

Lang Syntax Reference

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April 20, 2020

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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>
<hr/>	
Nestable	<code>--/ This is a comment. /--</code>

2.2 Documentation comment

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

2.3 Tokens

Case-sensitive	<code>x != X.</code>
<hr/>	
kebab-case-variables	<code>avogadro's-number := 6.022e23.</code>
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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	$\pi = \tau / 2, 3 \neq 4.$
Comparison	$x > y, y < x. a \leq b, b \geq a.$
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>
No parameters	<code>f</code>
Partial application (given 1 st)	<code>map filter(even?) xs</code>
(given 2 nd)	<code>map filter(,xs) [even?, divisible-by-3?]</code>

References

[Pixel, 2008] Pixel (2008). Syntax across languages. <https://rigaux.org>.
Accessed: 2020-04-20.