

Spectra Language

SER 502-Team 11

Fall 2024



Spectra Creators:

- 1. SUMIT SINGH BHADOURIA (1233009533)**
- 2. PRERANA MADHUKAR NALE (1233568468)**
- 3. RAGLAND PAKIYARAJ RAJASINGH (1232696610)**
- 4. DHAARANI GANESH THANGAM (1234397998)**

Overview

1. Introduction
2. Grammar
3. Compiler
4. Sample Code
5. Future Scope

1.



INTRODUCTION

1. Cross-platform language designed for Windows and macOS:

Spectra is built to operate seamlessly on Windows and macOS systems, making it a versatile tool for developers across platforms.

2. Follows a complete compilation pipeline:

The development process includes all critical phases, from lexical analysis (breaking down code into tokens) to parsing (syntax validation) and runtime execution (running the code on a virtual machine).

3. Java-based implementation for portability and performance:

The language leverages Java for its runtime, ensuring compatibility across multiple operating systems and delivering efficient performance.

4. Developed using ANTLR4 for lexical analysis and parse tree generation:

ANTLR4 enables Spectra to tokenize source code into meaningful units and generate parse trees that simplify syntax analysis and semantic processing.

5. Inspired by imperative programming languages with robust syntax and features:

Spectra's design incorporates familiar constructs from imperative languages, such as loops, conditionals, and operators, providing an intuitive and robust programming experience.

2.



GRAMMAR

```

1 grammar Spectra;
2
3 // Lexer rules
4 CYAN_AND: 'cyan_and';
5 MAGENTA_OR: 'magenta_or';
6 GREY_NOT: 'grey_not';
7 ADD_COLOR: 'add_color';
8 SUBTRACT_COLOR: 'subtract_color';
9 MULTIPLY_COLOR: 'multiply_color';
10 DIVIDE_COLOR: 'divide_color';
11 MODULO_COLOR: 'modulo_color';
12 LIGHT_LESS_THAN: 'light_less_than';
13 LIGHT_LESS_EQUAL: 'light_less_equal';
14 DARK_GREATER_THAN: 'dark_greater_than';
15 DARK_GREATER_EQUAL: 'dark_greater_equal';
16 BRIGHTDARK_EQUAL: 'brightdark_equal';
17 BRIGHTDARK_NOTEQUAL: 'brightdark_notequal';
18 TRANSPARENT_IF: 'transparent_if';
19 OPAQUE_ELSE: 'opaque_else';
20 TRANSLUCENT_ELSEIF: 'translucent_elseif';
21 VIOLET_WHILE: 'violet_while';
22 BLUE_FOR: 'blue_for';
23 SHADE_CHECK: 'shade_check';
24 CONTRAST_DO: 'contrast_do';
25 SPECTRUM_DISPLAY: 'spectrum_display';
26 SPECTRUM_DISPLAYLN: 'spectrum_displayln';
27 QUESTION_COLOR: 'question_color';
28 COLON_COLOR: 'colon_color';
29 BREAK_COLOR: 'break_color';
30 CONTINUE_COLOR: 'continue_color';
31
32 BOOLEAN: 'white' | 'black'; // white = true, black = false
33 NUMBER: [0-9]+ ('.' [0-9]+)?;
34 STRING: '"' .*? '"';
35 CHAR: '\\' . '\\';
36 IDENTIFIER: [a-zA-Z][a-zA-Z_0-9]*;
37
38 WS: [ \t\r\n]+ -> skip;
39 COMMENT: '//' ~[\r\n]* -> skip;
40 BLOCK_COMMENT: '/' .*? '/' -> skip;
41

```

```

42 program
43     : statement* EOF;
44
45 statement
46     : declaration
47     | assignment
48     | printStatement
49     | ifStatement
50     | whileLoop
51     | forLoop
52     | expression
53     | breakStatement
54     | continueStatement
55     ;
56
57 declaration
58     : type IDENTIFIER ('=' (expression|ternary|condition))? ';';
59     ;
60
61 assignment
62     : IDENTIFIER '=' (expression|ternary) ';';
63     ;
64
65 printStatement
66     : SPECTRUM_DISPLAY '(' expression ')' ';' ;
67     | SPECTRUM_DISPLAYLN '(' expression ')' ';' ;
68     ;
69
70 ternary
71     : condition QUESTION_COLOR expression COLON_COLOR expression
72     ;
73
74
75
76 ifStatement
77     : TRANSPARENT_IF '(' condition ')' statementBlock
78     | (TRANSLUCENT_ELSEIF '(' condition ')' statementBlock)*
79     | (OPAQUE_ELSE statementBlock)?
80     ;
81
82 whileLoop
83     : VIOLET_WHILE '(' condition ')' statementBlock
84     ;

```

```

87     : BLUE_FOR '(' assignment condition ';' assignment ')' statementBlock
88     ;
89
90 breakStatement
91     : BREAK_COLOR ';'
92     ;
93
94 continueStatement
95     : CONTINUE_COLOR ';'
96     ;
97
98 statementBlock
99     : '{' statement* '}'
100    ;
101
102 // Expression rules
103
104 expression
105     : additionExpression
106     | logicalExpression
107     ;
108
109 additionExpression
110     : additionExpression (ADD_COLOR | SUBTRACT_COLOR) multiplicationExpression
111     | multiplicationExpression
112     ;
113
114 multiplicationExpression
115     : multiplicationExpression (MULTIPLY_COLOR | DIVIDE_COLOR | MODULO_COLOR) primaryExpression
116     | primaryExpression
117     ;
118
119 logicalExpression
120     : logicalExpression (CYAN_AND | MAGENTA_OR | LIGHT_LESS_THAN | LIGHT_LESS_EQUAL | DARK_GREATER_THAN | DARK_GREATER_EQUAL | BRIGHTDARK_EQUAL | BRIGHTDARK_NOTEQUAL) primaryExpression
121     | GREY_NOT primaryExpression
122     | primaryExpression
123     ;
124
125 primaryExpression
126     : '(' expression ')'
127     | IDENTIFIER
128     | NUMBER
129     | STRING
130     | BOOLEAN
131     ;

```

```
132
133 // Condition rules
134 condition
135     :GREY_NOT condition
136     | condition CYAN_AND condition
137     | condition MAGENTA_OR condition
138     | '(' condition ')'
139     | expression (LIGHT_LESS_THAN | LIGHT_LESS_EQUAL | DARK_GREATER_THAN | DARK_GREATER_EQUAL | BRIGHTDARK_EQUAL | BRIGHTDARK_NOTEQUAL) expression
140     | BOOLEAN
141     ;
142
143
144 type
145     : 'red_int'
146     | 'blue_float'
147     | 'purple_bool'
148     | 'green_string'
149     | 'yellow_char'
150     ;
151
152
```


Features

1. Control Structures:

- **Conditional Statements:**

- transparent_if for if statement
- opaque_else for else statement
- translucent_elseif for if-else logic.

- **Loops:**

- violet_while for while loops.
- blue_for for for loops.

2. Print Statements:

- spectrum_display for output
- spectrum_displayln for output in the new line

3. Arithmetic Operations:

- Addition: add_color
- Subtraction: subtract_color
- Multiplication: multiply_color
- Division: divide_color
- Modulus: modulo_color

4. Logical Operations:

- Logical AND: cyan_and
- Logical OR: magenta_or
- Logical NOT: grey_not

5. Comparison Operations:

- Less than: light_less_than
- Less than or equal: light_less_equal
- Greater than: dark_greater_than
- Greater than or equal: dark_greater_equal
- Equality: brightdark_equal
- Inequality: brightdark_notequal

6. Break and Continue: (for controlling loop execution)

- Break: break_color
- Continue: continue_color

7. Data Types:

- red_int: Represents integers.
- blue_float: Represents floating-point numbers.
- purple_bool: Represents boolean values (white for true and black for false).
- green_string: Represents strings.
- yellow_char: Represents single characters.

8. Ternary Operator:

- question_color :Represents ?
- colon_color : Represents :

Variable Naming Convention

- A variable name must start with a letter (a-z, A-Z) or an underscore (_).
- It can be followed by letters, digits (0-9), or underscores.
- Example: Valid variable names include `var1`, `_temp`, and `color_variable`.

Reserved Keywords

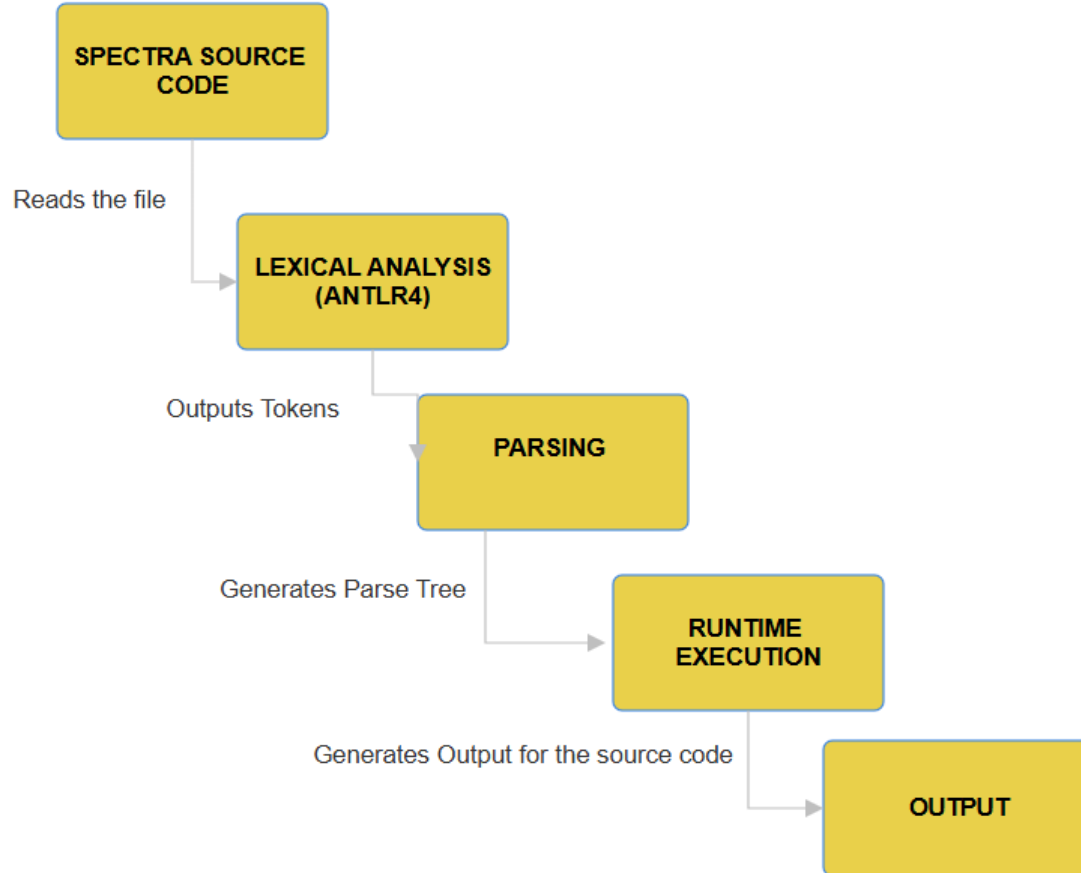
- cyan_and
- magenta_or
- grey_not
- add_color
- subtract_color
- multiply_color
- divide_color
- modulo_color
- light_less_than
- light_less_equal
- dark_greater_than
- dark_greater_equal
- brightdark_equal
- brightdark_notequal
- transparent_if
- opaque_else
- translucent_elseif
- violet_while
- blue_for
- shade_check
- contrast_do
- spectrum_display
- spectrum_displayln
- question_color
- colon_color
- break_color
- continue_color
- white (true boolean value)
- black (false boolean value)
- red_int
- blue_float
- purple_bool
- green_string
- yellow_char

3.



COMPILER

DESIGN FLOW



4.



SAMPLE CODE

Spectra File should be saved with the extension: ".spc"
Example: File.spc

SAMPLE CODE:

```
1  purple_bool isRaining = white;
2  purple_bool hasUmbrella = black;
3
4  transparent_if (isRaining brightdark_equal white cyan_and hasUmbrella brightdark_equal black) {
5      spectrum_displayln("Stay indoors!");
6  } opaque_else {
7      spectrum_displayln("You can go outside.");
8  }
```

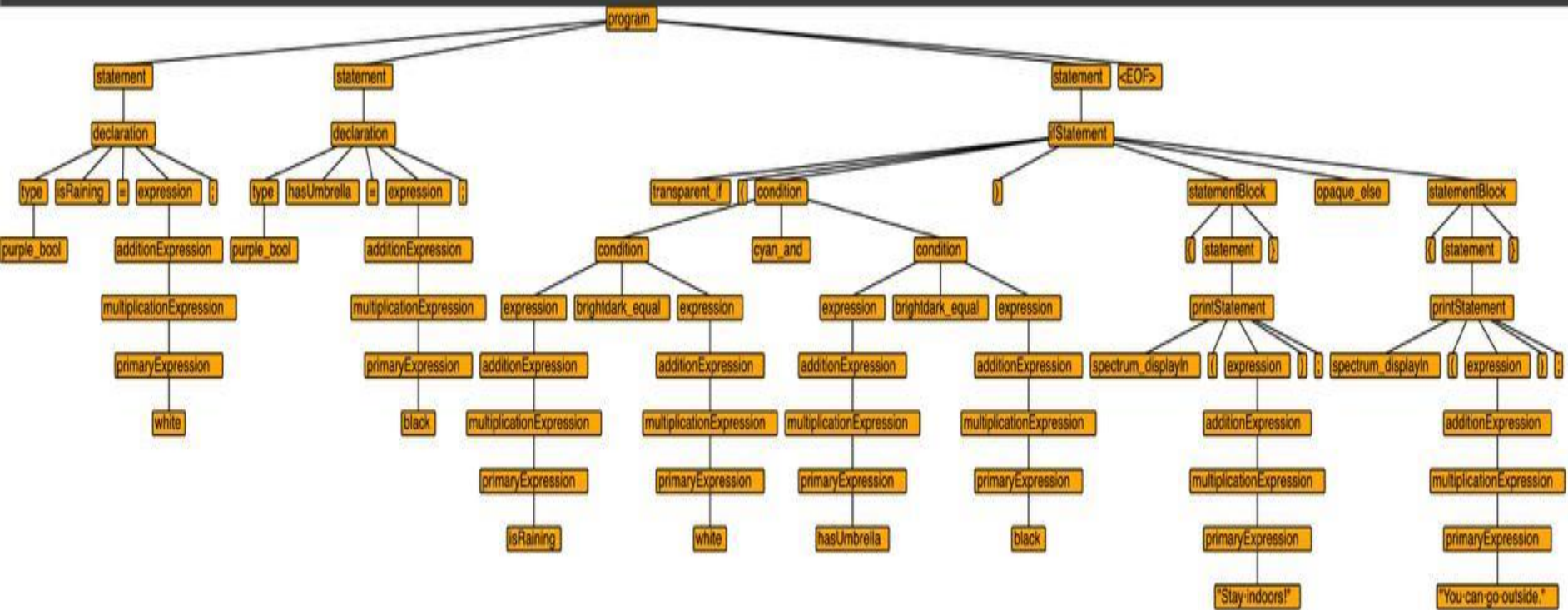
TOKENS

```
raglandpakiyaraj@Raglands-MacBook-Air: ~ % java Spectra.java
raglandpakiyaraj@Raglands-MacBook-Air src % run Spectra program -tokens '/Users/raglandpakiyaraj/ASU/Course Files/Fall 2024/SER 502 - PL P/Group Project/Implementation/Milestone 3/AAAAA/Spectra_Team11_SER502
/data/sample programs/Test6.spc'
[@0,0:10='purple_bool',<'purple_bool'>,1:0]
[@1,12:20='isRaining',<IDENTIFIER>,1:12]
[@2,22:22='=',<'='>,1:22]
[@3,24:28='white',<BOOLEAN>,1:24]
[@4,29:29=';',<'>',1:29]
[@5,31:41='purple_bool',<'purple_bool'>,2:0]
[@6,43:53='hasUmbrella',<IDENTIFIER>,2:12]
[@7,55:55='=',<'='>,2:24]
[@8,57:61='black',<BOOLEAN>,2:26]
[@9,62:62=';',<'>',2:31]
[@10,65:78='transparent_if',<'transparent_if'>,4:0]
[@11,80:80='(',<'('>,4:15]
[@12,81:89='isRaining',<IDENTIFIER>,4:16]
[@13,91:106='brightdark_equal',<'brightdark_equal'>,4:26]
[@14,108:112='white',<BOOLEAN>,4:43]
[@15,114:121='cyan_and',<'cyan_and'>,4:49]
[@16,123:133='hasUmbrella',<IDENTIFIER>,4:58]
[@17,135:150='brightdark_equal',<'brightdark_equal'>,4:70]
[@18,152:156='black',<BOOLEAN>,4:87]
[@19,157:157=')',<')'>,4:92]
[@20,159:159='{',<'{'>,4:94]
[@21,165:182='spectrum_displayln',<'spectrum_displayln'>,5:4]
[@22,183:183='(',<'('>,5:22]
[@23,184:198='''Stay indoors!''',<STRING>,5:23]
[@24,199:199=')',<'>',5:38]
[@25,200:200=';',<'>',5:39]
[@26,202:202='{',<'{'>,6:0]
[@27,204:214='opaque_else',<'opaque_else'>,6:2]
[@28,216:216='{',<'{'>,6:14]
[@29,222:239='spectrum_displayln',<'spectrum_displayln'>,7:4]
[@30,240:240='(',<'('>,7:22]
[@31,241:261='''You can go outside.'''<STRING>,7:23]
[@32,262:262=')',<'>',7:44]
[@33,263:263=';',<'>',7:45]
[@34,265:265='{',<'{'>,8:0]
[@35,267:266='<EOF>',<EOF>,9:0]
```

PARSE TREE

```
raglandpakiyaraj@Raglands-MacBook-Air src % grun Spectra program -tree '/Users/raglandpakiyaraj/ASU/Course Files/Fall 2024/SER 502 - PL P/Group Project/Implementation/Milestone 3/AAAAA/Spectra_Team11_SER502/data/sample programs/Test6.spc'
(program (statement (declaration (type purple_bool) isRaining = (expression (additionExpression (multiplicationExpression (primaryExpression white)))))) ;)) (statement (declaration (type purple_bool) hasUmbrella = (expression (additionExpression (multiplicationExpression (primaryExpression black)))))) ;)) (statement (ifStatement transparent_if ( (condition (condition (expression (additionExpression (multiplicationExpression (primaryExpression isRaining)))) brightdark_equal (expression (additionExpression (multiplicationExpression (primaryExpression white)))))) cyan_and (condition (expression (additionExpression (multiplicationExpression (primaryExpression hasUmbrella)))) brightdark_equal (expression (additionExpression (multiplicationExpression (primaryExpression black)))))) ) (statementBlock { (statement (printStatement spectrum_displayln ( (expression (additionExpression (multiplicationExpression (primaryExpression "Stay indoors!")))) ) ;)) } opaque_else (statementBlock { (statement (printStatement spectrum_displayln ( (expression (additionExpression (multiplicationExpression (primaryExpression "You can go outside.)))) ) ;)) }))) <EOF>
```

GUI OF PARSE TREE



OUTPUT

```
raglandpakiyaraj@Raglands-MacBook-Air Spectra_Team11_SER502 % java -cp "src/build:/Users/raglandpakiyaraj/ASU/Course Files/Fall 2024/SER 502 - PL P/Group Project/Antlr/jar File/antlr-4.13.2-complete.jar" runtime.SpectraMain "data/sample programs/Test6.spc"
Stay indoors!
```

5.



FUTURE SCOPE

FUTURE SCOPE:

- **Data Structures:**
Include Data Structures like array, list, and dictionary to further enhance the capability of the language.
- **User-Defined Functions:**
Allow the definition of user-defined functions for modular programming and reuse of code.
- **Error Handling:**
Include structured error handling mechanisms such as try-catch for better debugging and runtime safety.
- **Concurrency Support:**
Add support for multi-threading and asynchronous operations to efficiently handle concurrent tasks in a program.

THANK YOU

