JavaCC Assignment: TianleLang

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1 Idea And Background

This assignment implements a compiler (parser) for a new computer language (TianleLang) done with javacc. This language is simple and syntax like Python has the following constraints[4]: Variable(lowercase permit) Assign Expression, Recognise Double type number and did arithmetic operation, Display Function (show the result and String words to the user), Implemented the simple structure for a loop that can iterate a variable and print something according to the requirement(only works positive Integer), Comment function implemented[6](Comment Symbol is '#').

2 Challenges

During the assignment, I encountered some challenges:

- ♦ 1. It is how to let the declare dynamic, not a fixed number of variables.
- \blacklozenge 2. how to display values of variable
- ♦ 3. loop function implements

For the ♦ 1 and ♦ 2 points, I searched for some information on the internet, and this website[2] was very helpful in implementing the declaration and print function. Through reading, I learned that I can access variable values through the HashMap.

For the Print Function, I can get the value from HashMap through the key.

For the loop function, I got a logic idea from Python range syntax[5][1]: range(start,

stop, steps)

start - Optional. An integer number is to start. The default is 0.

stop - Required. An integer number is to stop (not included).

steps - Optional. An integer number specifies the incrementation. Default is 1. I use ArrayList to store the value of the loop result, and then store this List in the Hashmap(loopMap)[3] In order to ensure that the display of the result of the variable does not conflict, the key can only exist uniquely in these two HashMaps. This needs to

be judged when declaring the loop statement.

```
// store the variable's value
  public HashMap < String, Double > hashMap = new HashMap < String, Double > ();
  // use for loop function
 public HashMap < String, ArrayList < Integer > > loopMap = new HashMap < String, ArrayList < Integer > > ();
 // use Array list to store the loop values
public ArrayList < Integer > ele = new ArrayList < > ();
 public static void main(String args []) throws ParseException
   TianleLang parser = new TianleLang(System.in);
       System.out.println("Welcom to Tianle-Language ^_^");
       parser.Start();
void Loop() :
  Token t;
  String s1;
  String s2;
  String key;
}
  < L00P >
  t = < ID >
    //check the key in the loopMap already or in the variableMap already
    //if not it will do next step otherwise throw ParseException
    if (!loopMap.containsKey(t.image) && !hashMap.containsKey(t.image))
    {
       ele = new ArrayList < > ();
           key = String.valueOf(t.image);
            loopMap.put(key, ele);
    }
         //System.err.println("already defined");
         throw new ParseException(t + " is already defined");
  }
  < IN >
  Indexing(t.image, key)
  < COLON >
```

To print the values of the variable, I use HashMap[3] to store items in "key/value" pairs, the key is our variable name, value is the number that the user assigned. So I created a GetValue function that will return the value of the key in these 2 maps.

```
String GetValue(String t) :
{
  String value;
  String i = "";
}
{
  {
    // check the value of variable in the variableMap
    value = String.valueOf(hashMap.get(t));
    // if the values of variable in the loopMap
    if (loopMap.containsKey(t))
    {
      ele = loopMap.get(t);
      for (int e : ele)
        i = i + String.valueOf(e) + "\n";
      value = i; //Debug - System.out.println("keyiii-"+value);
    }
  {
    return value;
  }
```

Then call the GetValue method in the print function. can get the result.

```
< PRINT >
    < OPEN_PAR >
        t = \langle ID \rangle
      {
        try
        {
               target = GetValue(String.valueOf(t.image));
               if(target == null || target.equals("null") ){
                   flag = true;
                   target = "Invalid Syntax";
               }
            }
            catch (Exception e)
               flag = true;
               target = "Invalid Syntax";
      }
    | target = PrintString()
    | target = Expression()
```

3 Limitations

The limitation of this language, it does not provide a method part.

The loop Function can only handle positive integers. Cannot handle different types of variables like Negative Numbers, Strings, etc.

4 Testing Methodology and Explanation

The Testing Methodology is a Manual Test, there are 3 different photos to show in 3 different scenarios.

The Figure 1 shows the Assign Expression syntax and print string and The results of simple four arithmetic operations. If print a not assigned variable will show **Invalid Syntax** red error message.

Figure 1: To show the result of simple operations

The below's picture shows the Assign Expression syntax and print string and The results of complex four arithmetic operations and a simple loop

```
# welcome to Tianle-Lang, declare variable use 'var' or 'VAR' # display the words or result - print() or PRINT();
# display the words or result - print() or PRINT();
# loop format: loop i in(startNum, endNum, steps):
# declare variables, do Arithmetic operations
Var nums=0.9-0.9-3;
Var nums=0.9-0.9-3;
Var nums=0.9-0.9-3;
Var nums=0.9-0.9-3;
War nums=0.9-0.9-3;
War
```

Below's picture is the third scenario to show the 3 types of loop functions.

The LOOP Statement: loop variable in (start, stop, steps):

If there is only one number in the brackets, then the default is to start from zero and increment by one until that number is reached.

If there are two numbers in parentheses, then by default it starts with the first number and increments by one, and ends with the second number.

If there are three numbers in parentheses, start with the first number and increment to the third number until the second number is reached.

References

- [1] https://github.com/JameelSi/PythonFor/blob/main/PythonFor.jj.
- [2] Display and declare. https://blog.csdn.net/qq₁5089775/article/details/123601486? $spm = 1001.2101.3001.6650.15utm_medium = distribute.pc_relevant.none task blog 2$
- [3] Hashmap. https://www.w3schools.com/java/java_hashmap.asp.
- $[4] \ \ Javacc\ tutor.\ https://www.cnblogs.com/suhaha/p/11733487.html.$
- [5] A mathematical theory of communication. https://www.w3schools.com/python/ref $_func_range.asp$.
- [6] JavaCC. https://javacc.github.io/javacc/faq.htmlquestion-4.5.