query/predicate method name, use '`-Q`' as a substitute since question mark not valid in filename.

[2] Only immediate calls are permissible in the code block. If *code-block* is absent, it is defined in C++.

[3] If *code-block* is absent, it is defined in C++.

[4] A file name appended with '`C`' indicates that the file describes class members rather than instance members.

[5] *class-desc* is compiler hint for expected type of member variable. If class omitted, **`Object`** inferred or **Boolean** if *data-name* ends with '`?`'. If *data-name* ends with '`?`' and *class-desc* is specified it must be **Boolean**.

[6] The context / file where an *annotation* is placed limits which values are valid.

[7] Starts with the object id class name then optional source/origin tag (assuming a valid file title) – for example: Trigger-WorldEditor, Trigger-JoeDeveloper, Trigger-Extra, Trigger-Working, etc. A dash '`-`' in the file extension indicates an id file that is a compiler dependency and a tilde '`~`' in the file extension indicates that is not a compiler dependency

[8] Note: if *symbol-literal* used for id then leading whitespace, escape characters and empty symbol ('`''`') can be used.

[9] Must have at least 1 character and may not have leading whitespace (*ws*), single quote ('`''`') nor *end-of-line* character.

[10] '`r`' indicates *digits-lead* is (r)adix/base from 1 to 36 – default 10 (decimal) if omitted. Ex: **`2r`** binary & **`16r`** hex. Valid *big-digit*(s) vary by the radix used. See *math-operator* footnote on how to differentiate subtract from negative *integer-literal*.

[11] Can use just *digits-lead* if **`Real`** type can be inferred from context otherwise the *digits-tail* fractional or *real-exponent* part is needed. See *math-operator* footnote on how to differentiate subtract from negative *real-literal*.

[12] '`_`' visually separates parts of the number and ignored by the compiler.

[13] Item type determined via optional *list-class* constructor or specified class. If neither supplied, then item type inferred using initial items, if no items then `Object` used.

closure[1] = (‘^’ [‘_’ *ws*] [*expression ws*]) V (*parameters ws*) *code-block*

Identifiers:

identifier[2] = *variable-identifier* | *reserved-identifier* | *class-name* | *object-id*
variable-identifier[3] = *variable-name* | ([*expression ws* ‘.’ *ws*] *data-name*)
variable-name = *name-predicate*
data-name[4] = ‘@’ | ‘@@’ *variable-name*
reserved-identifier = ‘nil’ | ‘this’ | ‘this_class’ | ‘this_code’ | ‘this_mind’
object-id[5] = [*class-name*] ‘@’ [‘?’ | ‘#’] *symbol-literal*
invoke-name = *method-name* | *coroutine-name*
method-name[6] = *name-predicate* | *constructor-name* | *destructor-name* | *class-name*
name-predicate[7] = *instance-name* [‘?’]
constructor-name = ‘!’ [*instance-name*]
destructor-name[8] = ‘!!’
coroutine-name = ‘_’ *instance-name*
instance-name = *lowercase* {*alphanumeric*}
class-name = *uppercase* {*alphanumeric*}

Flow Control:

flow-control = *code-block* | *conditional* | *case* | *when* | *unless* | | *loop* | *loop-exit* | *concurrent* | *class-cast* | *class-conversion*
code-block = ‘[’ *ws* [*expression* {*wsr expression*} *ws*] ‘]’
conditional = ‘if’ {*ws expression ws code-block*}$^{1+}$ [*ws else-block*]
case = ‘case’ *ws expression* {*ws expression ws code-block*}$^{1+}$ [*ws else-block*]
else-block = ‘else’ *ws code-block*
when = *expression ws* ‘when’ *ws expression*
unless = *expression ws* ‘unless’ *ws expression*
loop[9] = ‘loop’ [*ws instance-name*] *ws code-block*
loop-exit[10] = ‘exit’ [*ws instance-name*]
concurrent = *sync* | *race* | *branch* | *divert*
sync[11] = ‘sync’ *ws code-block*
race[12] = ‘race’ *ws code-block*
branch[13] = ‘branch’ *ws expression*
change[1] = ‘change’ *ws expression ws expression*

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1 [AKA code block/anonymous function/lambda expression] Optional ‘^’, *parameters* or both must be provided (unless used in *closure-tail-args* where both optional). Optional *expression* (may not be *code-block*, *closure* or *routine-identifier*) captured and used as receiver/this for *code-block* – if omitted `this` inferred. Optional ‘_’ indicates it is durational (like coroutine) – if not present durational/immediate inferred via *code-block*. Parameter types, return type, scope, whether surrounding `this` or temporary/parameter variables are used and captured may all be inferred if omitted.

2 Scoping not necessary – instance names may not be overridden and classes and implicit identifiers effectively have global scope.

3 Optional *expression* can be used to access data member from an object – if omitted, `this` is inferred.

4 ‘@’ indicates instance data member and ‘@@’ indicates class instance data member.

5 If *class-name* absent, **`Actor`** inferred or desired type if known. If optional ‘?’ present and object not found at runtime then result is **`nil`** else assertion error occurs. Optional ‘#’ indicates no lookup – just return name identifier validated by class type.

6 A method using *class-name* allows explicit conversion similar to *class-conversion* except that the method is always called.

7 Optional ‘?’ used as convention to indicate predicate variable or method of return type **`Boolean`** (**`true`** or **`false`**).

8 Destructor calls are only valid in the scope of another destructor’s code block.

9 The optional *instance-name* names the loop for specific reference by a *loop-exit* which is useful for nested loops.

10 A *loop-exit* is valid only in the code block scope of the loop that it references.

11 2+ durational expressions run concurrently and next *expression* executed when *all* expressions returned (result **`nil`**, return args bound in order of expression completion).

12 2+ durational expressions run concurrently and next *expression* executed when *fastest* expression returns (result **`nil`**, return args of fastest expression bound) and other expressions are *aborted*.

13 Durational expression run concurrently with surrounding context and the next *expression* executed immediately (result **`InvokedCoroutine`**). *expression* is essentially a closure with captured temporary variables to ensure temporal scope safety. Any return arguments will be bound to the captured variables.

Invocations:

invocation = *invoke-call* | *invoke-cascade* | *apply-operator* | *invoke-operator* | *index-operator* | *instantiation*
invoke-call[2] = ([*expression ws* '.' *ws*] *invoke-selector*) | *operator-call*
invoke-cascade = *expression ws* '.' *ws* '[' {*ws invoke-selector* | *operator-selector*}[2+] *ws* ']'
apply-operator[3] = *expression ws* '%' | '%>' *invoke-selector*
invoke-operator[4] = *expression bracketed-args*
index-operator[5] = *expression* '{' *ws expression ws* '}' [*ws binding*]
instantiation[6] = *class-instance* | *expression* '!' [*instance-name*] *invocation-args*
invoke-selector = [*scope*] *invoke-name invocation-args*
scope = *class-name* '@'
operator-call[7] = (*prefix-operator ws expression*) | (*expression ws operator-selector*)
operator-selector = *postfix-operator* | (*binary-operator ws expression*)
prefix-operator[8] = 'not' | '-'
binary-operator = *math-operator* | *compare-op* | *logical-operator* | ':='
math-operator[9] = '+' | '+=' | '-' | '-=' | '*' | '*=' | '/' | '/='
compare-op = '=' | '~=' | '>' | '>=' | '<' | '<='
logical-operator[10] = 'and' | 'or' | 'xor' | 'nand' | 'nor' | 'nxor'
postfix-operator = '++' | '--'
invocation-args[11] = [*bracketed-args*] | *closure-tail-args*
bracketed-args = '(' *ws* [*send-args ws*] [';' *ws return-args ws*] ')'
closure-tail-args[12] = *ws send-args ws closure* [*ws* ';' *ws return-args*]
send-args = [*argument*] {*ws* [',' *ws*] [*argument*]}
return-args = [*return-arg*] {*ws* [',' *ws*] [*return-arg*]}
argument = [*named-spec ws*] *expression*
return-arg[13] = [*named-spec ws*] *variable-identifier* | *define-temporary*
named-spec[14] = *variable-name* '#'

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[1] Rather than inheriting the caller's updater **Mind** object, durational expressions in the second expression are updated by the mind object specified by the first expression.

[2] If an *invoke-call*'s optional *expression* (the receiver) is omitted, '**this.**' is implicitly inferred.

[3] If **List**, each item (or none if empty) sent call – coroutines called using **%** – **sync**, **%>** – **race** respectively and returns itself (the list). If non-list it executes like a normal invoke call – i.e. '**%**' is synonymous to '**.**' except that if **nil** the call is ignored, then the normal result or **nil** respectively is returned.

[4] Akin to **expr.invoke(…)** or **expr._invoke(…)** depending if *expression* immediate or durational – *and* if enough context is available the arguments are compile-time type-checked plus adding any default arguments.

[5] Gets item (or sets item if *binding* present) at specified index object. Syntactic sugar for **at()** or **at_set()**.

[6] *expression* used rather than *class-instance* provides lots of syntactic sugar: **expr!ctor()** is alias for **ExprClass!ctor(expr)** – ex: **num!copy** equals **Integer!copy(num)**; brackets are optional for *invocation-args* if it can have just the first argument; a constructor-name of **!** is an alias for **!copy** – ex: **num!** equals **Integer!copy(num)**; and if **expr!ident** does not match a constructor it will try **ExprClass!copy(expr).ident** – ex: **str!uppercase** equals **String!copy(str).uppercase**.

[7] Every operator has a named equivalent. For example **:=** and **assign()**. Operators do *not* have special order of precedence – any order other than left to right must be indicated by using code block brackets (**[** and **]**).

[8] See math-operator footnote about subtract on how to differentiate from a negation '**-**' prefix operator.

[9] In order to be recognized as single subtract '**-**' expression and not an *expression* followed by a second *expression* starting with a minus sign, the minus symbol '**-**' must either have whitespace following it or no whitespace on either side.

[10] Like other identifiers – whitespace is required when next to other identifier characters.

[11] *bracketed-args* may be omitted if the invocation can have zero arguments

[12] Routines with last send parameter as mandatory closure may omit brackets '**()**' and closure arguments may be simple *code-block* (omitting '**^**' and parameters and inferring from parameter). Default arguments indicated via comma '**,**' separators.

[13] If a temporary is defined in the *return-arg*, it has scope for the entire surrounding code block.

[14] Used at end of argument list and only followed by other named arguments. Use compatible **List** object for group argument. Named arguments evaluated in parameter index order regardless of call order since defaults may reference earlier parameters.

Primitives:

primitive = *create-temporary* | *bind* | *class-cast* | *class-conversion*
create-temporary = *define-temporary* [*ws binding*]
define-temporary = '!' *ws variable-name*
bind[1] = *variable-identifier ws binding*
binding[2] = ':' *ws expression*
class-cast[3] = *expression ws* '<>' [*class-desc*]
class-conversion[4] = *expression ws* '>>' [*class-name*]

Parameters:

parameters[5] = *parameter-list* [*ws class-desc*]
parameter-list = '(' *ws* [*send-params ws*] [';' ws return-params ws] ')'
send-params = *parameter* {*ws* [',' *ws*] *parameter*}
return-params = *param-specifier* {*ws* [',' *ws*] *param-specifier* }
parameter = *unary-param* | *group-param*
unary-param[6] = *param-specifier* [*ws binding*]
param-specifier[7] = [*class-desc wsr*] *variable-name*
group-param = *group-specifier*
group-specifier[8] = '{' *ws* [*class-desc* {*wsr class-desc*} *ws*] '}' *ws instance-name*

Class Descriptors:

class-desc = *class-unary* | *class-union*
class-unary = *class-instance* | *meta-class*
class-instance = *class-name* | *list-class* | *invoke-class*
meta-class = '<' *class-name* '>'
class-union[9] = '<' *class-unary* {'|' *class-unary*}[1+] '>'
invoke-class[10] = ['_' | '+'] *parameters*
list-class[11] = `List` '{' *ws* [*class-desc ws*] '}'

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[1] Compiler gives warning if *bind* used in *code-block* of a *closure* since it will be binding to captured variable not original variable in surrounding context.

[2] [Stylisticly prefer no *ws* prior to ':' – though not enforcing it via compiler.]

[3] Compiler *hint* that expression evaluates to specified class – otherwise error. *class-desc* optional if desired type can be inferred. If *expression* is *variable-identifier* then parser updates type context. [Debug: runtime ensures class specified is received.]

[4] Explicit conversion to specified class. *class-name* optional if desired type inferable. Ex: **`42>>String`** calls convert method **`Integer@String()`** i.e. **`42.String()`** - whereas **`"hello">>String`** generates no extra code and is equivalent to **`"hello"`**.

[5] Optional *class-desc* is return class – if type not specified **`Object`** is inferred (or **Boolean** type for predicates or **Auto_** type for closures) for nested parameters / code blocks and **`InvokedCoroutine`** is inferred for coroutine parameters.

[6] The optional *binding* indicates the parameter has a default argument (i.e. supplied *expression*) when argument is omitted.

[7] If optional *class-desc* is omitted **`Object`** is inferred or **Auto_** for closures or **Boolean** if *variable-name* ends with '?'. If *variable-name* ends with '?' and *class-desc* is specified it must be **Boolean**.

[8] **`Object`** inferred if no classes specified. Class of resulting list bound to *instance-name* is class union of all classes specified.

[9] Indicates that the class is any one of the classes specified and which in particular is not known at compile time.

[10] '_' indicates durational (like coroutine), '+' indicates durational/immediate and lack of either indicates immediate (like method). Class '`Closure`' matches any closure interface. Identifiers and defaults used for parameterless closure arguments.

[11] `List` is any **`List`** derived class. If *class-desc* in item class descriptor is omitted, **`Object`** is inferred when used as a type or the item type is deduced when used with a *list-literal*. A *list-class* of any item type can be passed to a simple untyped **`List`** class.

Whitespace:

wsr[1]	=	{*whitespace*}[1+]
ws	=	{*whitespace*}
whitespace	=	*whitespace-char* | *comment*
whitespace-char	=	' ' | `formfeed` | `newline` | `carriage-return` | `horiz-tab` | `vert-tab`
end-of-line	=	`newline` | `carriage-return` | `end-of-file`
comment	=	*single-comment* | *multi-comment*
single-comment	=	'`//`' {`printable`} *end-of-line*
multi-comment	=	'`/*`' {`printable`} [*multi-comment* {`printable`}] '`*/`'

Characters and Digits:

character	=	*escape-sequence* | `printable`
escape-sequence[2]	=	'`\`' *integer-literal* | `printable`
alphanumeric	=	*alphabetic* | *digit* | '`_`'
alphabetic	=	*uppercase* | *lowercase*
lowercase	=	'`a`' | … | '`z`'
uppercase	=	'`A`' | … | '`Z`'
digits	=	'`0`' | (*non-zero-digit* {*digit*})
digit	=	'`0`' | *non-zero-digit*
non-zero-digit	=	'`1`' | '`2`' | '`3`' | '`4`' | '`5`' | '`6`' | '`7`' | '`8`' | '`9`'
big-digit	=	*digit* | *alphabetic*

[1] *wsr* is an abbreviation for (w)hite (s)pace (r)equired.

[2] Special escape characters: '`n`' – newline, '`t`' – tab, '`v`' – vertical tab, '`b`' – backspace, '`r`' – carriage return, '`f`' – formfeed, and '`a`' – alert. All other characters resolve to the same character including '`\`', '`"`', and '`'`'.