Solace Spec Document

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12 November, 2022

1 Solace Overview

This document contains the specification lists and requirements for the Solace Language. Solace is a statically typed object oriented programming language with a focus on quick construction and easy to read and write syntax. Unlike languages such as Java, not all structures are required to be objects. The following document defines syntax, grammar, and lexical aspects of the langauge. As the definition of the language grows, this document will be updated. Solace is a small project designed and constructed by one person who is learning more as they are building the language.

2 Types

This section documents the available types within Solace. Types are broken into Atomic, Composite, and Domain-specific.

2.1 Atomic Types

reserved words	description
void	null return type
null	base type representing no data type
int	integer data type, defaults to int32
int32	integer data type up to 4 bytes
int64	integer data type up to 8 bytes
float	floating point number type, defaults to float 64
float32	floating point number type up to 4 bytes
float64	floating point number type up to 8 bytes
char	character type
string	string type
bool	bolean type
:	symbolic type, user defined

2.2 Composite Types

reserved words	description
array	designating an array object
class	designating a class object definition
struct	designating a general structure object

2.3 Domain-Specific

There is nothing to note here right now. As Solace if flushed out more information will be added.

3 Lexical Rules

Things

4 Reserved Words

Things

5 Operators

Things

6 Punctuation

Things

7 Syntax

Things

8 Summary

Things