

Assignment 2 Review

Supporting Control Flow

- ❖ Extend your AST interpreter to support return. Two general ways of doing it.

Longjmp / Setjmp

- ❖ (In C) Longjmp / Setjmp : Set a jump point upon function entry, and when you execute the return you longjmp to the set jump point.
- ❖ (In Java / ML) Throw exception.
- ❖ (In Scheme) Request continuation.

Augmenting eval's return value

- ❖ Change eval to return:
 1. Result(value)
 2. Return(value)
- ❖ Now in the interpreter whenever you call eval on a subexpression, you check if its a Result or a Return.
- ❖ If it is a Result than proceed as before.
- ❖ If it is a Return than directly return the wrapped value.
- ❖ Haskell weenies can wrap all this up in a Monad.

Not All Languages are Equal

- ❖ For manipulating control flow: Scheme continuations is the most powerful construct out there.

Object Cloning

- ❖ Semantics of Cloning:
 - ❖ Shallow clone all the fields.
 - ❖ Parent is either cloned or not cloned. Good reasons for either.
- ❖ Deep cloning:
 - ❖ Must detail how cycles in the object graph are handled.

Object Cloning

- ❖ Cannot be written as a pure Feeny function. Requires interpreter support.
- ❖ Make a copy of the Environment object and copy all the pointers over.

Object Cloning: Negative Consequences

- ❖ The most powerful language features of all are what invariants are guaranteed by your language.

Object Cloning: Negative Consequences

❖ Goal: Make a pair function:

```
val p = pair()  
p.get-x()  
p.get-y()  
p.set-x(4)  
p.set-y(4)
```

Object Cloning: Negative Consequences

```
defn pair () :  
  object :  
    var a = array(2, 0)  
    method get-x () :  
      this.a[0]  
    method get-y () :  
      this.a[1]  
    method set-x (x) :  
      this.a[0] = x  
    method set-y (y) :  
      this.a[1] = y
```

Object Cloning: Negative Consequences

```
defn pair () :  
  object :  
    var a = array(2, 0)  
    method get-x () :  
      this.a[0]  
    method get-y () :  
      this.a[1]  
    method set-x (x) :  
      this.a[0] = x  
    method set-y (y) :  
      this.a[1] = y
```

```
defn pair () :  
  object :  
    var x = 0  
    var y = 0  
    method get-x () :  
      this.x  
    method get-y () :  
      this.y  
    method set-x (x) :  
      this.x = x  
    method set-y (y) :  
      this.y = y
```

Object Cloning: Negative Consequences

```
defn pair () :  
  object :  
    var a = array(2, 0)  
    method get-x () :  
      this.a[0]  
    method get-y () :  
      this.a[1]  
    method set-x (x) :  
      this.a[0] = x  
    method set-y (y) :  
      this.a[1] = y
```

```
defn pair () :  
  object :  
    var x = 0  
    var y = 0  
    method get-x () :  
      this.x  
    method get-y () :  
      this.y  
    method set-x (x) :  
      this.x = x  
    method set-y (y) :  
      this.y = y
```

The program is not invariant to this transformation!!!

Invariants are Features

- ❖ Feeny programs are memory safe.
- ❖ No segmentation faults ever!

Invariants are Features


- ❖ You cannot write malicious programs using Feeny.
- ❖ Can download any arbitrary Feeny program from the internet and start running it.

Invariants are Features

```
while i < 10 :  
    do stuff ...
```

```
do more stuff ...
```

$i \geq 10$ is guaranteed
during this code!



Bytecode Interpreter / Compiler : Value Representation

Bytecode Interpreter: Value Representation

INT	value
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NULL

ARRAY	length	slots ...
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CLASS	parent	var slots ...
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