

Shork#

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# GRAMMAR

This is a notation for writing down the grammar of the language. It uses regex syntax, with the components themselves being italicised.

<i>statements</i>	NEWLINE* <i>statement</i> (NEWLINE+ <i>statement</i> )* NEWLINE*
<i>statement</i>	KEYWORD:VAR IDENTIFIER = <i>expression</i> KEYWORD:CONTINUE KEYWORD:BREAK <i>expression</i>
<i>expression</i>	



# CODE LISTING

Listing 1: Lexer.cs

```
1  using System;
2  using System.Collections.Generic;
3  using System.Globalization;
4  using System.Linq;
5  using System.Text;
6  using System.Threading.Tasks;
7
8  namespace ShorkSharp
9  {
10     public class Lexer
11     {
12         static readonly string[] KEYWORDS =
13         {
14             "var",
15             "func",
16             "while",
17             "do",
18             "if",
19             "then",
20             "elif",
21             "else"
22         };
23         static readonly char[] WHITESPACE = { ' ', '\t', '\r' };
24         static readonly char[] DIGITS = { '0', '1', '2', '3', '4', '5', '6',
25             ↪ '7', '8', '9' };
26         static readonly char[] DIGITS_WITH_DOT = DIGITS.Concat(new char[] { '.',
27             ↪ }) .ToArray();
28         static readonly char[] LETTERS = { 'a', 'b', 'c', 'd', 'e', 'f', 'g',
29             ↪ 'h', 'i', 'j', 'k', 'l', 'm', 'n', 'o', 'p', 'q', 'r', 's', 't',
30             ↪ 'u', 'v', 'w', 'x', 'y', 'z', 'A', 'B', 'C', 'D', 'E', 'F', 'G',
31             ↪ 'H', 'I', 'J', 'K', 'L', 'M', 'N', 'O', 'P', 'Q', 'R', 'S', 'T',
32             ↪ 'U', 'V', 'W', 'X', 'Y', 'Z' };
33         static readonly char[] LETTERS_WITH_UNDERSCORE = LETTERS.Concat(new
34             ↪ char[] { '_' }) .ToArray();
35
36         public Position position { get; protected set; }
37         public string input { get; protected set; }
38         public char currentChar { get; protected set; } = '\0';
39
40         public Lexer(string input)
41         {
42             this.input = input;
43             this.position = new Position(input);
44         }
45         public Lexer(string input, string filename)
46         {
47             this.input = input;
48             this.position = new Position(filename);
49         }
50
51         void Advance()
52         {
53             position.Advance(currentChar);
54
55             if (position.index < input.Length)
56                 currentChar = input[position.index];
57             else
58                 currentChar = '\0';
59         }
60     }
61 }
```



```

53 public (Token[], ShorkError?) Lex()
54 {
55     if (input.Length == 0)
56         return (new Token[] { }, new ShorkError("Empty_Input", "Input_
57             ↳ text_is_empty", null));
58     this.currentChar = input[0];
59
60     List<Token> tokens = new List<Token>();
61
62     while (currentChar != '\0')
63     {
64         if (WHITESPACE.Contains(currentChar))
65         {
66             Advance();
67         }
68
69         // Number Tokens
70         else if (DIGITS.Contains(currentChar))
71         {
72             tokens.Add(MakeNumberToken());
73         }
74
75         // String Tokens
76         else if (currentChar == '"')
77         {
78             (Token token, ShorkError error) = MakeStringToken();
79             if (error != null)
80                 return (null, error);
81             tokens.Add(token);
82         }
83
84         // Identifiers and Keywords
85         else if (LETTERS.Contains(currentChar))
86         {
87             tokens.Add(MakeIdentifierToken());
88         }
89
90         // Simple tokens
91         else
92         {
93             switch (currentChar)
94             {
95                 default:
96                     return (new Token[] { },
97                         new
98                             ↳ InvalidCharacterError(string.Format("{0}", currentChar), position));
99                 case '+':
100                     tokens.Add(new Token(TokenType.PLUS, position));
101                     Advance();
102                     break;
103                 case '-':
104                     tokens.Add(new Token(TokenType.MINUS, position));
105                     Advance();
106                     break;
107                 case '*':
108                     tokens.Add(new Token(TokenType.MULTIPLY, position));
109                     Advance();
110                     break;
111                 case '/':
112                     tokens.Add(new Token(TokenType.DIVIDE, position));
113                     Advance();

```



```

113     break;
114     case '^':
115         tokens.Add(new Token(TokenType.EXPONENT, position));
116         Advance();
117         break;
118
119     case '!':
120         (Token token, ShorkError error) =
121             ↪ MakeNotEqualsToken();
122         if (error != null) return (null, error);
123         tokens.Add(token);
124         break;
125     case '=':
126         tokens.Add(MakeEqualsToken());
127         break;
128     case '<':
129         tokens.Add(MakeLessThanToken());
130         break;
131     case '>':
132         tokens.Add(MakeGreaterThanToken());
133         break;
134
135     case '.':
136         tokens.Add(new Token(TokenType.DOT, position));
137         Advance();
138         break;
139     case ',':
140         tokens.Add(new Token(TokenType.COMMA, position));
141         Advance();
142         break;
143
144     case '(':
145         tokens.Add(new Token(TokenType.LPAREN, position));
146         Advance();
147         break;
148     case ')':
149         tokens.Add(new Token(TokenType.RPAREN, position));
150         Advance();
151         break;
152     case '{':
153         tokens.Add(new Token(TokenType.LBRACE, position));
154         Advance();
155         break;
156     case '}':
157         tokens.Add(new Token(TokenType.RBRACE, position));
158         Advance();
159         break;
160     case '[':
161         tokens.Add(new Token(TokenType.LBRACKET, position));
162         Advance();
163         break;
164     case ']':
165         tokens.Add(new Token(TokenType.RBRACKET, position));
166         Advance();
167         break;
168     }
169 }
170
171 return (tokens.ToArray(), null);
172 }
173

```



```

174         Token.MakeNumberToken()
175     {
176         string numstring = string.Empty;
177         bool hasDecimalPoint = false;
178         Position startPosition = position.Copy();
179
180         Advance();
181         while (DIGITS_WITH_DOT.Contains(currentChar))
182         {
183             if (currentChar == '.')
184             {
185                 if (hasDecimalPoint)
186                     break;
187                 else
188                     hasDecimalPoint = true;
189             }
190             numstring += currentChar;
191             Advance();
192         }
193
194         return new Token(TokenType.NUMBER, decimal.Parse(numstring),
195             ↪ startPosition, position);
196     }
197     (Token, ShorkError) MakeStringToken()
198     {
199         Position startPosition = position.Copy();
200         string str = string.Empty;
201         Advance();
202
203         bool escaping = false;
204         while (true)
205         {
206             if (escaping)
207             {
208                 switch (currentChar)
209                 {
210                     default:
211                         return (null, new
212                             ↪ InvalidEscapeSequenceError(string.Format("\\{0}", currentChar), position));
213                 case '"':
214                     str += '"';
215                     break;
216                 case '\\':
217                     str += '\\';
218                     break;
219                 case 't':
220                     str += '\t';
221                     break;
222                 }
223             }
224             escaping = false;
225
226             if (currentChar == '"')
227             {
228                 Advance();
229                 break;
230             }
231             else if (currentChar == '\\')
232                 escaping = true;
233         }

```



```

234         else
235             str += currentChar;
236
237         Advance();
238     }
239
240     return (new Token(TokenType.STRING, str, startPosition, position),
        ↪ null);
241 }
242
243 Token MakeIdentifierToken()
244 {
245     Position startPosition = position.Copy();
246     string idstr = string.Empty + currentChar;
247     Advance();
248
249     while (LETTERS_WITH_UNDERSCORE.Contains(currentChar))
250     {
251         idstr += currentChar;
252         Advance();
253     }
254
255     if (idstr == "true")
256         return new Token(TokenType.BOOL, true, startPosition, position);
257     else if (idstr == "false")
258         return new Token(TokenType.BOOL, false, startPosition, position);
259     else if (idstr == "null")
260         return new Token(TokenType.NULL, startPosition, position);
261     else
262     {
263         TokenType ttype = KEYWORDS.Contains(idstr.ToLower()) ?
        ↪ TokenType.KEYWORD : TokenType.IDENTIFIER;
264         return new Token(ttype, idstr, startPosition, position);
265     }
266 }
267
268 Token MakeEqualsToken()
269 {
270     Position startPosition = position.Copy();
271     TokenType ttype = TokenType.EQUALS;
272     Advance();
273     if (currentChar == '=')
274     {
275         ttype = TokenType.DOUBLE_EQUALS;
276         Advance();
277     }
278     return new Token(ttype, startPosition, position);
279 }
280
281 (Token, ShorkError) MakeNotEqualsToken()
282 {
283     Position startPosition = position.Copy();
284     Advance();
285     if (currentChar == '=')
286     {
287         Advance();
288         return (new Token(TokenType.NOT_EQUALS, startPosition,
        ↪ position), null);
289     }
290     return (null, new InvalidCharacterError("", position));
291 }
292

```



```

293 Token MakeLessThanToken()
294 {
295     Position startPosition = position.Copy();
296     TokenType ttype = TokenType.LESS_THAN;
297     Advance();
298     if (currentChar == '=')
299     {
300         ttype = TokenType.LESS_THAN_OR_EQUAL;
301         Advance();
302     }
303     return new Token(ttype, startPosition, position);
304 }
305
306 Token MakeGreaterThanToken()
307 {
308     Position startPosition = position.Copy();
309     TokenType ttype = TokenType.GREATER_THAN;
310     Advance();
311     if (currentChar == '=')
312     {
313         ttype = TokenType.GREATER_THAN_OR_EQUAL;
314         Advance();
315     }
316     return new Token(ttype, startPosition, position);
317 }
318 }
319 }

```

Listing 2: Token.cs

```

1 namespace ShorkSharp
2 {
3     public class Token
4     {
5         public TokenType type { get; protected set; }
6         public dynamic value { get; protected set; }
7
8         public Position startPosition { get; protected set; }
9         public Position endPosition { get; protected set; }
10
11         public Token(TokenType type, Position startPosition)
12         {
13             this.type = type;
14             this.value = null;
15             this.startPosition = startPosition.Copy();
16             this.endPosition = startPosition.Copy();
17         }
18         public Token(TokenType type, Position startPosition, Position
19             ↪ endPosition)
20         {
21             this.type = type;
22             this.value = null;
23             this.startPosition = startPosition.Copy();
24             this.endPosition = endPosition.Copy();
25         }
26         public Token(TokenType type, dynamic value, Position startPosition)
27         {
28             this.type = type;
29             this.value = value;
30             this.startPosition = startPosition.Copy();
31             this.endPosition = startPosition.Copy();
32         }
33         public Token(TokenType type, dynamic value, Position startPosition,

```



```

33         ↪ Position endPosition)
34     {
35         this.type = type;
36         this.value = value;
37         this.startPosition = startPosition.Copy();
38         this.endPosition = endPosition.Copy();
39     }
40     public override string ToString()
41     {
42         if (value == null)
43             return string.Format("[{0}]", type);
44         else
45             return string.Format("[{0}]:{1}", type, value);
46     }
47 }
48 }

```

Listing 3: TokenType.cs

```

1 namespace ShorkSharp
2 {
3     public enum TokenType
4     {
5         NUMBER,
6         STRING,
7         BOOL,
8         NULL,
9
10        KEYWORD,
11        IDENTIFIER,
12
13        PLUS,
14        MINUS,
15        MULTIPLY,
16        DIVIDE,
17        EXPONENT,
18
19        EQUALS,
20        DOUBLE_EQUALS,
21        NOT_EQUALS,
22        LESS_THAN,
23        GREATER_THAN,
24        LESS_THAN_OR_EQUAL,
25        GREATER_THAN_OR_EQUAL,
26
27        DOT,
28        COMMA,
29
30        LPAREN,
31        RPAREN,
32        LBRACE,
33        RBRACE,
34        LBRACKET,
35        RBRACKET,
36
37        NEWLINE,
38        EOF
39    }
40 }

```