

[interpreterbook.com](http://interpreterbook.com)

# Writing an Interpreter in ~~GO~~ C#

Tim Boyle

.Net Oxford

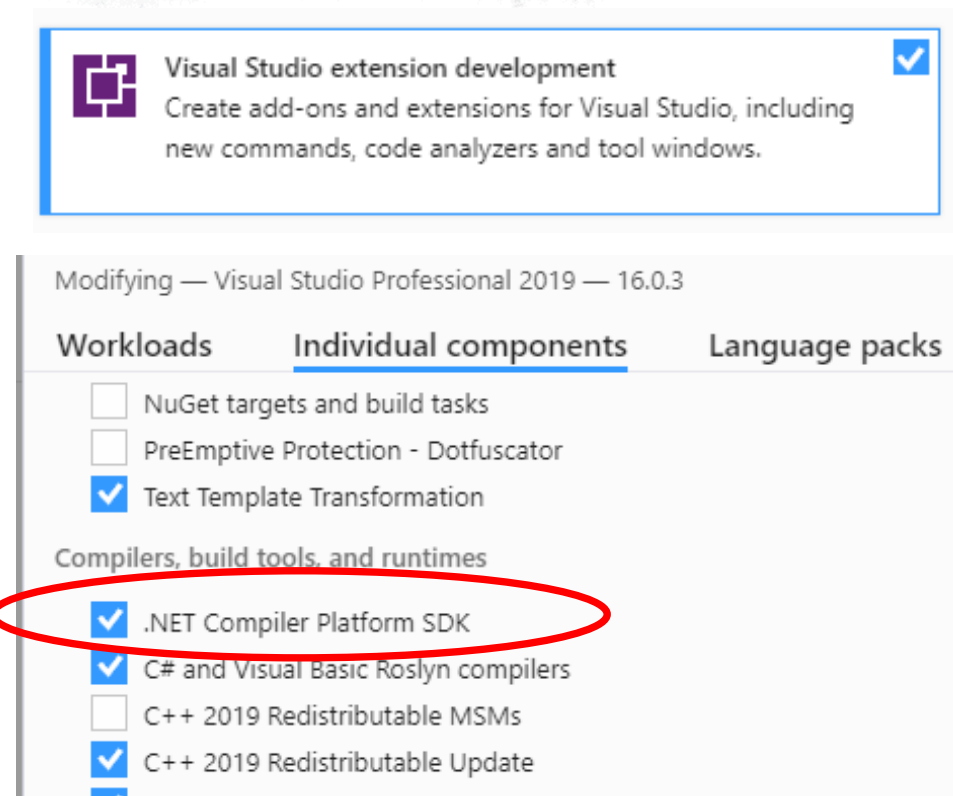
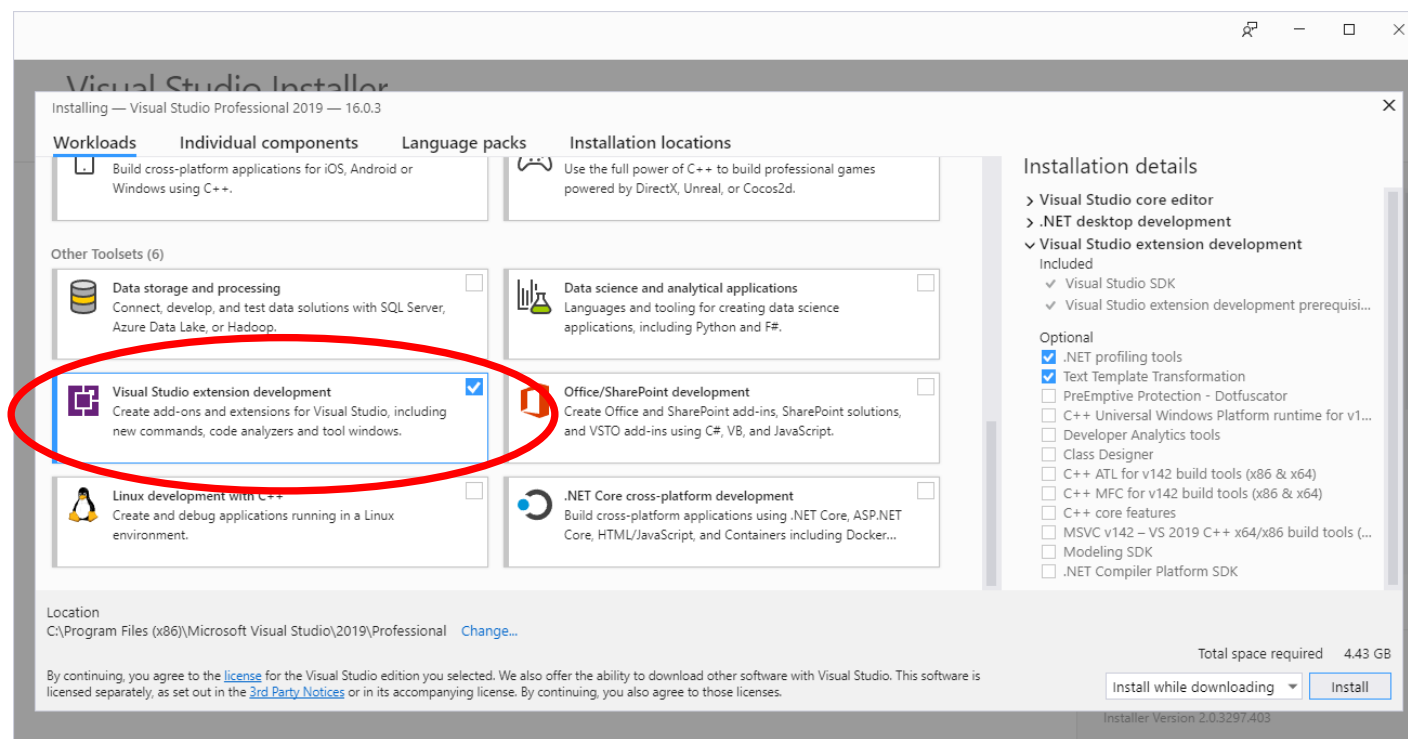
14<sup>th</sup> May 2019

A large, dark blue, irregular splash-like shape on the left side of the slide, with a textured, watercolor-like appearance. It has several smaller, lighter blue droplets or splatters trailing off to the right.

# Overview

- Roslyn API Template
- Syntax Visualizer
- Simple Interpreter
- Code Fixes

# Roslyn SDK



# Template

## Create a new project

### Recent project templates

A list of your recently accessed templates will be displayed here.

Language ▾

Platform ▾

Project type ▾



Stand-Alone Code Analysis Tool  
Create a code analysis command-line application



Stand-Alone Code Analysis Tool  
Create a code analysis command-line application



Code Refactoring (.NET Standard)  
Create a C# refactoring, deployed as a VSIX extension



Analyzer with Code Fix (.NET Standard)  
Create a C# analyzer that comes with a code fix and generates diagnostics. The analyzer can be deployed as either a NuGet package or a VSIX extension.



Analyzer with Code Fix (.NET Standard)  
Create a Visual Basic analyzer that comes with a code fix and generates diagnostics. The analyzer can be deployed as either a NuGet package or a VSIX extension.



Code Refactoring (.NET Standard)  
Create a Visual Basic refactoring, deployed as a VSIX extension

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Back

Next



### Analyzer with Code Fix (.NET Standard)

Create a C# analyzer that comes with a code fix and generates diagnostics. The analyzer can be deployed as either a NuGet package or a VSIX extension.

## Configure your new project

### Analyzer with Code Fix (.NET Standard)

Project name

Location



Solution name ⓘ

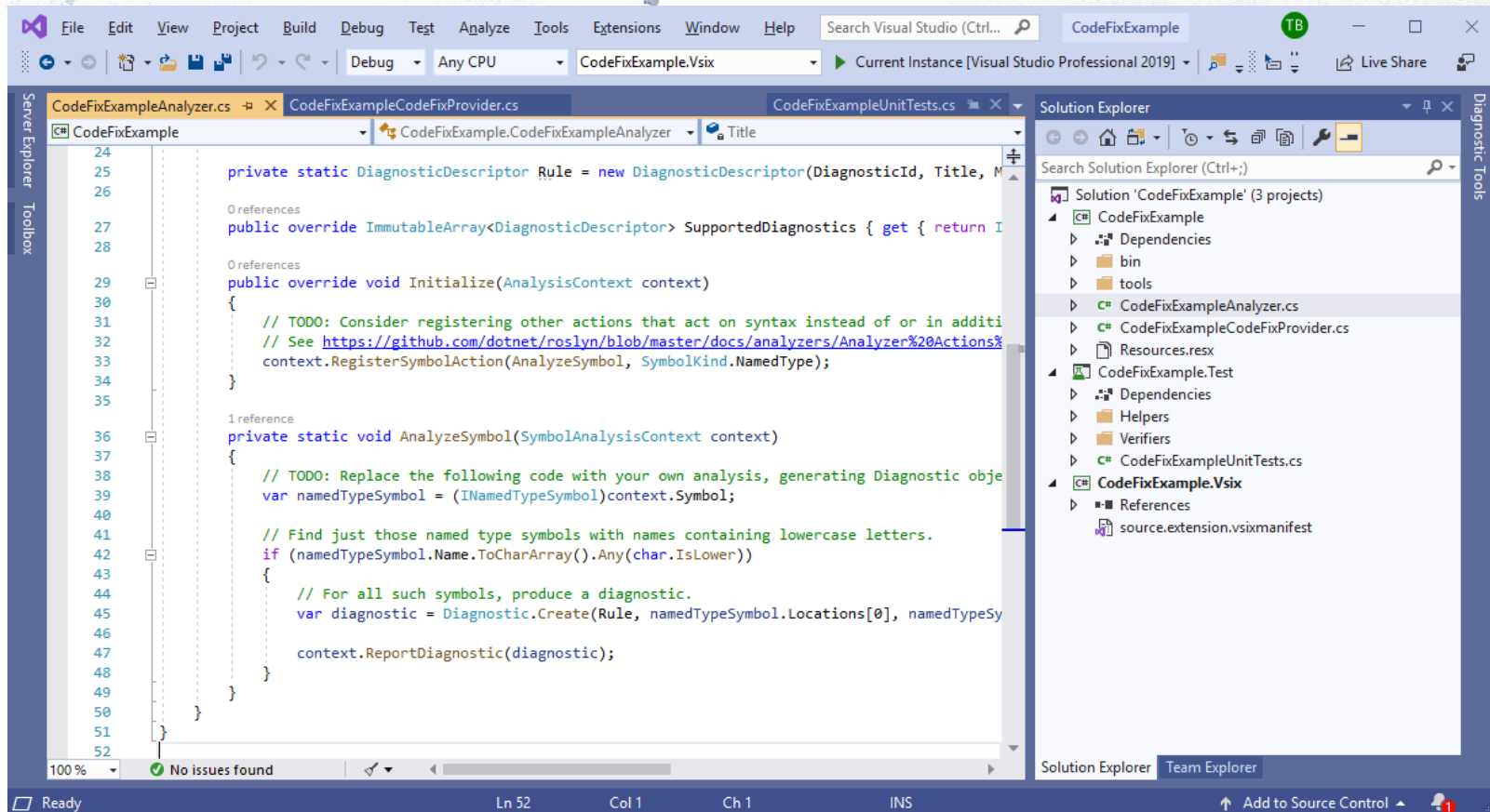
☐ Place solution and project in the same directory

Framework

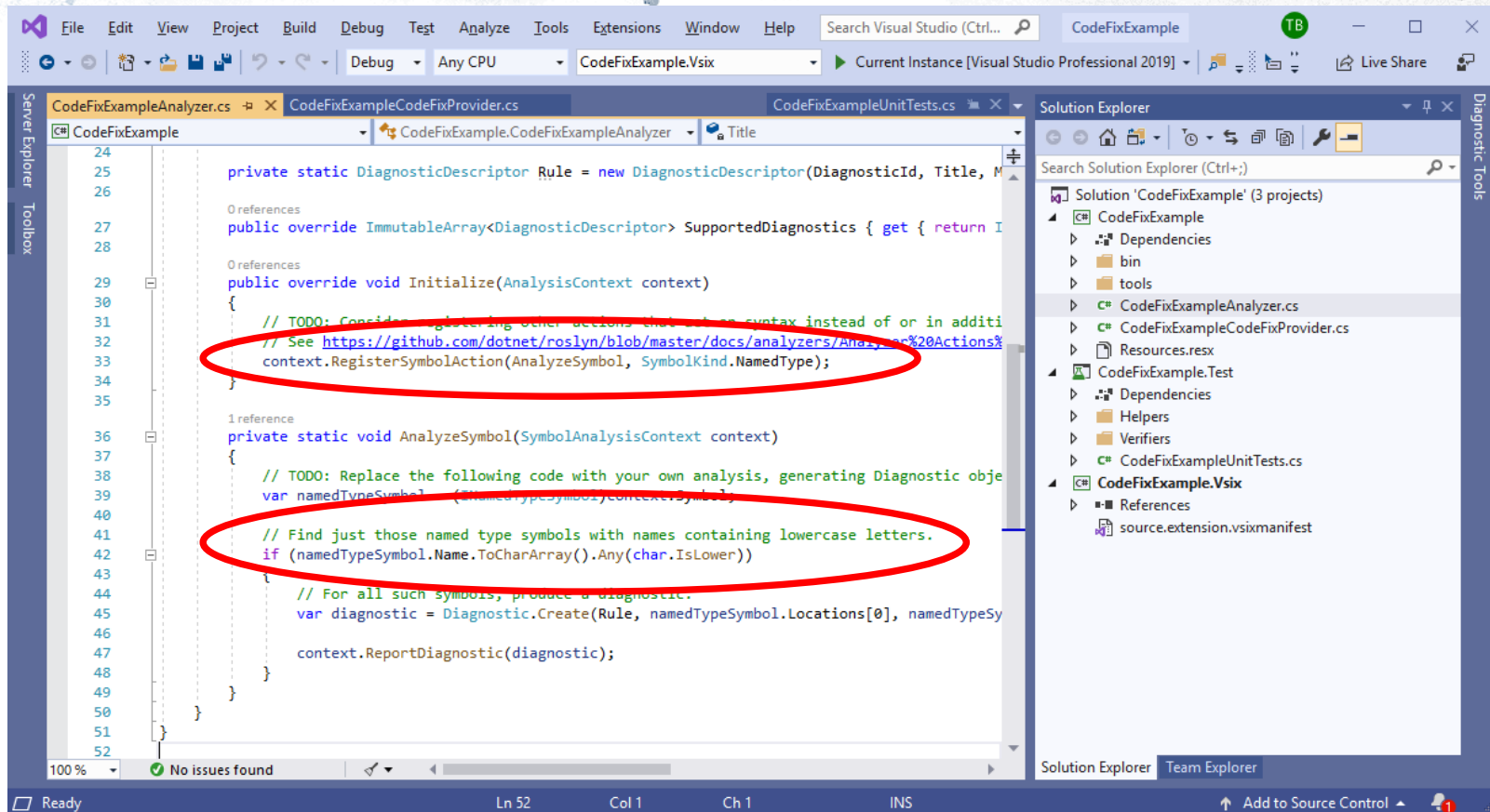
Back

Create

# Code Fixes / Analyzers

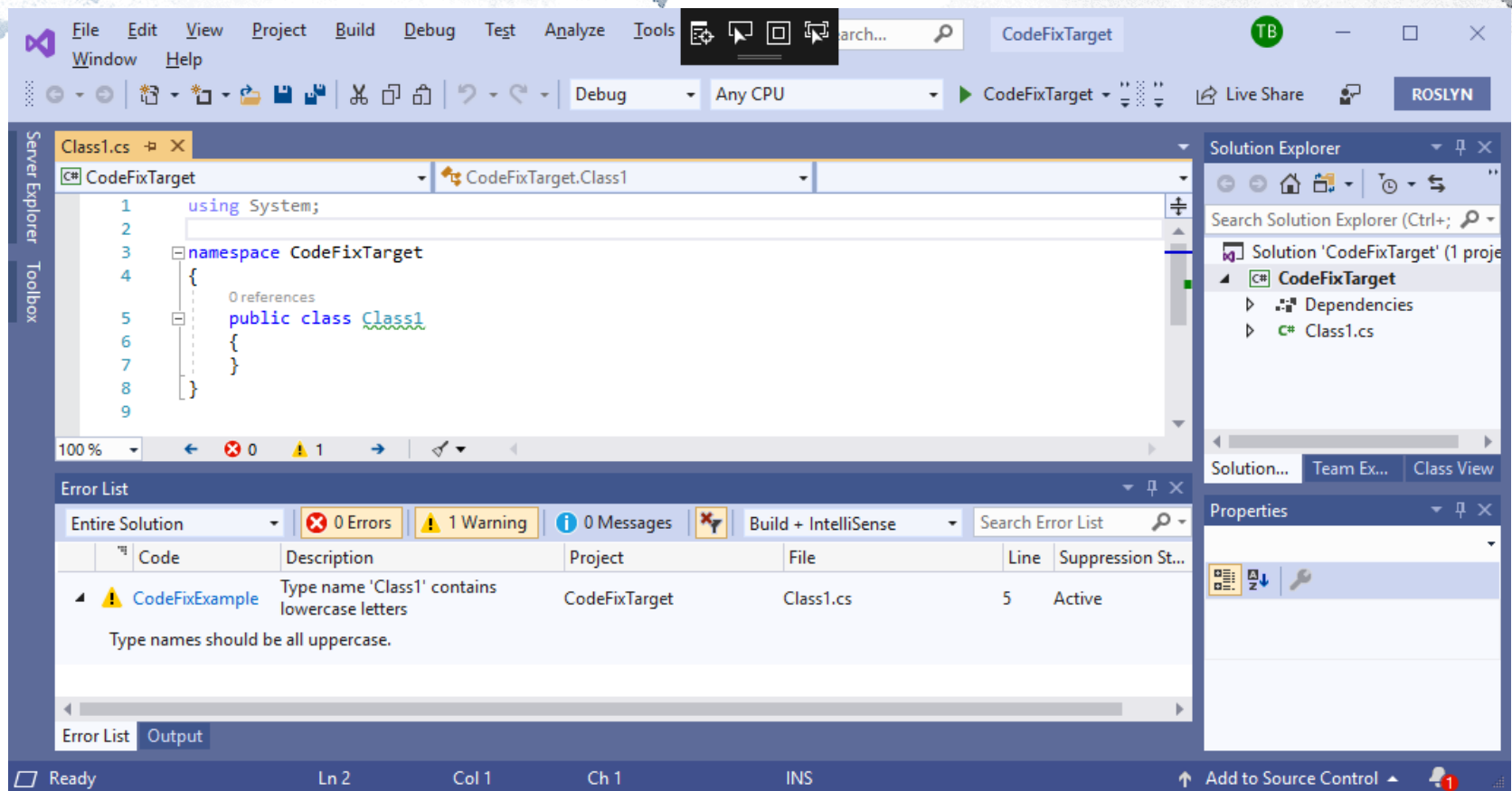


# Code Fixes / Analyzers

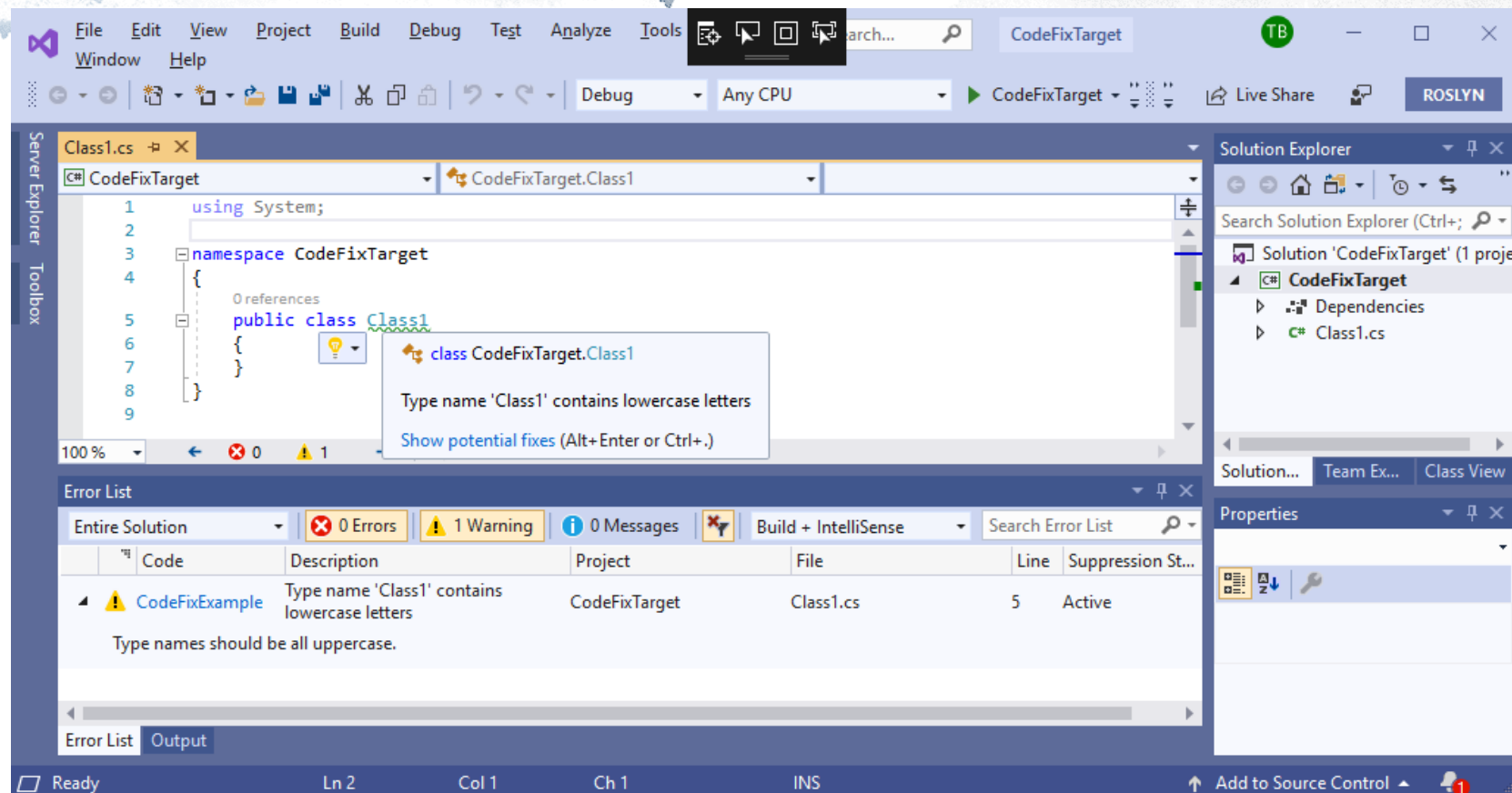




# Code Fixes / Analyzers

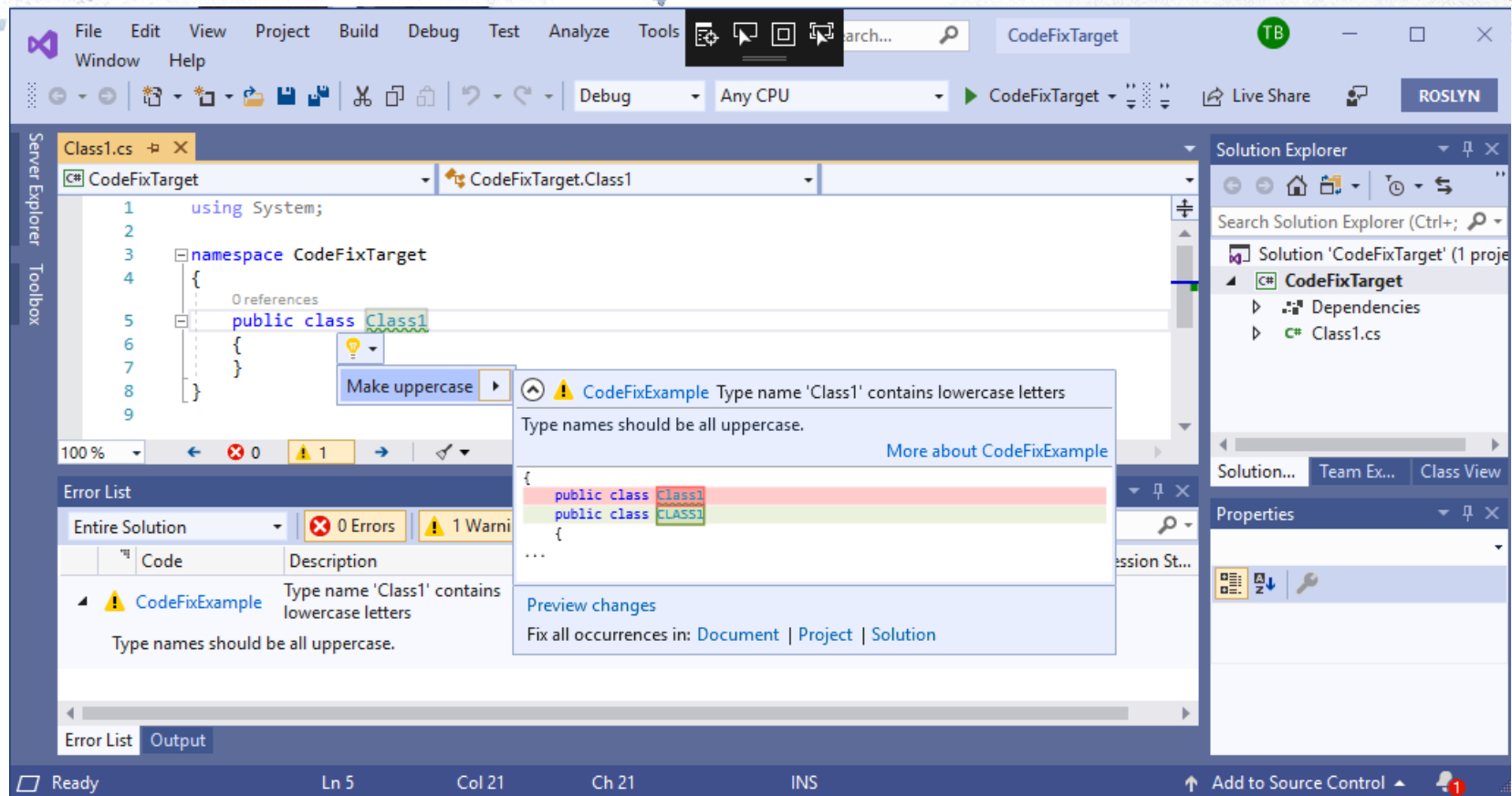


# Code Fixes / Analyzers

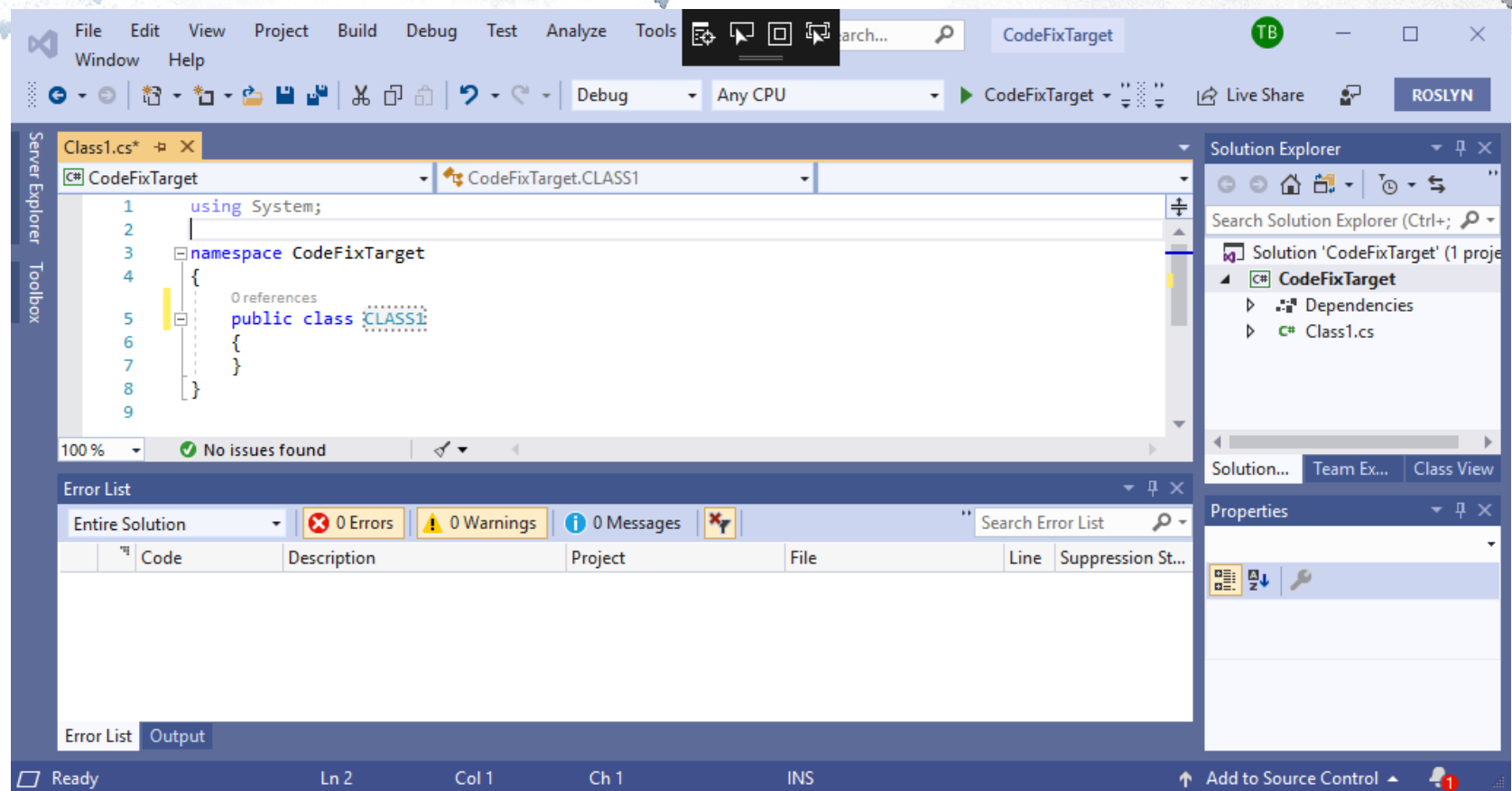




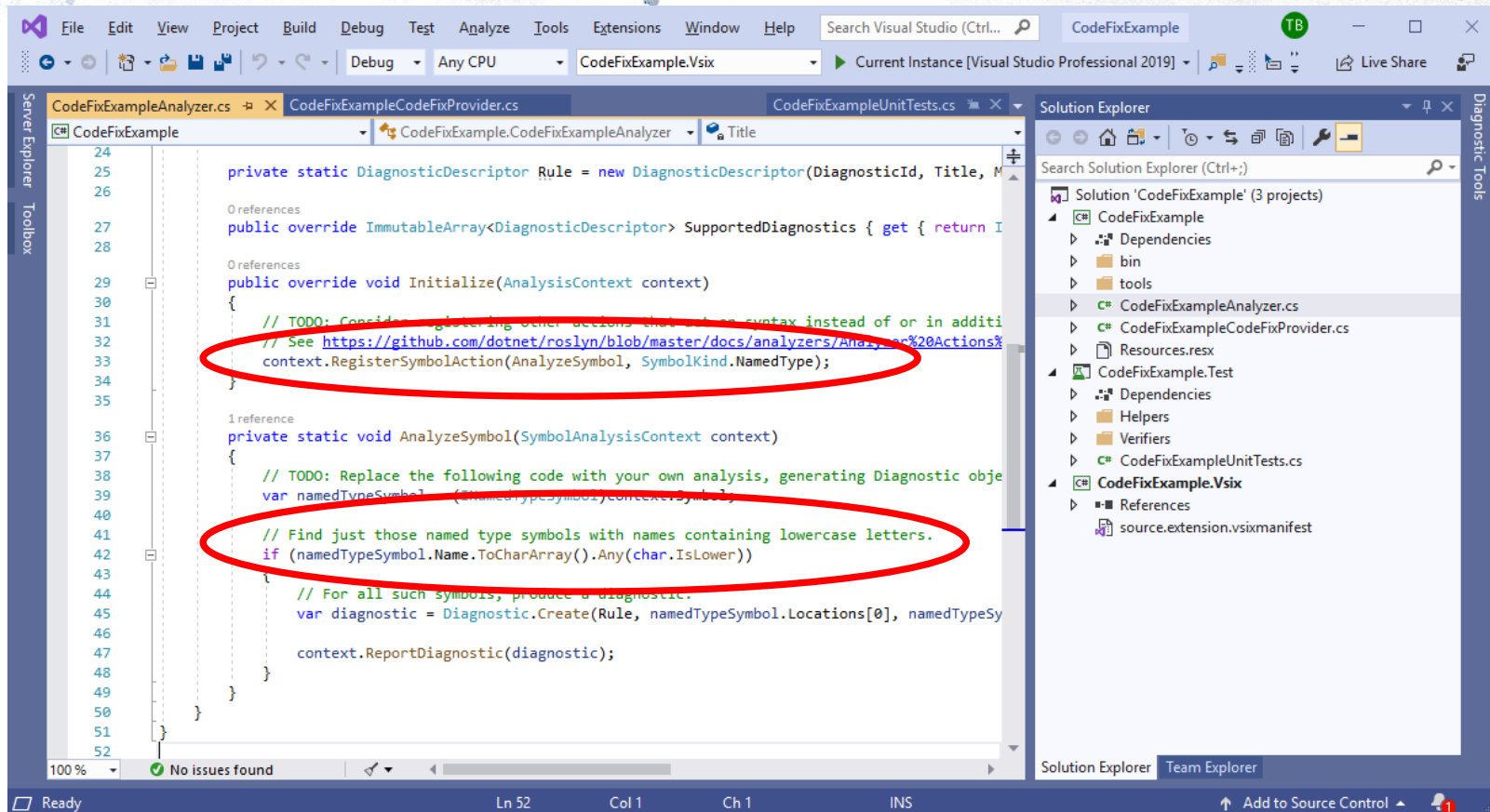
# Code Fixes / Analyzers



# Code Fixes / Analyzers



# Code Fixes / Analyzers



# Syntax Visualizer

The screenshot displays the Visual Studio IDE with the Syntax Visualizer tool open. The tool is showing the syntax tree for a C# code snippet in a file named `Class1.cs`. The code snippet is as follows:

```
1 using System;
2
3 namespace CodeFixTarget
4 {
5     // 0 references
6     public class CLASS1
7     {
8         int answer = 40 + 2;
9     }
10
```

The Syntax Visualizer tool shows the following syntax tree structure:

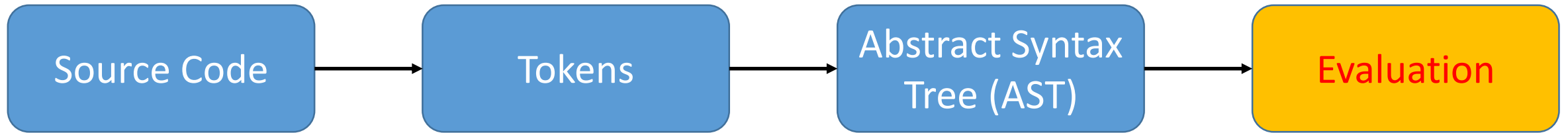
- CompilationUnit [0..117]
  - UsingDirective [0..13]
    - NamespaceDeclaration [17..115]
      - NamespaceKeyword [17..26]
      - IdentifierName [27..40]
      - OpenBraceToken [42..43]
      - ClassDeclaration [49..112]
        - PublicKeyword [49..55]
        - ClassKeyword [56..61]
        - Trail: WhitespaceTrivia [61..62]
        - IdentifierToken [62..68]
        - Trail: EndOfLineTrivia [68..70]
        - OpenBraceToken [74..75]
        - FieldDeclaration [85..105]
          - VariableDeclaration [85..104]
            - PredefinedType [85..88]
              - IntKeyword [85..88]
              - Lead: WhitespaceTrivia [77..85]
              - Trail: WhitespaceTrivia [88..89]
            - VariableDeclarator [89..104]
              - IdentifierToken [89..95]
              - Trail: WhitespaceTrivia [95..96]
            - EqualsValueClause [96..104]
              - EqualsToken [96..97]
              - Trail: WhitespaceTrivia [97..98]
            - AddExpression [98..104]
              - NumericLiteralExpression [98..100]
                - NumericLiteralToken [98..100]
                - Trail: WhitespaceTrivia [100..101]

The Properties window shows the following details for the selected `IdentifierToken`:

Type	SyntaxToken
Kind	IdentifierToken
Span	[62..68]
SpanStart	62
SyntaxTree	using System; namespace CodeFixTarget
Text	CLASS1
TrailingTrivia	
Value	CLASS1
ValueText	CLASS1

The bottom status bar indicates "100 %", "No issues found", and the Syntax Visualizer tool is active.

# Interpreter

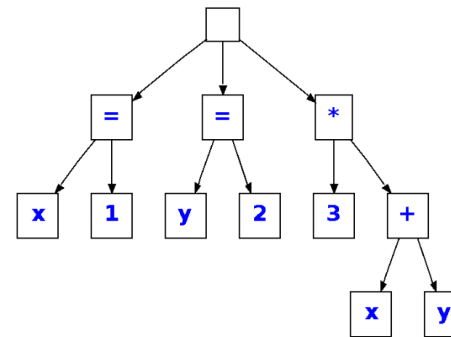


Lexical Analysis



Parsing

WRITING AN  
INTERPRETER  
IN GO



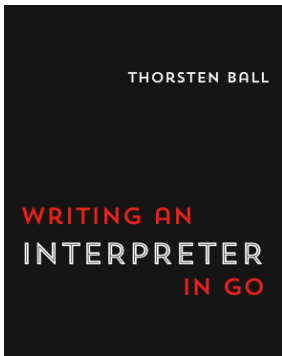


# Lexical Analysis

- Chop up text into pieces which are more meaningful to the parser
- These pieces are called **tokens**



# Lexing



```
let answer = 40 + 2;
```



# Lexing

```
|let answer = 40 + 2;
```

# Lexing

```
let answer = 40 + 2;
```

# Lexing

LET

let answer = 40 + 2;

# Lexing

LET

let|answer = 40 + 2;

# Lexing

LET

let answer = 40 + 2;



# Lexing

LET

IDENTIFIER("answer")

let answer = 40 + 2;

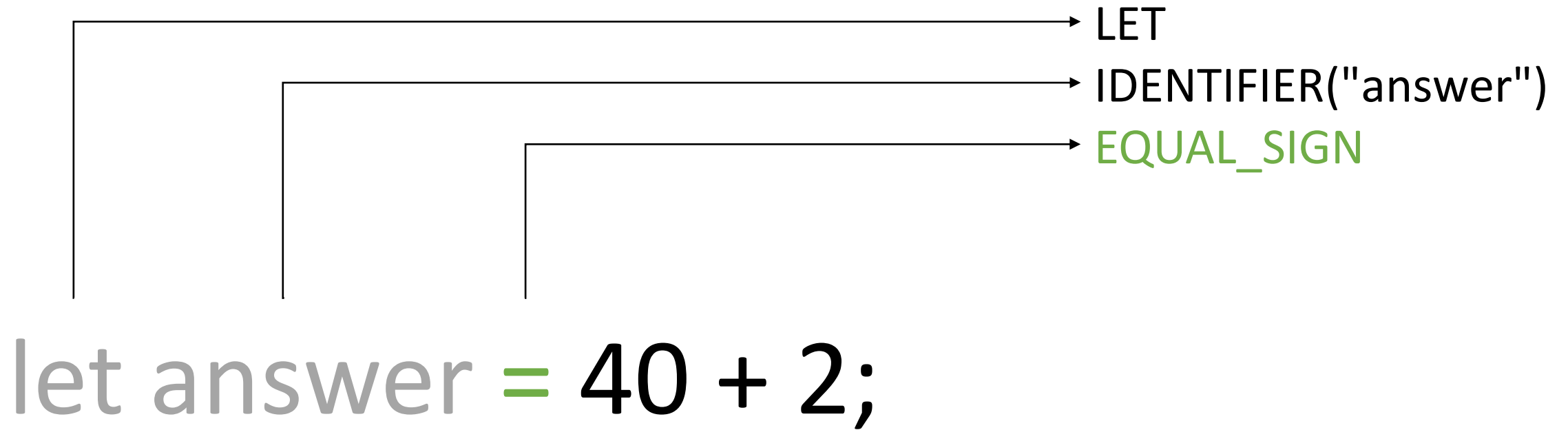
# Lexing

let answer = 40 + 2;

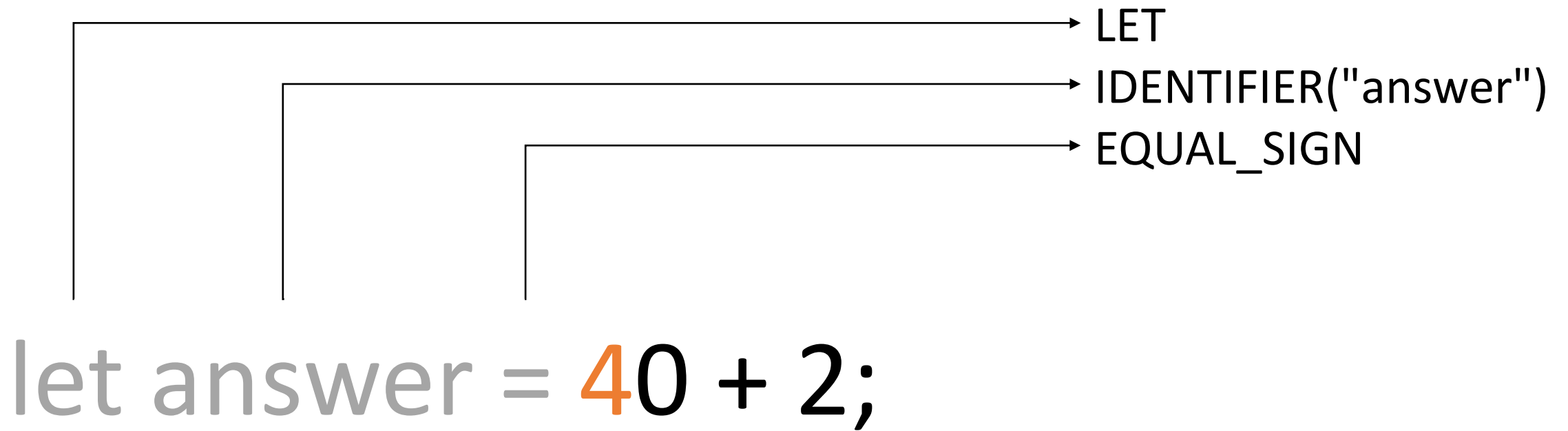
LET

IDENTIFIER("answer")

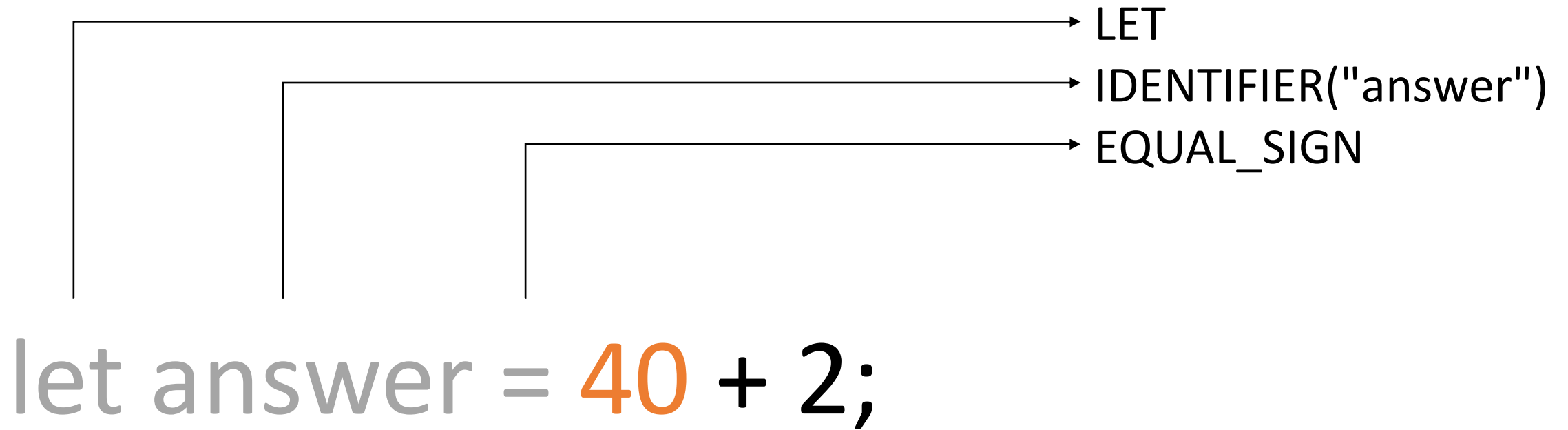
# Lexing



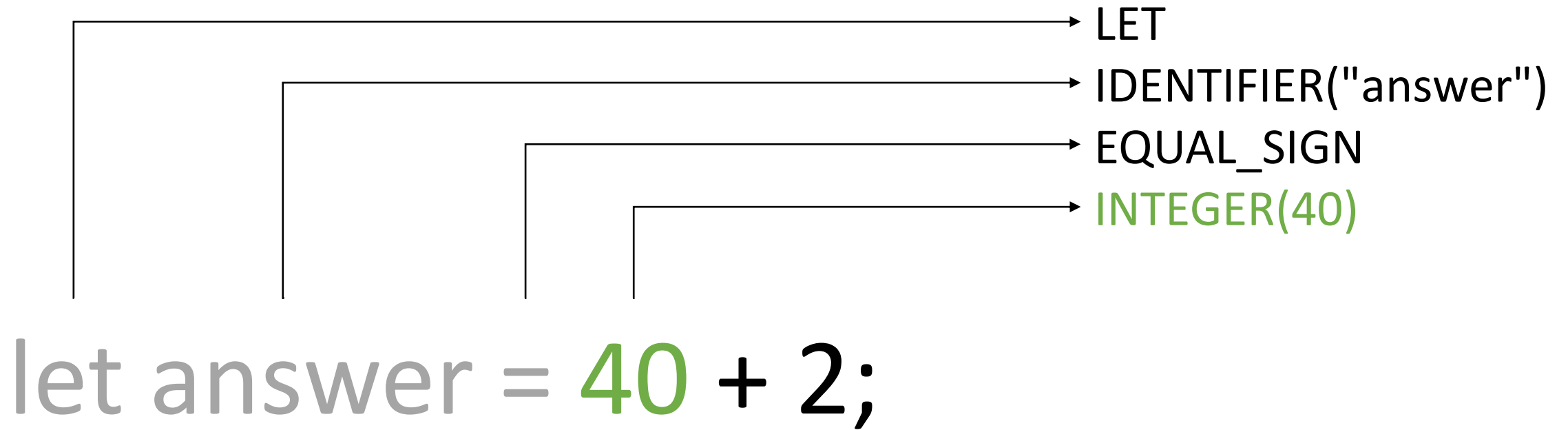
# Lexing



# Lexing

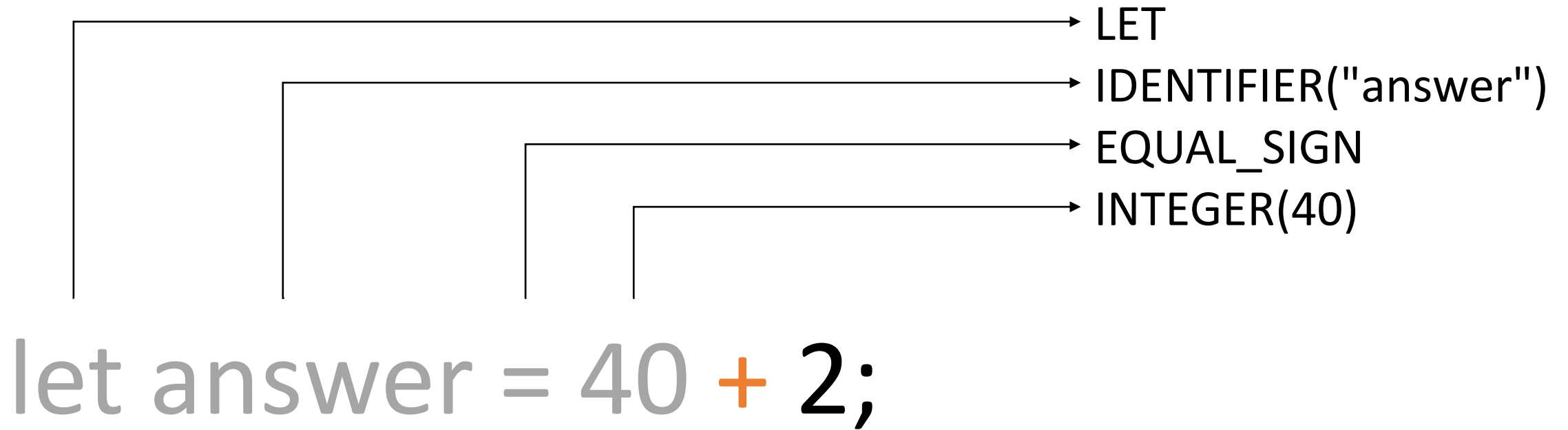


# Lexing

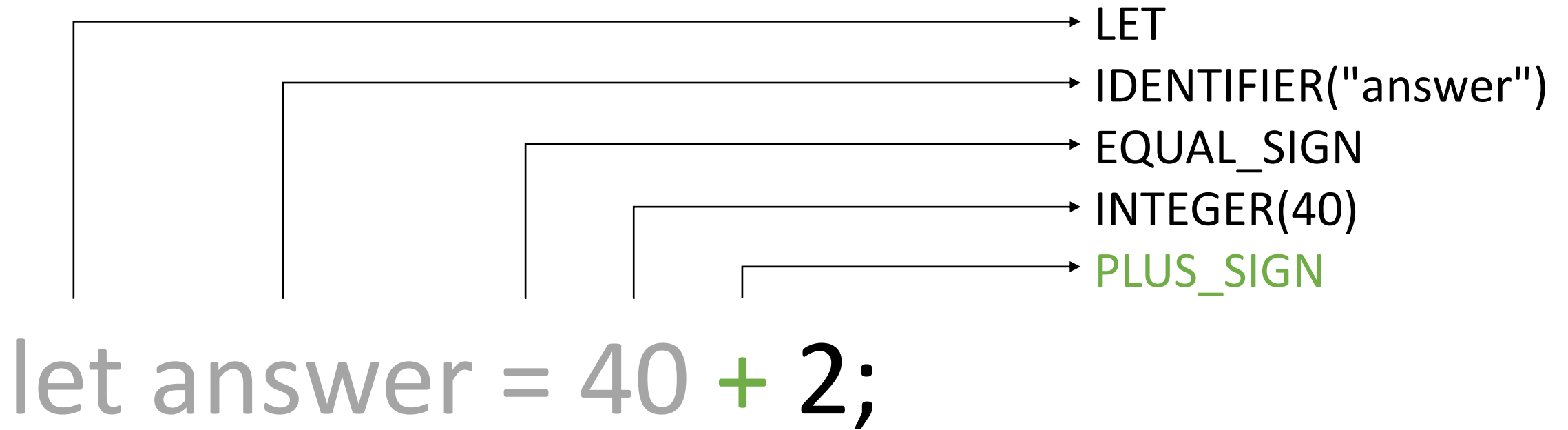




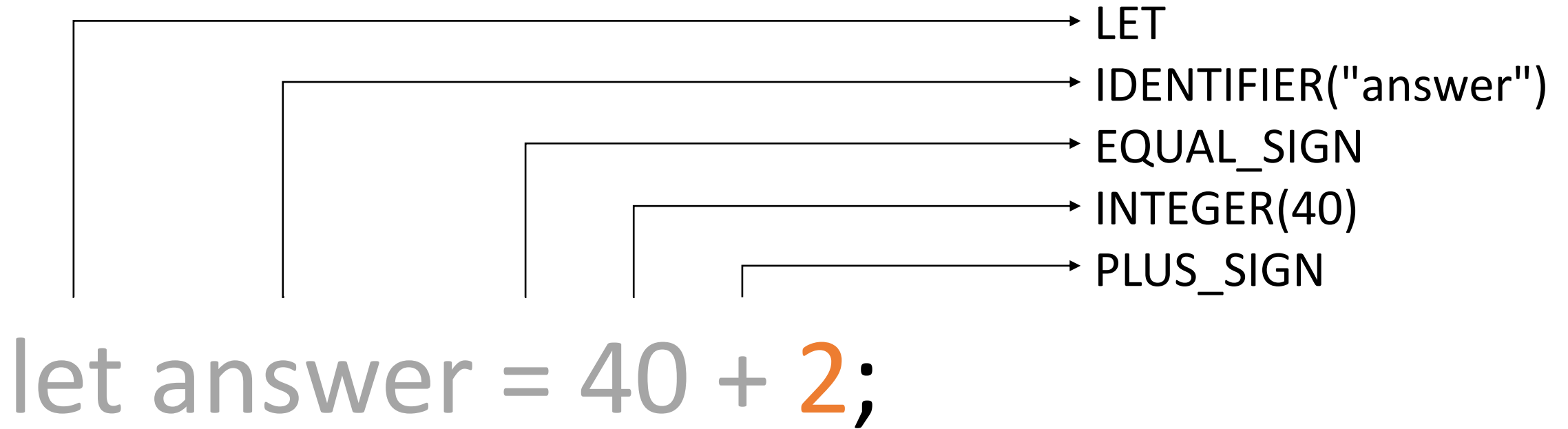
# Lexing



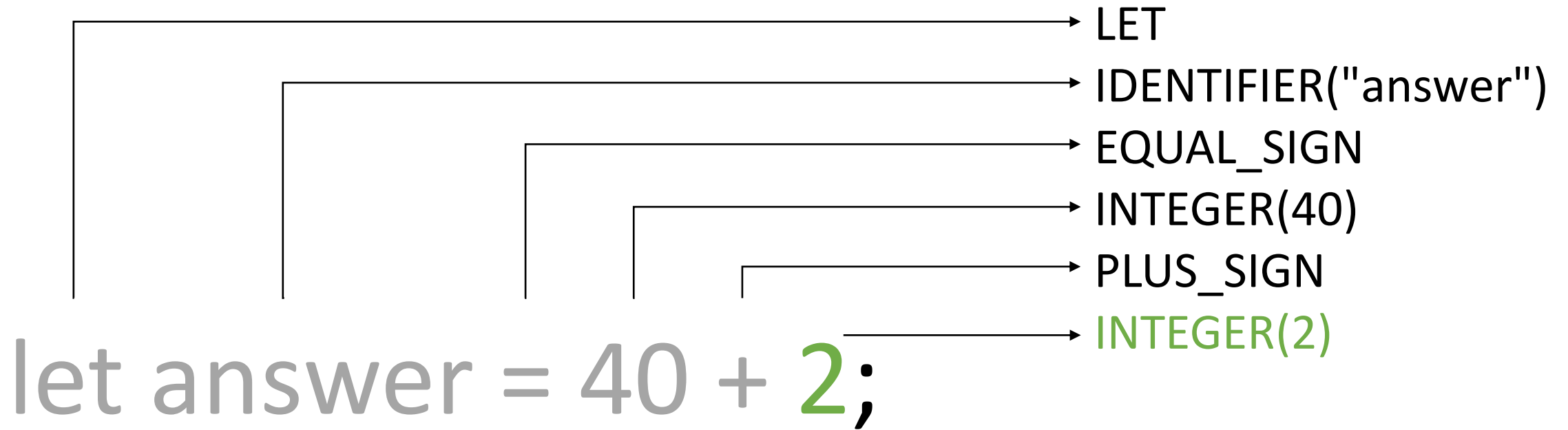
# Lexing



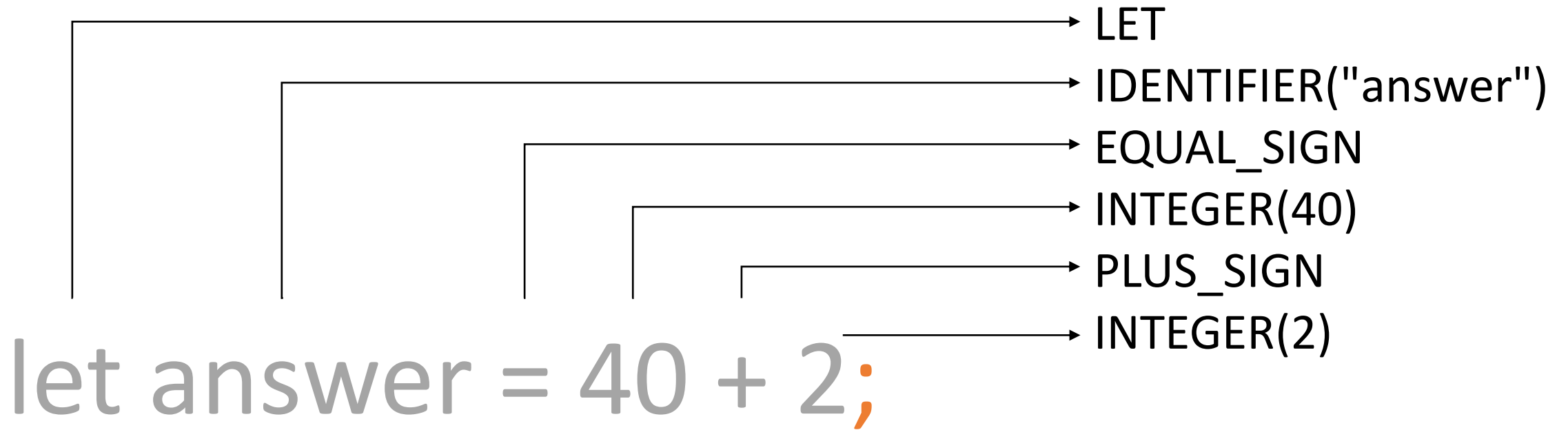
# Lexing



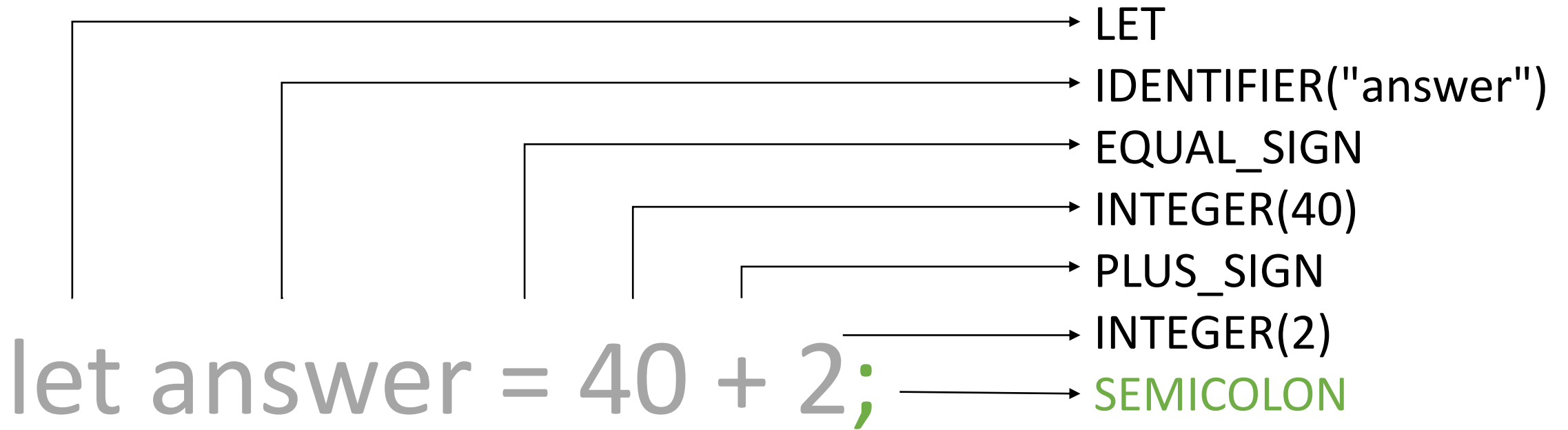
# Lexing



# Lexing

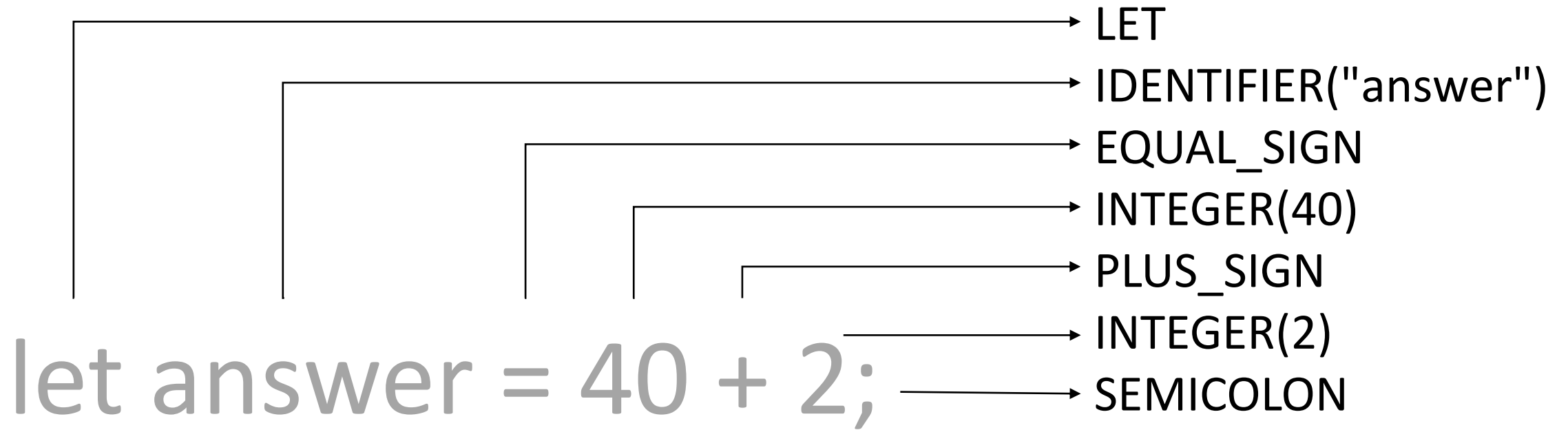


# Lexing

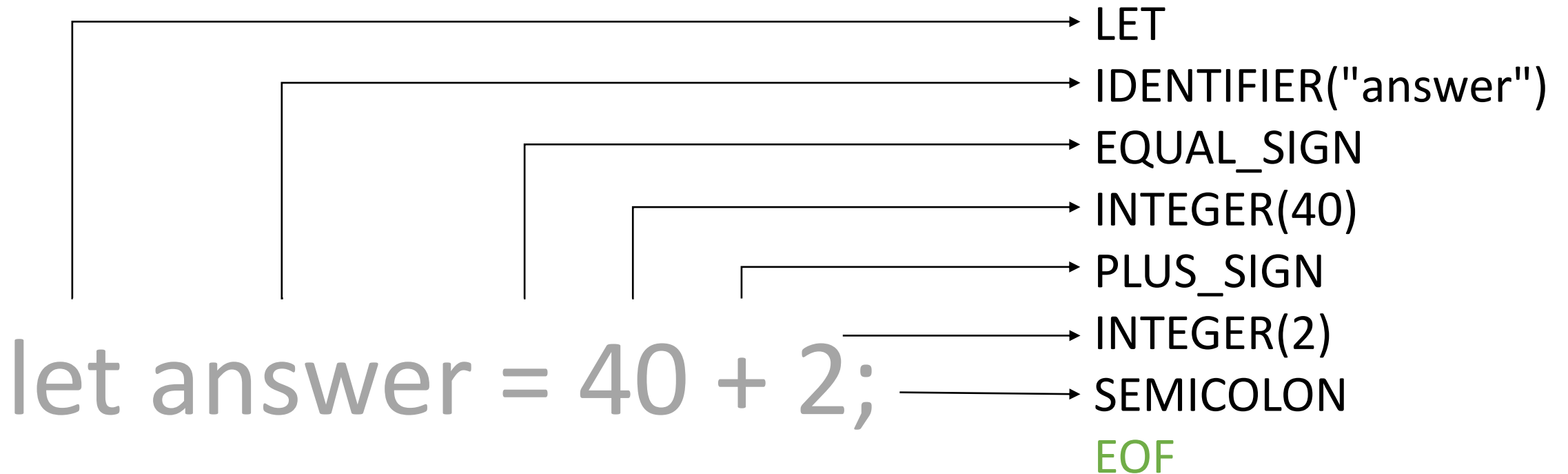




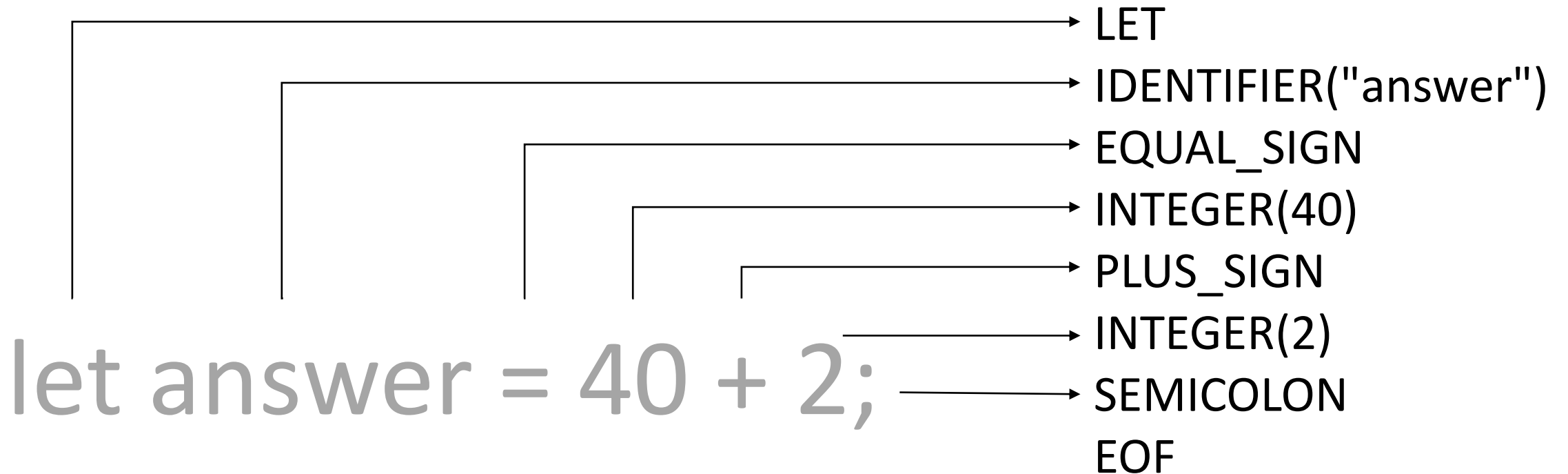
# Lexing



# Lexing



# Lexing





# Parsing

Parser takes input data and builds a data structure giving a structural representation of the input, checking for correct syntax in the process.

*Wikipedia*

# Parsing

```
let answer = 40 + 2;
```

# Parsing

let answer = 40 + 2;

LET

IDENTIFIER("answer")

EQUAL\_SIGN

INTEGER(40)

PLUS\_SIGN

INTEGER(2)

SEMICOLON

EOF

# Parsing

let answer = 40 + 2;

LET

IDENTIFIER("answer")

EQUAL\_SIGN

INTEGER(40)

PLUS\_SIGN

INTEGER(2)

SEMICOLON

EOF

Program

Statements[]



# Parsing

let answer = 40 + 2;

LET  
IDENTIFIER("answer")  
EQUAL\_SIGN  
INTEGER(40)  
PLUS\_SIGN  
INTEGER(2)  
SEMICOLON  
EOF



# Parsing

let answer = 40 + 2;

LET

IDENTIFIER("answer")

EQUAL\_SIGN

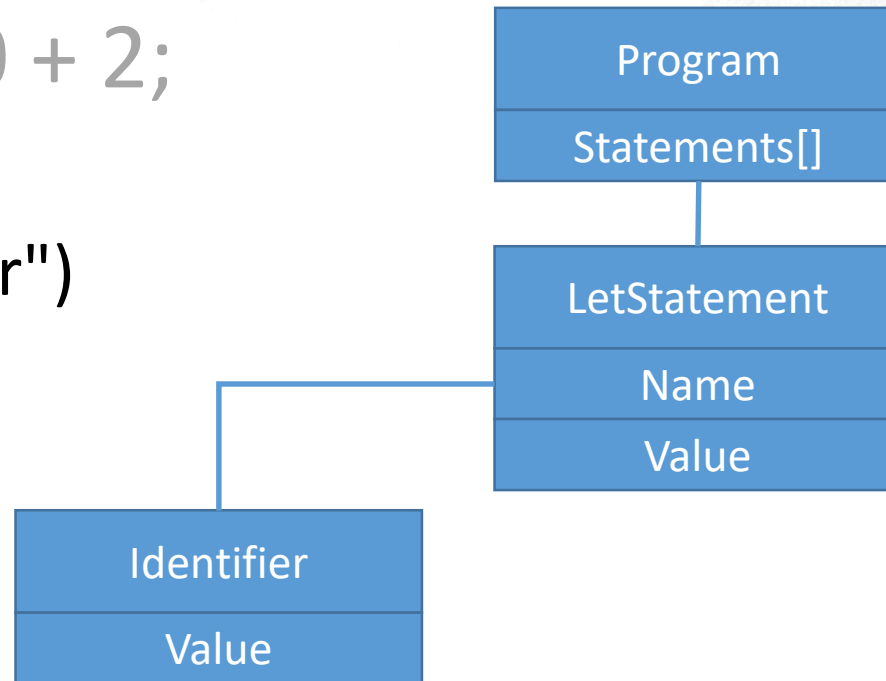
INTEGER(40)

PLUS\_SIGN

INTEGER(2)

SEMICOLON

EOF



# Parsing

let answer = 40 + 2;

LET

IDENTIFIER("answer")

EQUAL\_SIGN

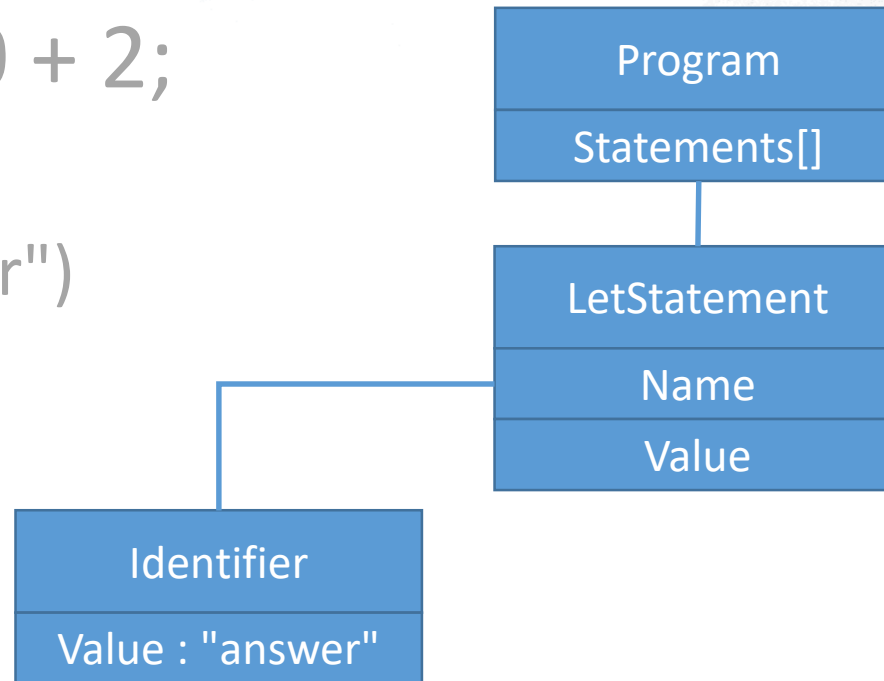
INTEGER(40)

PLUS\_SIGN

INTEGER(2)

SEMICOLON

EOF



# Parsing

let answer = 40 + 2;

LET

IDENTIFIER("answer")

EQUAL\_SIGN

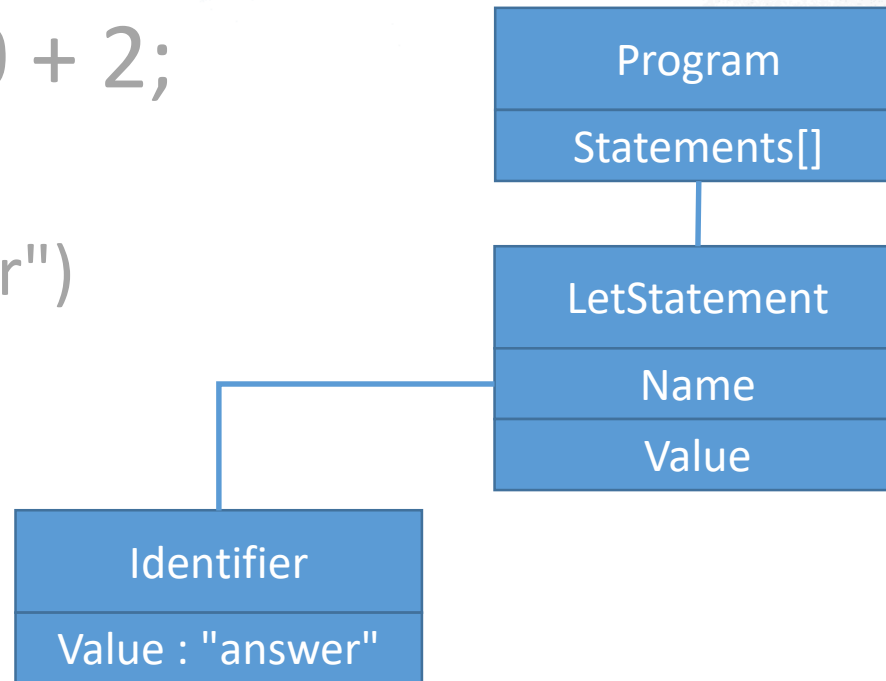
INTEGER(40)

PLUS\_SIGN

INTEGER(2)

SEMICOLON

EOF



# Parsing

let answer = 40 + 2;

LET

IDENTIFIER("answer")

EQUAL\_SIGN

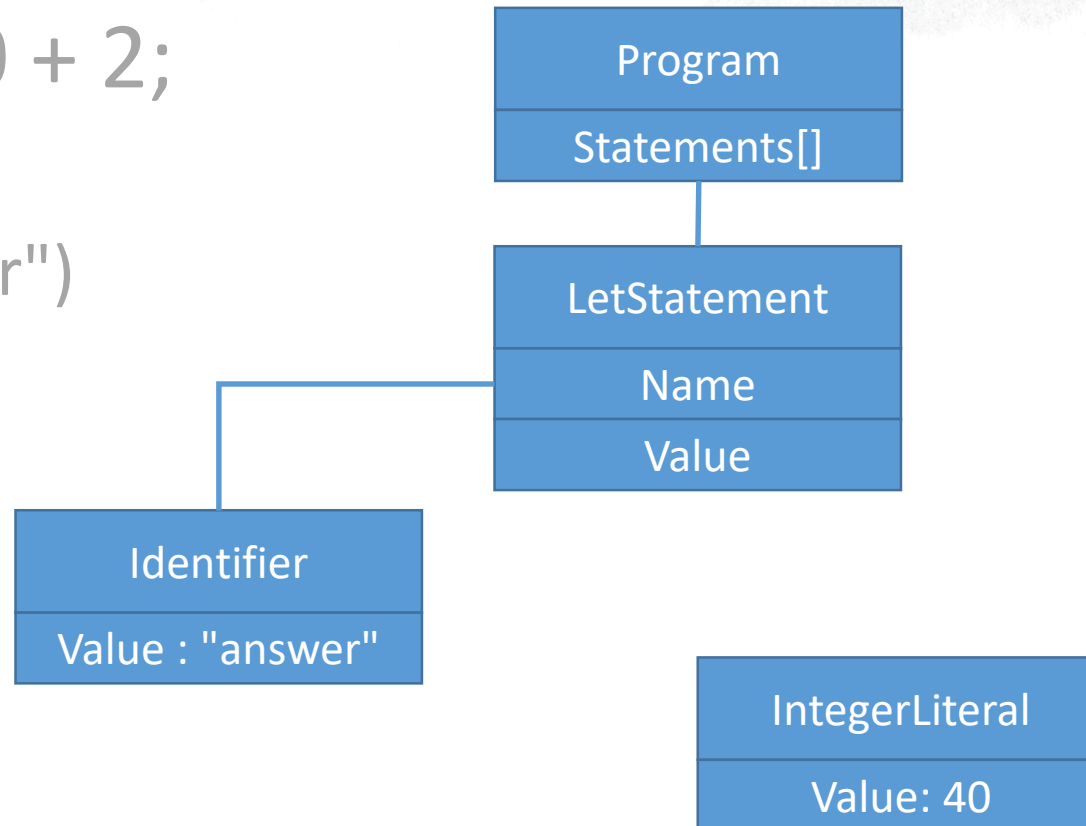
INTEGER(40)

PLUS\_SIGN

INTEGER(2)

SEMICOLON

EOF



# Parsing

let answer = 40 + 2;

LET

IDENTIFIER("answer")

EQUAL\_SIGN

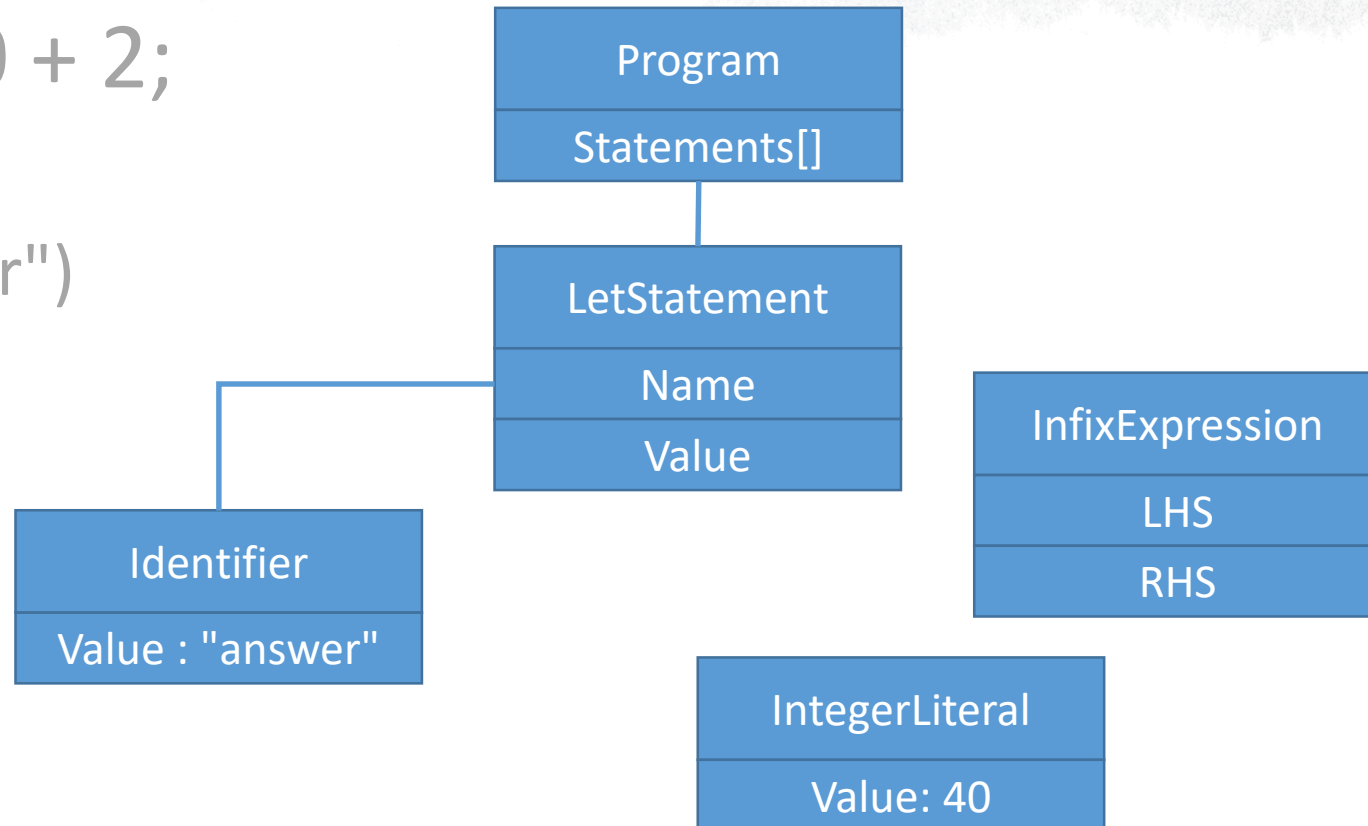
INTEGER(40)

PLUS\_SIGN

INTEGER(2)

SEMICOLON

EOF



# Parsing

let answer = 40 + 2;

LET

IDENTIFIER("answer")

EQUAL\_SIGN

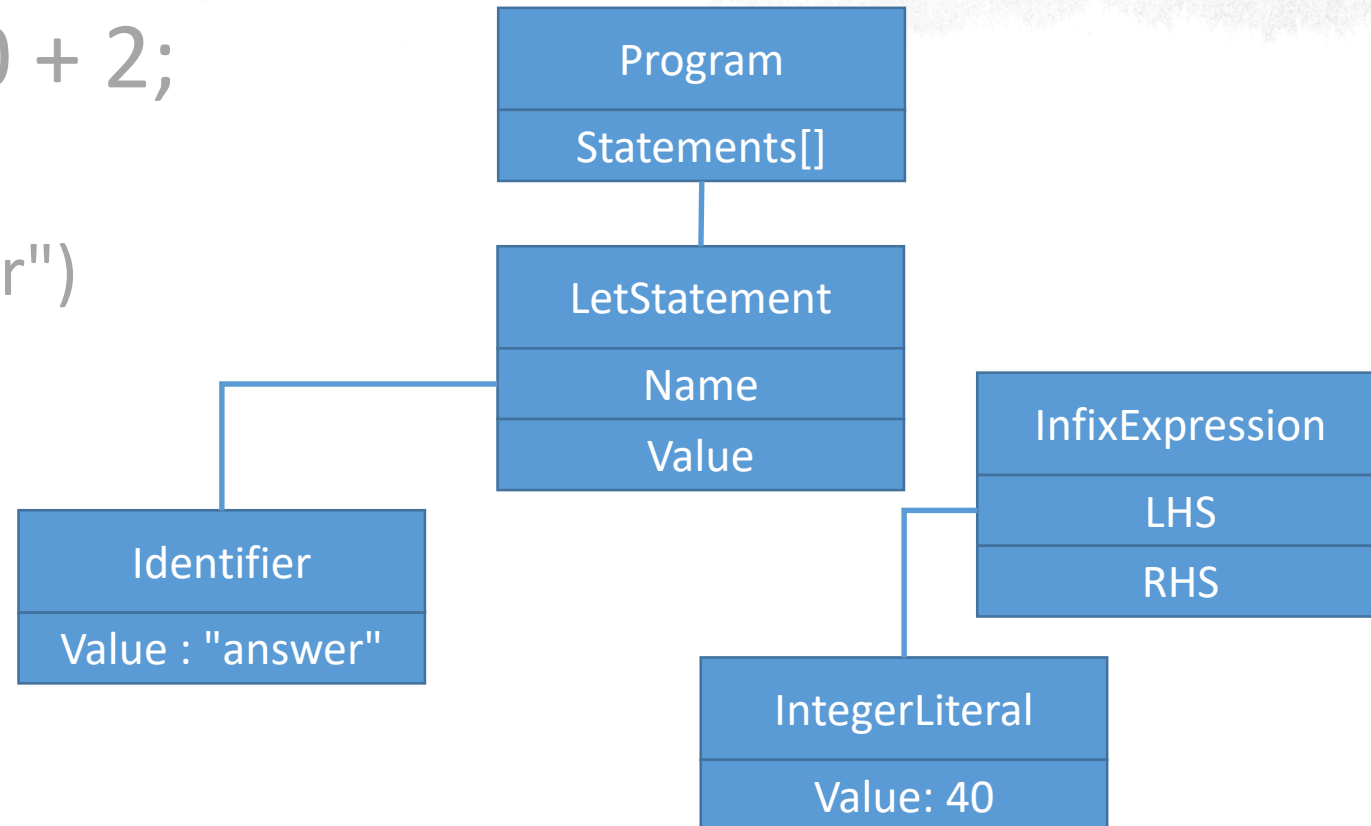
INTEGER(40)

PLUS\_SIGN

INTEGER(2)

SEMICOLON

EOF





# Parsing

let answer = 40 + 2;

LET

IDENTIFIER("answer")

EQUAL\_SIGN

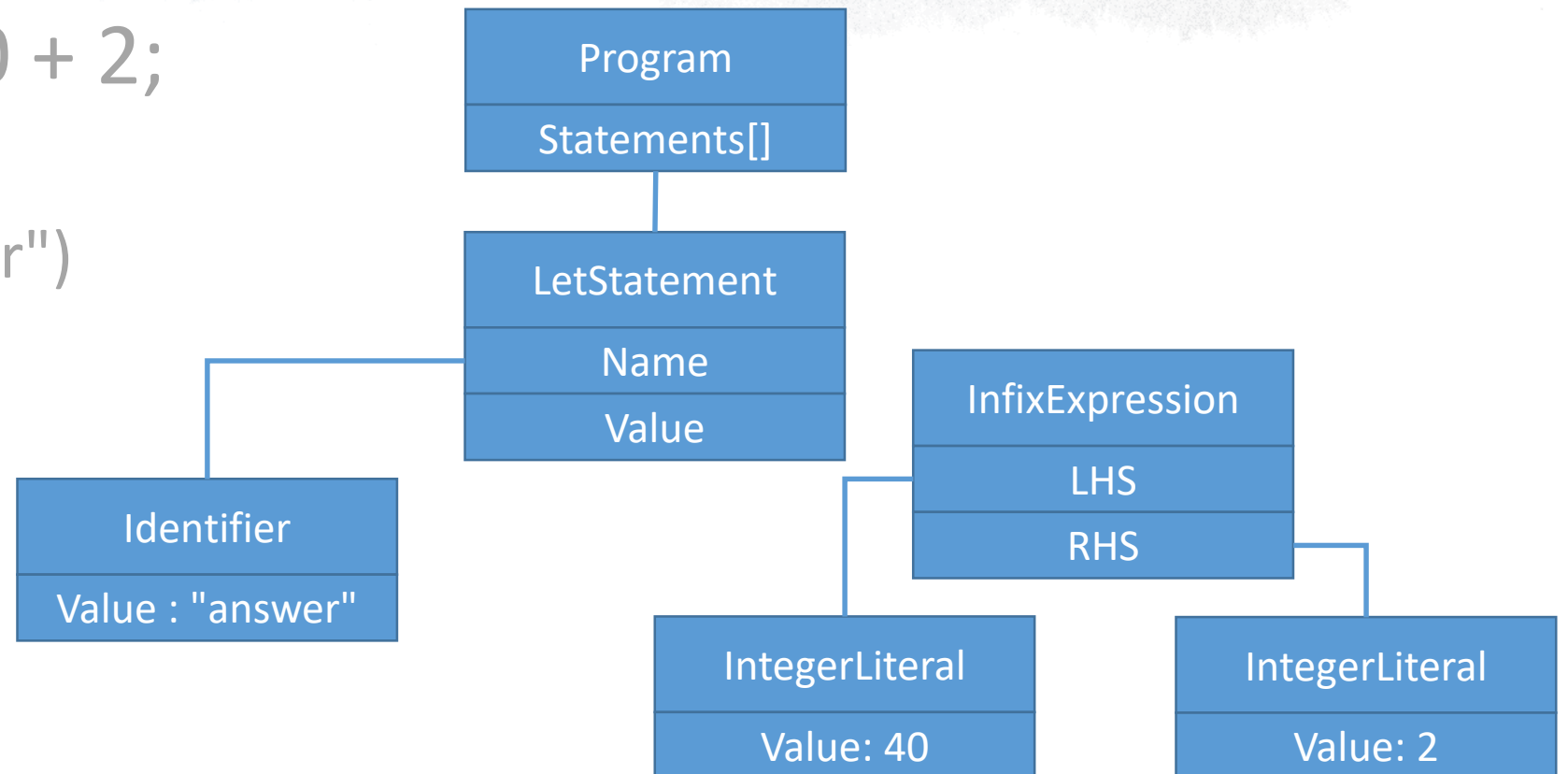
INTEGER(40)

PLUS\_SIGN

INTEGER(2)

SEMICOLON

EOF



# Parsing

let answer = 40 + 2;

LET

IDENTIFIER("answer")

EQUAL\_SIGN

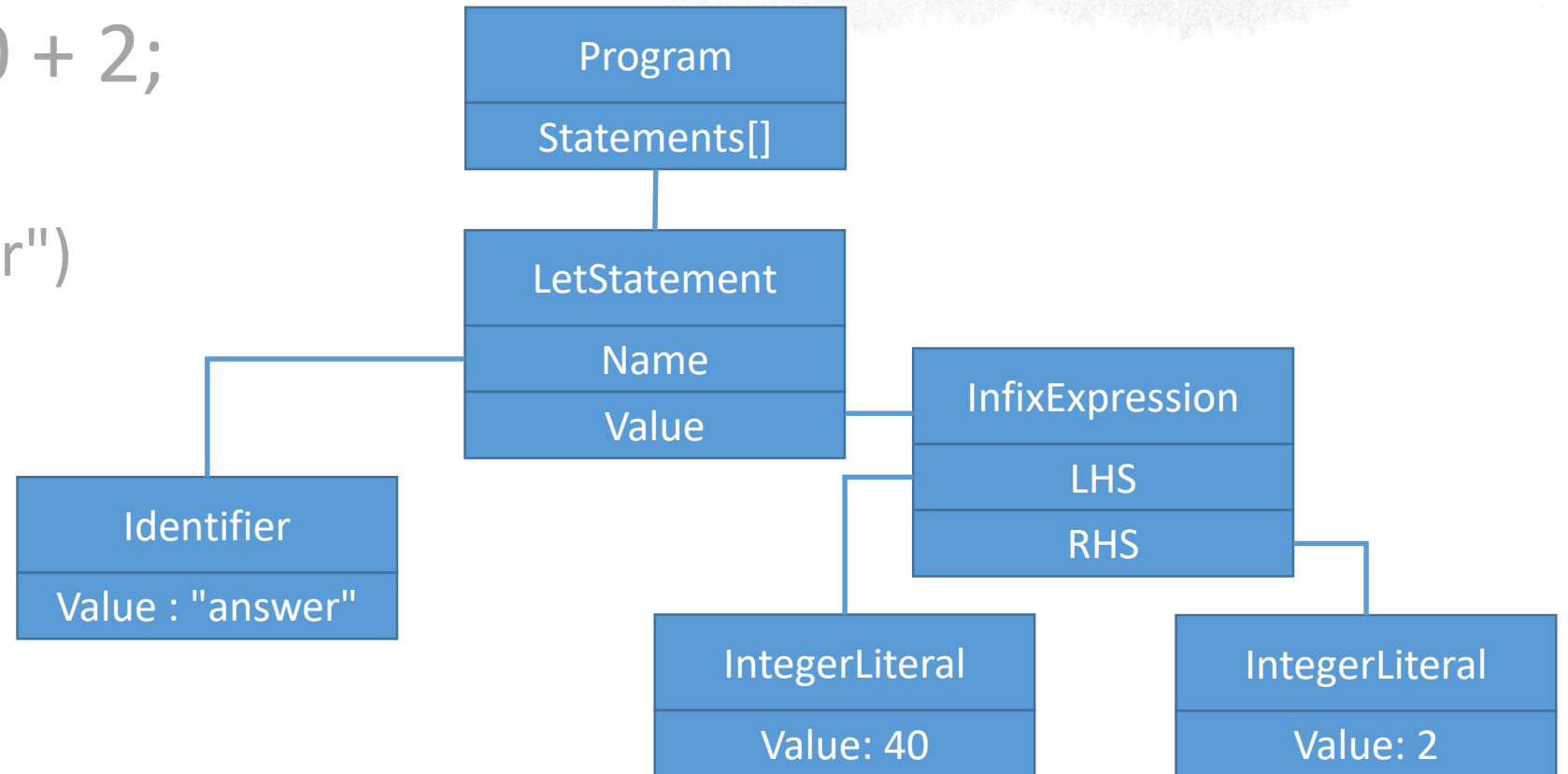
INTEGER(40)

PLUS\_SIGN

INTEGER(2)

SEMICOLON

EOF



# Parsing

let answer = 40 + 2;

LET

IDENTIFIER("answer")

EQUAL\_SIGN

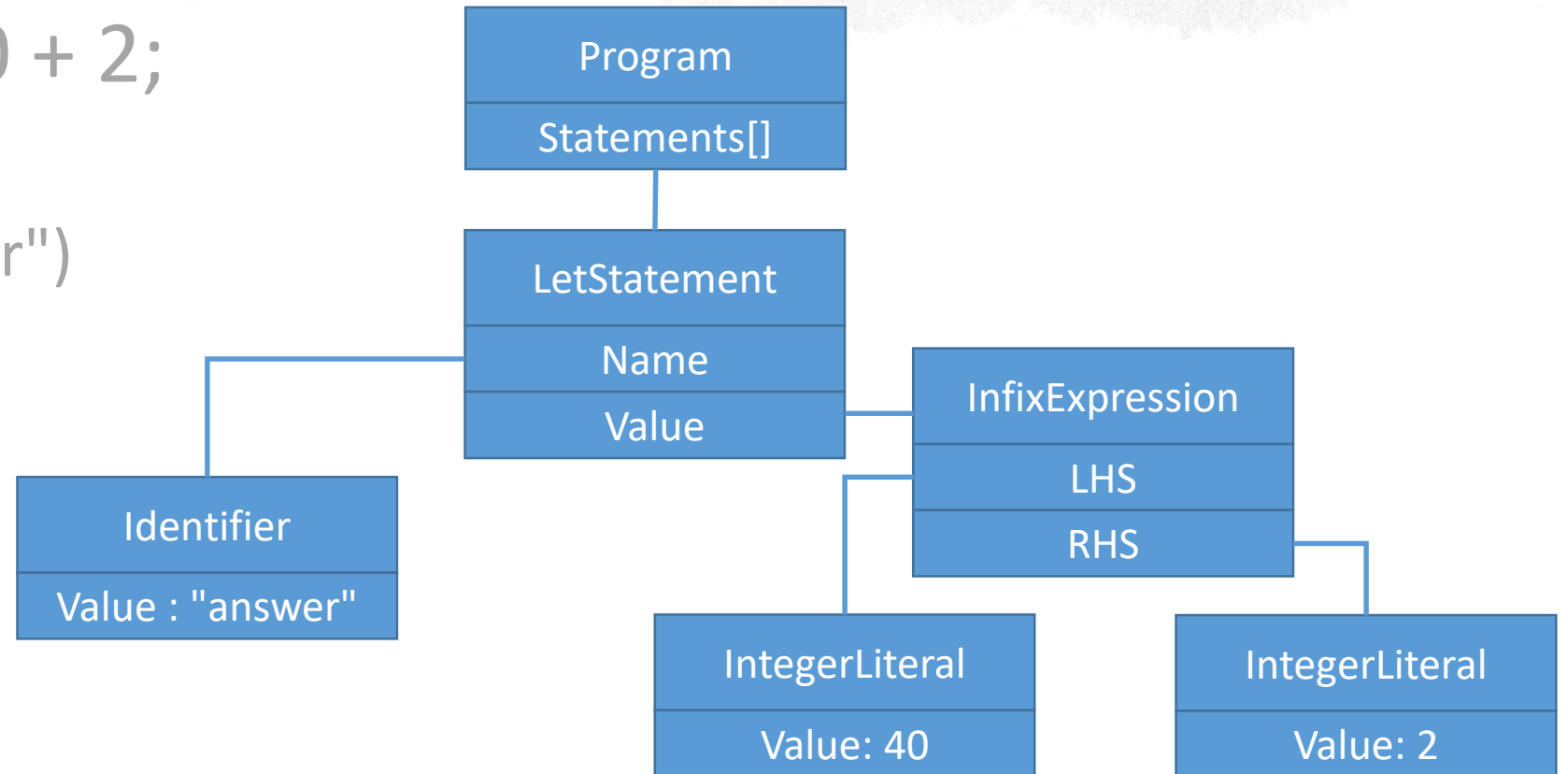
INTEGER(40)

PLUS\_SIGN

INTEGER(2)

SEMICOLON

EOF



# Parsing

let answer = 40 + 2;

LET

IDENTIFIER("answer")

EQUAL\_SIGN

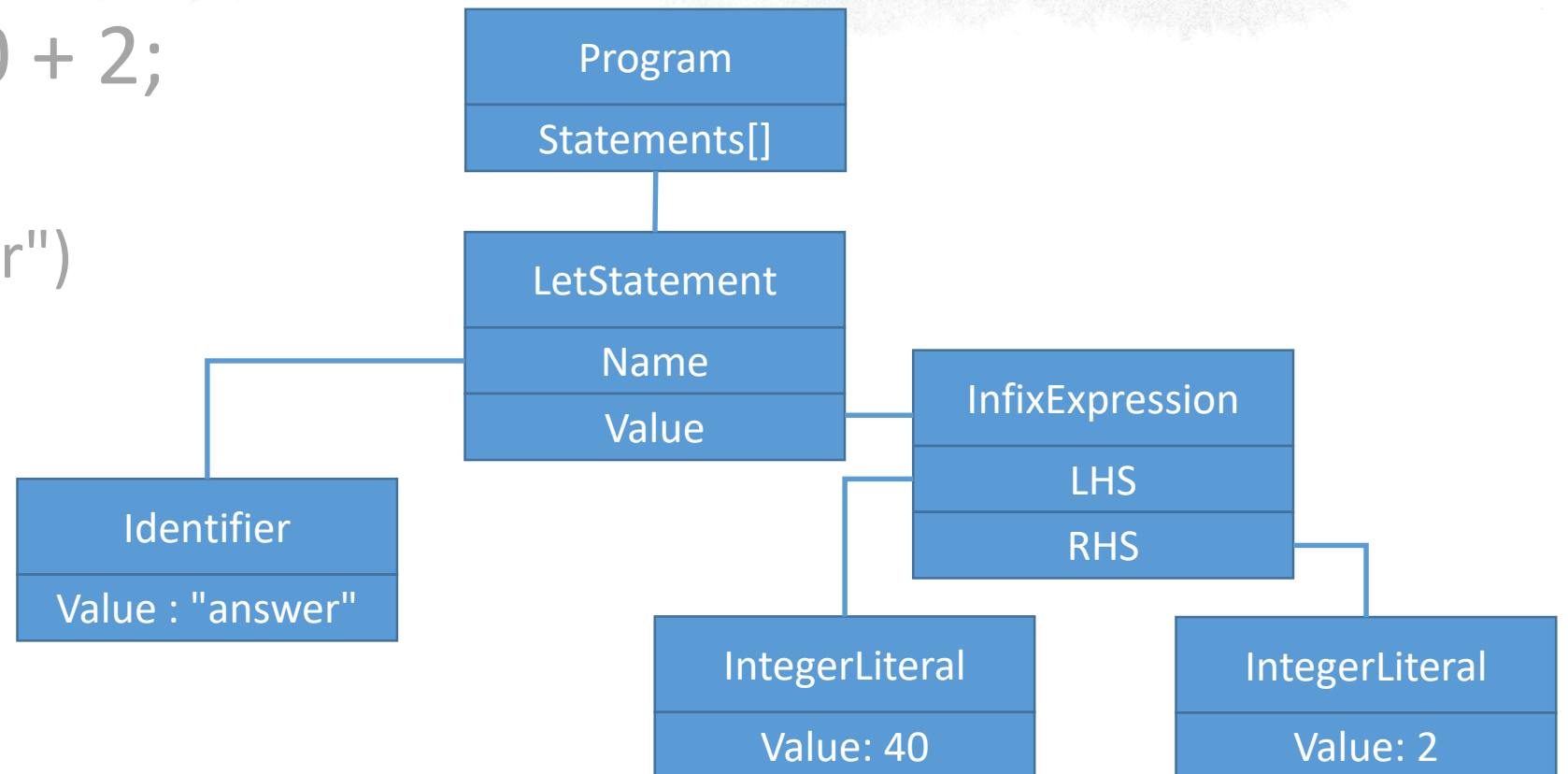
INTEGER(40)

PLUS\_SIGN

INTEGER(2)

SEMICOLON

EOF





Roslyn

# Syntax Visualizer

let answer = 40 + 2;

LET

IDENTIFIER("answer")

EQUAL\_SIGN

INTEGER(40)

PLUS\_SIGN

INTEGER(2)

SEMICOLON

EOF

# Syntax Visualizer

```
int answer = 40 + 2;
```

INT

IDENTIFIER("answer")

EQUAL\_SIGN

INTEGER(40)

PLUS\_SIGN

INTEGER(2)

SEMICOLON

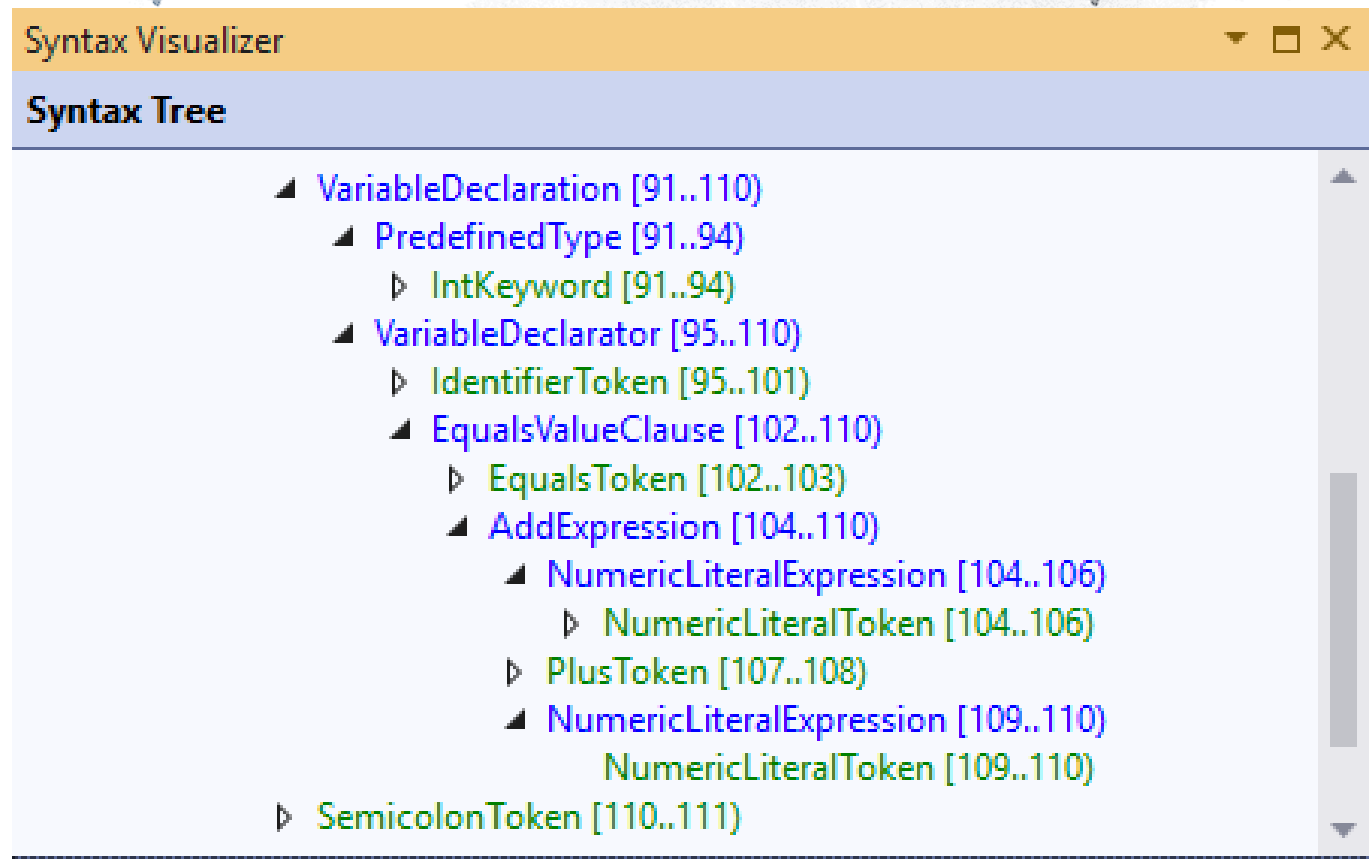
EOF



# Visual Studio

```
int answer = 40 + 2;
```

```
INT  
IDENTIFIER("answer")  
EQUAL_SIGN  
INTEGER(40)  
PLUS_SIGN  
INTEGER(2)  
SEMICOLON  
EOF
```



# Visual Studio

```
int answer = 40 + 2;
```

INT

IDENTIFIER("answer")

EQUAL\_SIGN

INTEGER(40)

PLUS\_SIGN

INTEGER(2)

SEMICOLON

EOF

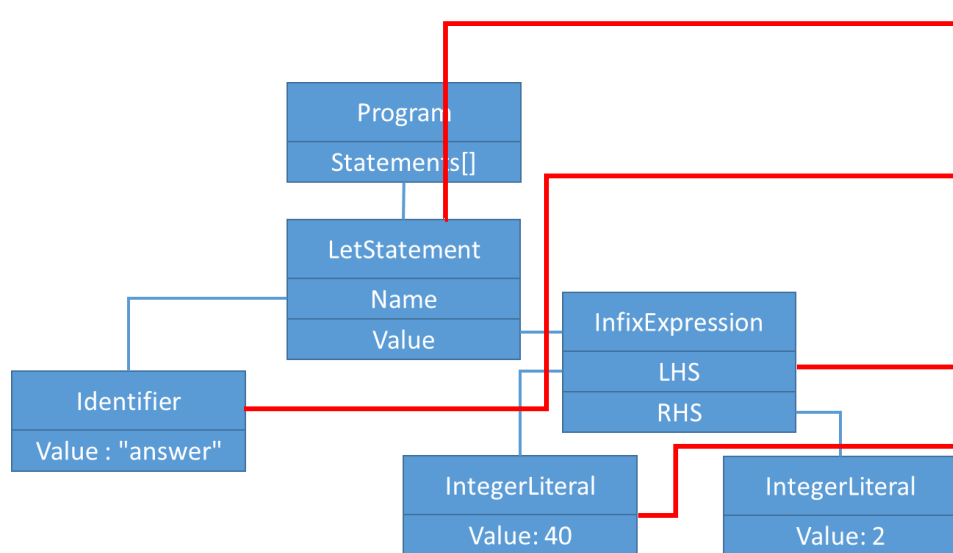
Syntax Visualizer

Syntax Tree

- VariableDeclaration [91..110]
  - PredefinedType [91..94]
    - IntKeyword [91..94]
  - VariableDeclarator [95..110]
    - IdentifierToken [95..101]
    - EqualsValueClause [102..110]
      - EqualsToken [102..103]
      - AddExpression [104..110]
        - NumericLiteralExpression [104..106]
          - NumericLiteralToken [104..106]
        - PlusToken [107..108]
        - NumericLiteralExpression [109..110]
          - NumericLiteralToken [109..110]
    - SemicolonToken [110..111]

# Visual Studio

```
int answer = 40 + 2;
```



Syntax Visualizer

Syntax Tree

- VariableDeclaration [91..110)
  - PredefinedType [91..94)
    - IntKeyword [91..94)
  - VariableDeclarator [95..110)
    - IdentifierToken [95..101)
    - EqualsValueClause [102..110)
      - EqualsToken [102..103)
      - AddExpression [104..110)
        - NumericLiteralExpression [104..106)
          - NumericLiteralToken [104..106)
        - PlusToken [107..108)
        - NumericLiteralExpression [109..110)
          - NumericLiteralToken [109..110)
  - SemicolonToken [110..111)

# Syntax Visualizer

The screenshot displays the Visual Studio IDE with the Syntax Visualizer extension open. The main editor shows a C# file named `Class1.cs` with the following code:

```
1 using System;
2
3 namespace CodeFixTarget
4 {
5     // 0 references
6     public class CLASS1
7     {
8         int answer = 40 + 2;
9     }
10
```

The Syntax Visualizer pane on the right shows the corresponding Syntax Tree:

- CompilationUnit [0..117]
  - UsingDirective [0..13]
    - NamespaceDeclaration [17..115]
      - NamespaceKeyword [17..26]
      - IdentifierName [27..40]
      - OpenBraceToken [42..43]
      - ClassDeclaration [49..112]
        - PublicKeyword [49..55]
        - ClassKeyword [56..61]
        - Trail: WhitespaceTrivia [61..62]
        - IdentifierToken [62..68]
        - Trail: EndOfLineTrivia [68..70]
        - OpenBraceToken [74..75]
        - FieldDeclaration [85..105]
          - VariableDeclaration [85..104]
            - PredefinedType [85..88]
              - IntKeyword [85..88]
              - Lead: WhitespaceTrivia [77..85]
              - Trail: WhitespaceTrivia [88..89]
            - VariableDeclarator [89..104]
              - IdentifierToken [89..95]
              - Trail: WhitespaceTrivia [95..96]
            - EqualsValueClause [96..104]
              - EqualsToken [96..97]
              - Trail: WhitespaceTrivia [97..98]
            - AddExpression [98..104]
              - NumericLiteralExpression [98..100]
                - NumericLiteralToken [98..100]
                - Trail: WhitespaceTrivia [100..101]

The Properties pane at the bottom right shows the details for the selected `IdentifierToken`:

Type	SyntaxToken
Kind	IdentifierToken
Span	[62..68]
SpanStart	62
SyntaxTree	using System; namespace CodeFixTarget
Text	CLASS1
TrailingTrivia	
Value	CLASS1
ValueText	CLASS1

The status bar at the bottom indicates "100 %", "No issues found", and the "Syntax Visualizer" tab is active.



# Code Fixes

# Abstract Syntax Tree

let answer = 40 + 2;

LET

IDENTIFIER("answer")

EQUAL\_SIGN

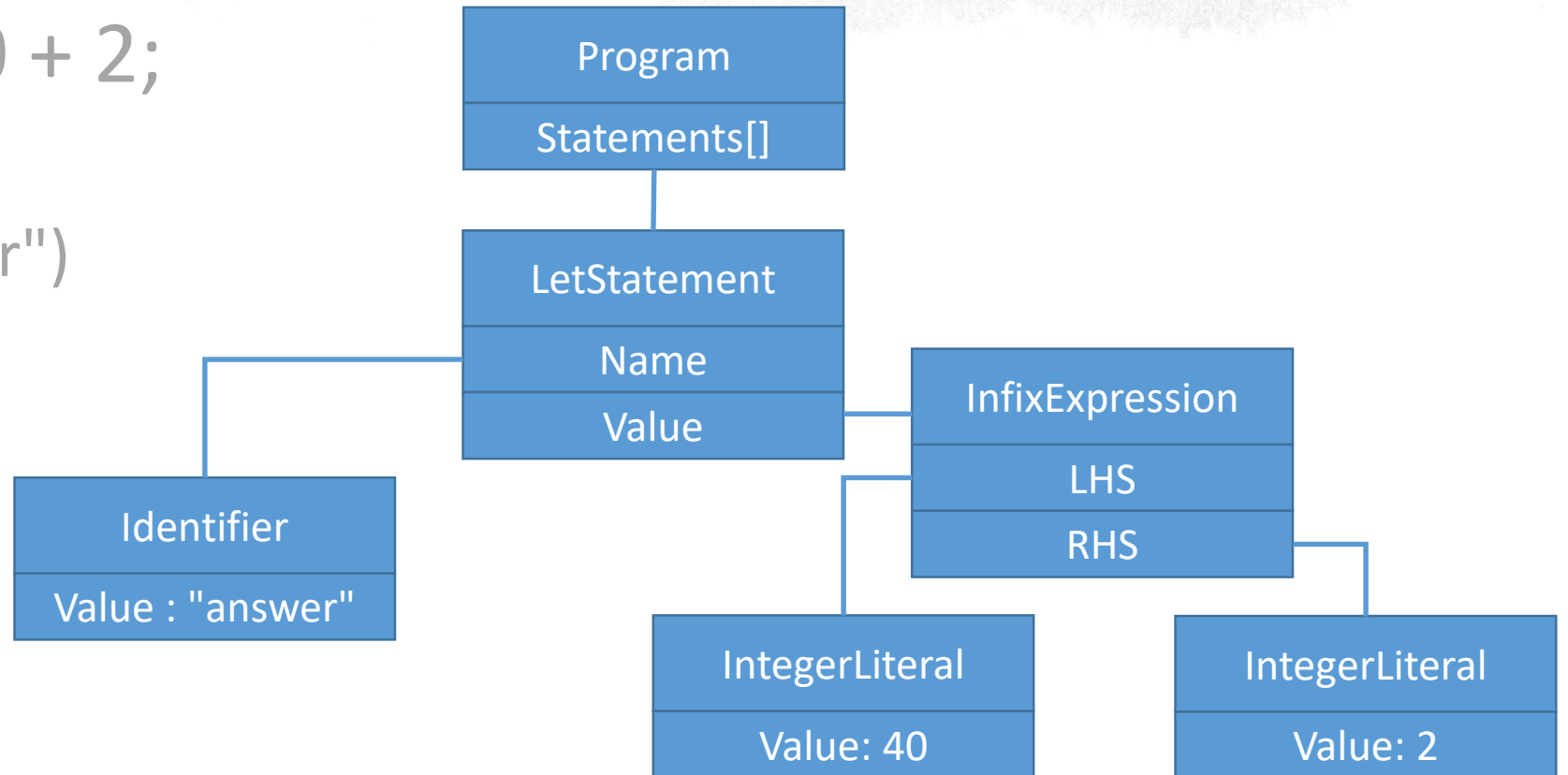
INTEGER(40)

PLUS\_SIGN

INTEGER(2)

SEMICOLON

EOF



# Abstract Syntax Tree

let answer = 40 + 2;

LET

IDENTIFIER("answer")

EQUAL\_SIGN

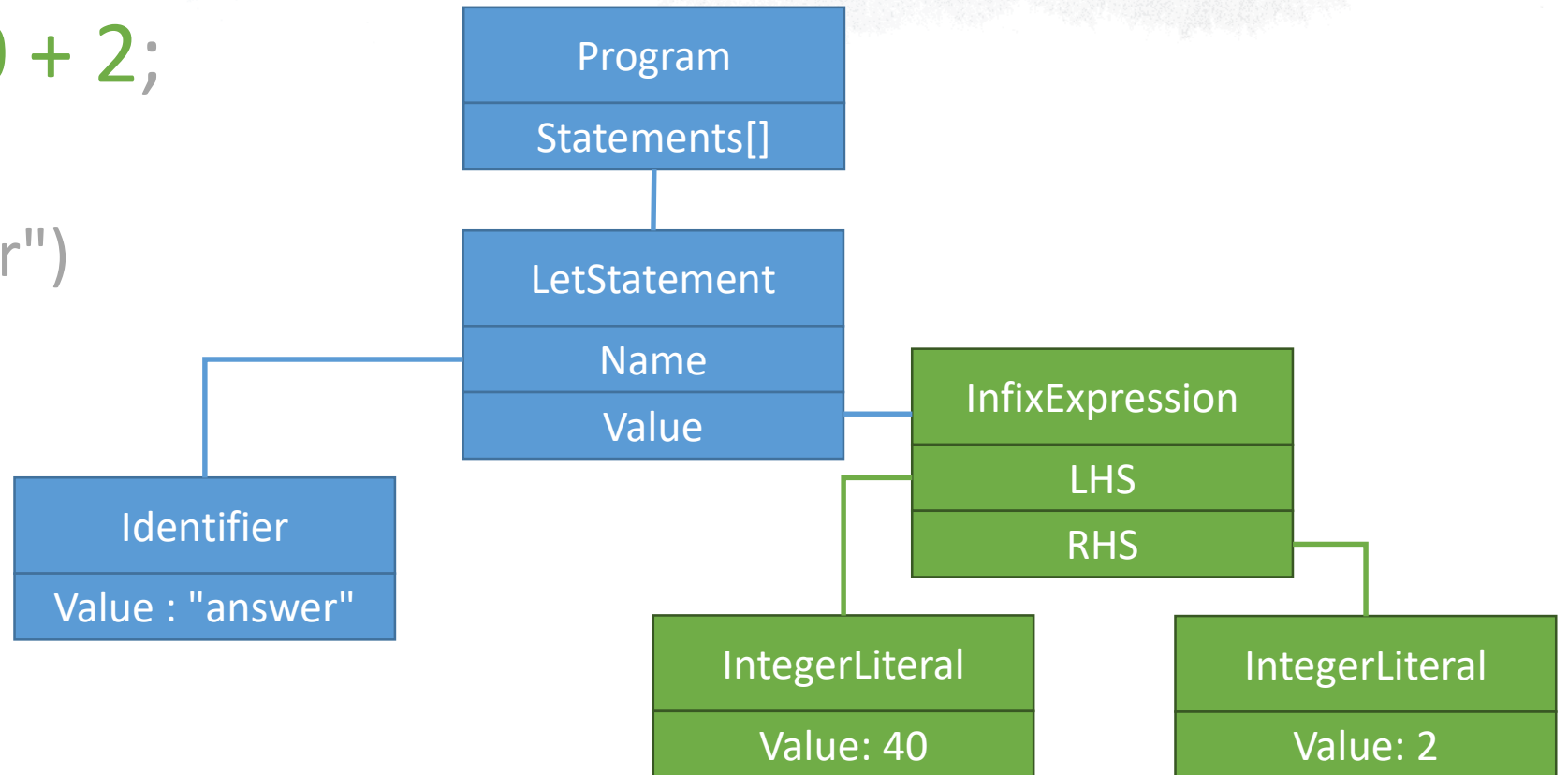
INTEGER(40)

PLUS\_SIGN

INTEGER(2)

SEMICOLON

EOF





# Abstract Syntax Tree

let answer = 42;

LET

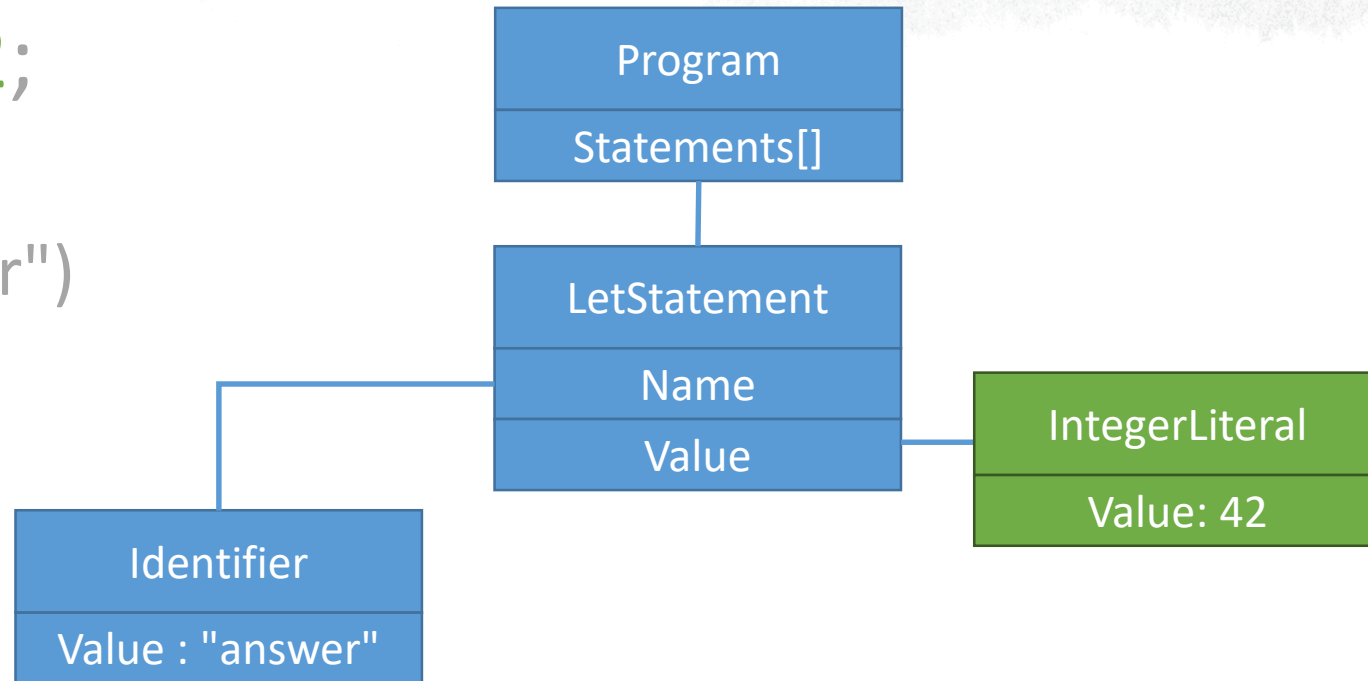
IDENTIFIER("answer")

EQUAL\_SIGN

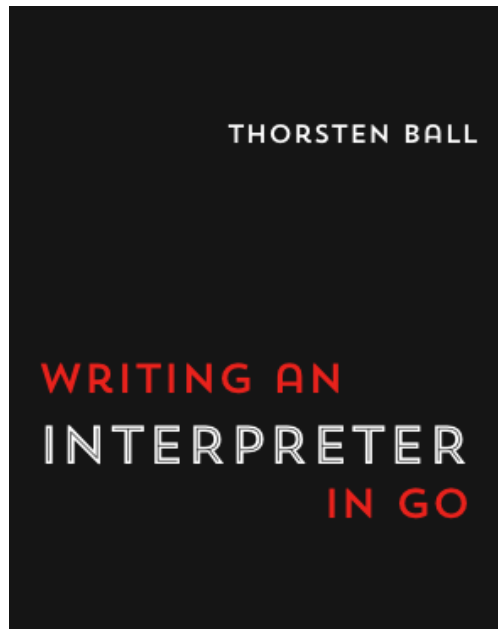
INTEGER(42)

SEMICOLON

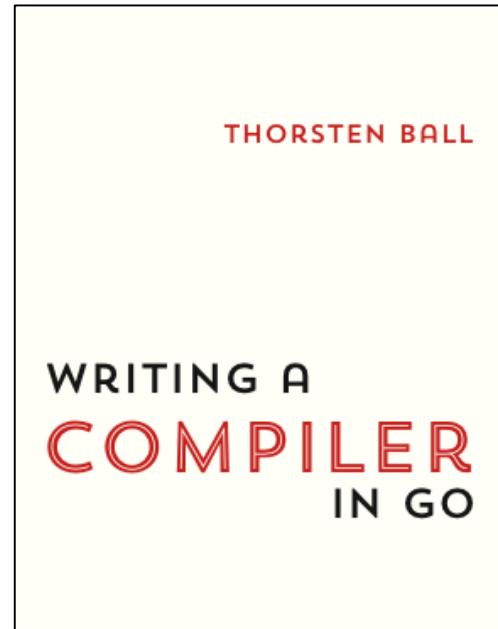
EOF



# Thank You



[interpreterbook.com](http://interpreterbook.com)



[compilerbook.com](http://compilerbook.com)



[pluralsight.com](http://pluralsight.com)