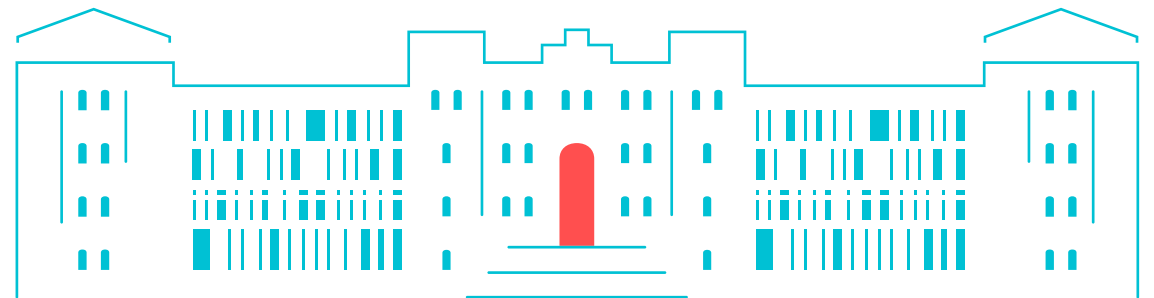


Go Front-End

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Agenda

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- Introduction to Go
- Grammar
- Syntax of Go
- Semantic of Go
- Type Checking
- Conclusion

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- Go is an open-source programming language.
- Developed at Google in 2007 by Robert Griesemer, Rob Pike, and Ken Thompson.
- Statically typed and efficiently compiled.
- Robust package system promoting organized code and modularity.

- Import in Go is used to import packages from other directories.
- Package in Go is used to group the source code.

```
1  -- IMPORT AND PACKAGE DECLARATIONS
2  DImport.  Def ::= "import" Library ;
3  DPackage. Def ::= "package" Id ;
4
5  -- LITERALS
6  token Id (letter (letter | digit | '_' )*) ;
7  token Library ( "'" (letter | digit | '_' | '/' | '.' )* "'" ) ;
```

Listing 1: import and package declarations

- Statements in Go are used to control the flow of the program.
- The following are the grammar rules for the statements in Go:

```
1  -- STATEMENTS
2  SExprssion.  Statment ::= Expression ";" ;
3  SDeclaration. Statment ::= Declaration ";" ;
4  SSimpleStatment. Statment ::= SimpleStatment ";" ;
5  SReturn.     Statment ::= "return" Expression ";" ;
6  SReturnV.    Statment ::= "return" ";" ;
7  SWhile.      Statment ::= "for" Expression "{" [Statment] "}" ;
8  SFor.        Statment ::= "for" SimpleStatment ";" Expression ";" Expression "{" [Statment] "}" ;
9  SForSimple.  Statment ::= "for" Statment "{" [Statment] "}" ;
10 SBlock.      Statment ::= "{" [Statment] "}" ;
11 SIf.         Statment ::= "if" Expression "{" [Statment] "}" ;
12 SIfSimple.   Statment ::= "if" SimpleStatment ";" Expression "{" [Statment] "}" ;
13 SIfElse.     Statment ::= "if" Expression "{" [Statment] "}" "else" "{" [Statment] "}" ;
14 SIfElseSimple. Statment ::= "if" SimpleStatment ";" Expression "{" [Statment] "}" "else" "{" [Statment] "}" ;
```

Listing 2: statments

Grammar Rules for Basic Types

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- The rule that define some basic types in Go.

```
1  -- BASIC TYPES
2  rules Type ::= "bool" | "int" | Id | "string";
```

Listing 3: basic types

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- Const and Variable Declarations in Go are used to declare constants and variables.

```
1  -- declaration of constants or variables
2  rules Declaration ::= ConstDeclaration | VariableDeclaration ;
3
4  DConstant. ConstDeclaration ::= "const" ConstSpecification ;
5  rules ConstSpecification ::= [Id] "=" [Expression] | [Id] Type "=" [Expression] ;
6
7  DVariable. VariableDeclaration ::= "var" VariableSpecification ;
8  rules VariableSpecification ::= [Id] Type | [Id] Type "=" [Expression] | [Id] "=" [Expression];
9
10 rules SimpleStatment ::= ShortVariableDeclaration ;
11
12 SVarDecl. ShortVariableDeclaration ::= [Id] "[:]" [Expression] ;
```

Listing 4: constants and variables

- The following are some legal and illegal syntax in Go:

- Legal:

- Using semicolons as statement terminators is legal, but not necessary. The line break is treated as a semicolon: ;
- Declaring a variable: `var x int`
- Defining a function: `func hello() {...}`
- If-else statements: `if x > y {...} else {...}`
- Loop structure: `for i := 0; i < 10; i++ {...}`

- Illegal:

- Misusing keywords: `var func int`
- Incorrect variable declaration: `var x, y = int`
- Variables cannot be redeclared in the same scope.
- There is no 'while' keyword; only 'for' can be used for looping.

Syntax of Import and Package Declarations

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- This Example shows the syntax of the import and package declarations and for loop in Go.

```
1 package main
2 // import "fmt"
3
4 func factorial (n int) int {
5     var result int;
6     if n == 0 {
7         result = 1;
8     } else {
9         result = n * factorial(n-1);
10    }
11    return result;
12 }
13
14 func main () int {
15     for i := 0; i < 10; i++ {
16         var x int;
17         x = factorial(i);
18         // fmt.Println(x);
19     }
20     return 0;
21 }
```

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Listing 5: For Loop

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Syntax of While Loop and if Statement

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```
1 package main
2
3 func counter(x int, y int) int {
4     for x <= 40 {
5         x += 1;
6     }
7
8     if x == 40 {
9         result = x / y;
10    }
11    return result;
12 }
13
14 func main() {
15     var x, y int;
16     x = 30;
17     y = 2;
18     divideByTwo = counter(x, y);
19 }
```

Listing 6: While Loop

Syntax of Function, Const and Variable Declarations

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```
1 package main
2
3 const c = 3;
4 func Add(a int, b int) int {
5     var z int;
6     z = a + b;
7     return z;
8 }
9
10 func main () int {
11     var x, y, m int;
12     x = 1;
13     y = 2;
14     m = Add(x, y);
15     return 0;
16 }
```

Listing 7: functions

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- Semantic is the process of checking if the code is semantically correct.
- Semantic errors are caused by logical flaws, incorrect conditions, or improper use of variables and language constructs.
- Even though code may be syntactically correct, it can still be erroneous if its semantics are incorrect.

Semantic of While Loop

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- The semantic error shows that the type of the expression in the for loop is not boolean.

```
1 func main () int{  
2     var a int;  
3     var sum int;  
4     sum = 0;  
5     a = 0;  
6     for a = 10 {  
7         sum += a;  
8         a += 1;  
9     }  
10 }
```

Listing 8: While Loop

```
1 GROUP-06@debian:~/Documents/FrontEnd/P4$ ./compiler Tests/illegal/wrongWhile.go  
2 TYPE ERROR  
3 Error *** in function main: type 'bool' mismatched with type 'int'
```

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- the semantic error shows that second expression in the for loop is not boolean.

```
1 package main
2
3 func main () int {
4     var sum int;
5     sum = 1;
6     for i := 0; i + 10; i++ {
7         sum += i;
8     }
9     return 0;
10 }
```

Listing 9: For Loop

```
1 GROUP-06@debian:~/Documents/4-frontend/P4$ ./compiler Tests/illegal/wrongFor.go
2 TYPE ERROR
3 Error *** in function main: type 'bool' mismatched with type 'int'
```

- The semantic error shows that the type of the return statement is not the same as the function return type.

```
1 func Add(a int, b int) int {  
2     z = a + b;  
3     return;  
4 }  
5 func main () int {  
6     Add(1,1);  
7     return 0;  
8 }
```

Listing 10: Return Statement

```
1 GROUP-06@debian:~/Documents/4-frontend/P4$ ./compiler Tests/illegal/wrongReturnType.go  
2 TYPE ERROR  
3 Error *** in function Add: type 'int' mismatched with type 'void'
```

Summary

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- The grammar of the subset of Go language is completed.
- We will continue to work on the test cases and complete the type checker.
- Short live demo of the compiler.

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Thank You For Your Attention!

Questions?