

ShiftLess

低 编 码 疲 劳 语 法 之 野 望

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万能的 Ada 神啊, 请赐予我们低编码疲劳的语言吧

愤怒的小指

可以统一语义么？

- ▶ Choices-Statement if, switch
- ▶ Type-Assertion instanceof, .(type)

```
if (x instanceof String) {  
} else {  
}
```

JavaScript

```
switch (val) {  
    case v1:break;  
    case v2, v2:break;  
    default:  
}
```

Golang

```
func TypeAssertion(x interface{}) {  
    switch instance := x.(type) {  
    case string:  
    case int:  
    default:  
    }  
}
```

Golang

IF-OF

```
if x of 1
```

```
... 
```

```
of 2,3
```

```
... 
```

```
else
```

```
... 
```

```
if instanc, x of string
```

```
... 
```

```
of int
```

```
... 
```

```
else
```

```
... 
```

可以统一语义么？

- ▶ Loop-Statement for, while
- ▶ Range first..end, range x

```
while (c)
do ... while (!c)
```

JavaScript

FOR

```
for true {
    for x-- {
        for i := 0; i < count; i++ {
            for x in first..end {
                for x of first...last {

                }
            }
        }
    }
}
```

JavaScript, Golang, Python

```
for iterating_var in sequence:
    statements(s)
```

Python

OF-ELSE

```
if instance, x of string
    echo 'instance is string'
of int
    echo 'instance is int'
else
```

```
for x of 0
    echo 'x is 0'
```

```
for x of 1...5, step
    echo x
else
    echo 'other'
```

```
for x of string, int
    echo 'x is string or int'
```



```
function compare(left, right) { JavaScript
    return left < right && -1 ||
        left > right && 1 || 0
}
```

```
func compare(left, right int) (c int) {
    if left < right {
        return -1
    } else if left > right {
        return 1
    }
    return
}
```

Golang

```
fun compare(int left, right; out bool)
    if left == right
        out null
    out left < right

    out left == right and null or
        left < right
```

NULLABLE

来排个版

+++++ [>+++++>+++++>+++>+<<<<-]
>++.>+.+++++.+.+++.>+.<<+++++. .
>+.+++.-.-.-.-.-.>+.>.

```

x = obj
    .c()
    .d()
y = [
    1,
    2,
]
if (
    x == obj
        .c()
        .d()
) {}

```

```

z = obj.
c().
d()

```

JavaScript

```

x := obj.

```

```

    c().
    d()

```

```

y := []int{

```

```

    1,
    2,

```

```

}

```

```

if x == obj

```

```

    c().
    d() {

```

```

}

```

```

z := T{

```

```

    {1, 2}, {3, {4,
        5}},
        6},

```

```

}

```

Golang

INDENT

YAML

```
ast:
  SelfChain:
    - Ident:
        NamePos: 1:1
        Name: "obj"
    - CallExpr:
        NamePos: 1:5
        Name: "c"
    - CallExpr:
        NamePos: 1:9
        Name: "d"
```

AST

← → ↻ <https://astexplorer.net>

AST Explorer Save Fork JavaScript </> babylon6 ⚙️ 🔍

1 `obj.c().d()`
2

Tree JSON

☒ Autofocus ☒ Hide methods ☒ Hide empty keys ☒ Hide location

```
*ast.CallExpr {
  Fun: *ast.SelectorExpr {
    . X: *ast.CallExpr {
      . . Fun: *ast.SelectorExpr {
        . . . X: *ast.Ident {
          . . . . NamePos: 4:1
          . . . . Name: "obj" ←
        . . . . Sel: *ast.Ident {
          . . . . . NamePos: 4:5
          . . . . . Name: "c"
        . . . . }
        . . . Lparen: 4:6
        . . . Ellipsis: -
        . . . Rparen: 4:7
        . . }
        . Sel: *ast.Ident {
          . . NamePos: 4:9
          . . Name: "d"
        . . }
        . }
      . }
    . }
  . }
}
```

Golang

```
- expression: CallExpression {
  type: "CallExpression"
  - callee: MemberExpression {
    type: "MemberExpression"
    - object: CallExpression {
      type: "CallExpression"
      - callee: MemberExpression {
        type: "MemberExpression"
        - object: Identifier = $node {
          type: "Identifier"
          name: "obj"
        }
        - property: Identifier {
          type: "Identifier"
          name: "c"
        }
        computed: false
      }
      arguments: [ ]
    }
    - property: Identifier {
      type: "Identifier"
      name: "d"
    }
  }
}
```

JavaScript

存在即合理

- ▶ undefined
- ▶ null
- ▶ nil

凡是真实的东西都是合乎理性的 – 黑格尔

```
# Assignment:  
number      = 42  
opposite    = true
```

CoffeeScript

VAR

```
let  
  _, .KB, .MB, .GB, .TB = 1 << 10*iota  
  .human-size = [string]['KB', 'MB', 'GB', 'TB']  
  
var  
  .customize-size = [string]['KB', 'MB', 'GB', 'TB']  
  
fun local-variables()  
  KB = 9  
  customize-size[0] = 'kilo-bytes'  
  call(MB)  
  illegal  
  human[0] = 'kilo-bytes'
```

```
// The append function appends elements to a slice.
// If the slice has sufficient capacity, the destination is reused.
// Otherwise, a new underlying array is allocated.
// Append returns the updated slice. It is therefore legal to write:
// result = append(result, elem1, elem2)
// slice = append(slice, elem1, elem2)
// slice = append(slice, anotherSlice...)
// As a special case, it is legal to append a string to a byte slice.
// slice = append([]byte("hello "), "world"...)
func append(slice []Type, elems ...Type) []Type
```

```
fun append([type] slice, type ...elems; out [type])
#The append built-in function appends elements to a slice.
#If the slice has sufficient capacity, the destination is reused.
#Otherwise, a new underlying array is allocated.
#Append returns the updated slice. It is therefore legal to write:
#    result = append(result, elem1, elem2)
#    slice = append(slice, elem1, elem2)
#    slice = append(slice, anotherSlice...)
#As a special case, it is legal to append a string to a byte slice.
#    slice = append([]byte("hello "), "world"...)

```

COMMENTS

ERROR HANDLING

```
fun open(string name; out io.file)
    out io.open(name)
```

```
fun example()
    err, file = open('somefile')
    if err
        out handing(err)
    processing(file)

    file = open('somefile')
    processing(file)
    catch err
        out handing(err)
```

```
try {

} catch(e){

}
```

JavaScript

```
begin
    file = open("/unexistant_file")
    if file
        puts "File opened successfully"
    end
rescue
    file = STDIN
end
```

Ruby

```
defer func() {
    if r := recover(); r != nil {
        //...
    }
}()
```

Golang

TEMPLATE

```
let emptytitle =  
    '<section class="empty">这家伙很懒</section>'  
  
fun title({any} root; out string)  
    out '\  
    <section class="container">\  
        <h1>${.title}</h1><h2>${root['subtitle']}</h2>\  
        <div class="content">${htmlescape(.content)}</div>\  
    </section>'  
  
fun tag(string tag, content; out string)  
    out '<${tag}>${content}</${tag}>'  
  
fun links([string] url; out string)  
    out '${for s of url out tag('a',s)}'  
  
fun template({any} root; out string)  
    out '${if .title out title(root); else out emptytitle;}\  
    ${if un .links out;}\  
    ${links(.links)}'
```

LINKS

- ▶ <https://gobyexample.com/>
- ▶ <http://coffeescript.org/>
- ▶ <https://astexplorer.net/>
- ▶ <http://rigaux.org/language-study/syntax-across-languages.html>
- ▶ <http://hyperpolyglot.org/scripting>

谢谢 & QA