

Lang Syntax Reference

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Contents

1	Introduction	2
2	Miscellaneous	2
2.1	Commenting	2
2.2	Documentation comment	2
2.3	Tokens	2
2.4	Variable assignment/declaration	3
2.5	Grouping	3
2.6	Comparisons	4
3	Functions	4
3.1	Function calls	4
3.2	Function definitions	5
3.3	Composition	5
4	Control Flow	5
4.1	Sequencing	5
4.2	If ... then	5

1 Introduction

This paper walks through the "Syntax Across Languages" [Pixel, 2008] page, describing how each phenomenon it references would be translated into valid LANG syntax.

This is meant not as an introductory guide to LANG, but as a sort of formal reference for how common design patterns would appear in LANG code out in the wild.

2 Miscellaneous

2.1 Commenting

Until end of line	<code>-- This is a comment.</code>
Nestable	<code>--/ This is a comment. /--</code>

2.2 Documentation comment

Until end of line	<code>--/ This is a comment.</code>
Nestable	<code>--// This is a comment. //--</code>

2.3 Tokens

Case-sensitive	<code>x != X.</code>
kebab-case-variables	<code>avogadro's-number := 6.022e23.</code>
Upper-Kebab-Types	<code>type 2D-Point := { x: Z, y: Z. }.</code>

2.4 Variable assignment/declaration

	<pre>-- separate type annotation a: Nat. a := 3.</pre>
Declaration	<pre>-- together b: Int := -4. -- inferred τ := 2 * π.</pre>
Assignment	<pre>x := 3. -- mutable x := x + 2.</pre>
Scoped Declaration	<pre>let x := expr in { ... }.</pre>

2.5 Grouping

Expressions	<pre>empty? (filter even? xs)</pre>
Statements	<pre>-- explicit (brace style) x := { y := 3, println "if then else expr", if { z := y + 2, z < 6. } then { y. } else { (y * 3) + 2. }. } -- implicit (indentation style) x := y := 3, println "if then else expr", if z := y + 2, z < 6 then y else (y * 3) + 2.</pre>

2.6 Comparisons

Deep Equality	$\pi = \pi$, $3 \neq 4$, $3 \neq 4$.
Comparison	$x > y$, $y < x$.
	$a \leq b$, $b \geq a$.
	$n \geq m$, $m \leq n$.
Ordering (inferior, equal, or superior)	<code>compare "abc" "bac". -- LT</code>
Extreme values	<code>min [1, 2, 3], max 1 2 3.</code>

3 Functions

3.1 Function calls

Parametrized	<code>f a b,</code> <code>a.f(b). -- equivalent</code>
No parameters	<code>f.</code>
Partial application (given 1 st)	<code>map filter(even?) nested-list,</code> <code>filter(2 >) xs. -- binary infix</code>
(given 2 nd)	<code>map filter(,xs) [even?, div-by-3?],</code> <code>filter(> 2) xs.</code>

3.2 Function definitions

	<pre>index: [String], Nat -> String, index xs i := { ... }.</pre>
Typed	<pre>-- inline index: (xs: [String], i: N) -> String := ...</pre>

Inferred	<pre>index xs i := { ... }.</pre>
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	<pre>\x. { x + x. }, -- braces optional f := λx. λy. x + y, f := λx y. x + y. -- equivalent</pre>
--	---

	<pre>print-double: ...Num -> (). print-double ...xs := { println (map (String ○ (λx. x + x)) xs).join " ", " }.</pre>
Var args	

3.3 Composition

```
(f ○ g) x,  
-- or  
(f ○ g) x.
```

4 Control Flow

4.1 Sequencing

```
print x, print (x * 2), print (x × 4).
```

4.2 If ... then ...

References

[Pixel, 2008] Pixel (2008). Syntax across languages. <https://rigaux.org>.
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