

# ATL Compile

## 1 Introduction

The function `compile` takes a language file name, `L.atf_lang`, and a list of source file names, `x1.atf_src`, ..., `xN.atf_src`, and does the following:

1. Parse `L.atf_lang`.
2. Compile the parse `L.atf_lang` into an ATF language specification. This specification,  $L$ , specifies the source syntax to be parsed and the target text format to write the compiled source as. The same  $L$  will be used for transpiling each of the `xi.atf_src`.
3. For each `xi.atf_src`, do the following.
  - (a) Parse `xi.atf_src`.
  - (b) Compile `xi.atf_src` into  $x_i$ , which is interpreted abstractly as in the framework of the target format specified by  $L$ .
  - (c) Translate  $x_i$  into text format, written into `xi.atf_tgt`, where “`atf_tgt`” is the target file format specified by  $L$ .

```
module Compile
( compile
) where

compile :: String -> [String] -> IO ()
compile _ _ = error "unimplemented"
```