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**Курс «Теория алгоритмических
языков и компиляторов»**

Лабораторная работа № 6

Разработка процессора языка разметки документа.

Выполнил:

Студент группы ПИН-51Д

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Задание на лабораторную работу

Написать процессор, обрабатывающий документы на языке eMark.

Входные данные: текстовый файл, содержащий документ на языке eMark.

Выходные данные: консоль с отформатированным текстом в соответствии с управляющими инструкциями, либо с сообщениями об ошибках в документе

Код:

Класс Program.cs

```
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.IO;
using System.Linq;
using System.Threading;
using System.Threading.Tasks;
using System.Windows.Threading;
using System.Xml;
using System.Xml.Serialization;

namespace Emark
{
    public class Program
    {
        private static MainWindow _window;
        private const string filename = "items.xml";
        private XmlSerializer _formatter = new XmlSerializer(typeof(Block));

        static void Main(string[] args)
        {
            var windowThred = new Thread(() =>
            {
                _window = new MainWindow(Update);
                var block = new Block
                {
                    Rows = 1,
                    Columns = 2,
                    Column = new RowOrColumn[]
                    {
                        new RowOrColumn(){ VAlign = VAlign.Bottom },
                        new RowOrColumn(){ VAlign = VAlign.Center },
                    },
                };
                _window.Show();
                _window.Closed += (s, e) =>
                _window.Dispatcher.BeginInvokeShutdown(DispatcherPriority.Normal);
                Dispatcher.Run();
            });
            windowThred.SetApartmentState(ApartmentState.STA);
            windowThred.Start();
        }

        private static void Update(string text)
        {
            new Task(() =>
            {
                try
                {
                    Console.CursorSize = 1;
                    Console.Clear();
                    var reader = new XmlTextReader(new StringReader(text))
                    {
                        WhitespaceHandling = WhitespaceHandling.None,
                    };
                    var element = CreateElement(text.Deserialize());
                    WriteBlock(element);
                    Console.SetCursorPosition(0, 25);
                    Console.BackgroundColor = ConsoleColor.Black;
                }
            });
        }
    }
}
```

```

        Console.Write(' ');
        _window.OnError(null);
    }
    catch (Exception ex)
    {
        _window.OnError($"{{ex.Message} } {{ex.InnerException?.Message}}");
    }
}).Start();
}

private static void WriteBlock(Element element)
{
    if (element is Text text)
    {
        PaintBackground(element);
        var countRows = text.Value.Length / element.Width;
        countRows += text.Value.Length % element.Width > 0 ? 1 : 0;

        var top = element.VAlign == VAlign.Top
            ? 0
            : element.VAlign == VAlign.Center
            ? (element.Heighth - countRows) / 2
            : element.Heighth - countRows;

        var i = 0;
        for (; i + element.Width < text.Value.Length && top < element.Heighth; i += element.Width, top++)
        {
            Console.SetCursorPosition(element.X, element.Y + top);
            Console.Write(text.Value.Substring(i, Math.Min(element.Width,
text.Value.Length - i)));
        }
        var currentText = text.Value.Substring(i, Math.Min(element.Width,
text.Value.Length - i));
        var left = element.HAlign == HAlign.Left
            ? element.X
            : element.HAlign == HAlign.Center
            ? element.X + (element.Width - currentText.Length) / 2
            : element.X + element.Width - currentText.Length;
        Console.SetCursorPosition(left, element.Y + top);
        Console.Write(currentText);
    }
    else if (element is Panel panel)
    {
        foreach (var child in panel.Children)
            WriteBlock(child);
    }
}
private static void PaintBackground(Element element)
{
    Console.BackgroundColor = element.Background;
    Console.ForegroundColor = element.Foreground;
    for (var i = element.X; i < element.X + element.Width; i++)
        for (var j = element.Y; j < element.Y + element.Heighth; j++)
        {
            Console.SetCursorPosition(i, j);
            Console.Write(' ');
        }
}

private static Element CreateElement(Block block)
{
    return BlockOrTextParse(block, 80, 24, 0, 0, ConsoleColor.Black,
ConsoleColor.White, HAlign.Left, VAlign.Top, true);
}

```

```

private static void BaseBlockTest(BaseBlock block)
{
    var count = 0;
    void Inc(object value) { if (value != null) count++; }
    Inc(block.Column);
    Inc(block.Row);
    Inc(block.Value);
    if (count > 1)
        throw new Exception("Можно указать либо строки, либо колонки, либо значение");
}

private static Element BlockOrTextParse(BaseBlock baseBlock, int width, int height,
int x, int y, ConsoleColor background, ConsoleColor foreground, HAlign hAlign, VAlign vAlign,
bool isFirst = false)
{
    BaseBlockTest(baseBlock);

    if (baseBlock is Block block)
    {
        if (block.Rows == null)
        {
            if (!isFirst)
                throw new Exception("Не указано количество строк у block");
            block.Rows = 0;
        }
        if (block.Columns == null)
        {
            if (!isFirst)
                throw new Exception("Не указано количество столбцов у block");
            block.Columns = 1;
        }

        if (baseBlock.Column != null)
        {
            var columnsCount = block.Columns.Value;
            if (baseBlock.Column.Length != columnsCount)
                throw new Exception($"У block требуемое количество столбцов:
{columnsCount}");
        }

        var children = new Element[columnsCount, block.Rows.Value > 0 ?
block.Rows.Value : 1];
        var left = 0;
        for (var i = 0; i < columnsCount; i++)
        {
            if (i < columnsCount - 1 && baseBlock.Column[i].Width == null)
                throw new Exception("Значение width должны быть указаны у всех
КОЛОНКОВ, кроме последней");
            var columnWidth = Math.Min(baseBlock.Column[i].Width ?? width - left,
width - left);

            var row = RowsParse(baseBlock.Column[i],
                block.Rows.Value,
                columnWidth,
                height,
                x + left,
                y,
                baseBlock.Column[i].Background ?? background,
                baseBlock.Column[i].Foreground ?? foreground,
                baseBlock.Column[i].HAlign ?? hAlign,
                baseBlock.Column[i].VAlign ?? vAlign);

            left += columnWidth;
            for (var j = 0; j < row.Length; j++)
                children[i, j] = row[j];
        }
    }
}

```

```

        }

        return new Panel(children, width, height, x, y, background, foreground,
hAlign, vAlign);
    }
    else if (baseBlock.Row != null)
    {
        var rowsCount = block.Rows.Value;
        if (baseBlock.Row.Length != rowsCount)
            throw new Exception($"У block требуемое количество строк:
{rowsCount}");

        var children = new Element[block.Columns.Value > 0 ? block.Columns.Value : 1, rowsCount];
        var top = 0;
        for (var i = 0; i < rowsCount; i++)
        {
            if (i < rowsCount - 1 && baseBlock.Row[i].Height == null)
                throw new Exception("Значение height должны быть указаны у всех
строк, кроме последней");
            var rowHeight = Math.Min(baseBlock.Row[i].Height ?? height - top,
height - top);

            var row = ColumnsParse(baseBlock.Row[i],
block.Columns.Value,
width,
rowHeight,
x,
y + top,
baseBlock.Row[i].Background ?? background,
baseBlock.Row[i].Foreground ?? foreground,
baseBlock.Row[i].HAlign ?? hAlign,
baseBlock.Row[i].VAlign ?? vAlign);
            top += rowHeight;
            for (var j = 0; j < row.Length; j++)
                children[j, i] = row[j];
        }
    }

    return new Panel(children, width, height, x, y, background, foreground,
hAlign, vAlign);
}
else
{
    if (block.Columns.Value != 0)
        throw new Exception($"Ожидаемое количество колонок:
{block.Columns.Value}");
    if (block.Rows.Value != 0)
        throw new Exception($"Ожидаемое количество строк:
{block.Rows.Value}");
    return new Text(baseBlock.Value ?? "", width, height, x, y, background,
foreground, hAlign, vAlign);
}
}
else if (isFirst)
    throw new Exception("Ожидается block");

if (baseBlock.Column != null)
{
    throw new Exception($"Ожидается block, либо текст");
}
else if (baseBlock.Column != null)
{
    throw new Exception($"Ожидается block, либо текст");
}
else if (baseBlock.Value != null)

```

```

        {
            return new Text(baseBlock.Value, width, height, x, y, background, foreground,
hAlign, vAlign);
        }
        else if (baseBlock is RowOrColumn rowOrColumn && rowOrColumn.Block != null)
            return BlockOrTextParse(rowOrColumn.Block, width, height, x, y, background,
foreground, hAlign, vAlign);

        return new Text("", width, height, x, y, background, foreground, hAlign, vAlign);
    }
    public static Element[] RowsParse(RowOrColumn column, int countRows, int width, int height,
int x, int y, ConsoleColor background, ConsoleColor foreground, HAlign hAlign, VAlign vAlign)
{
    if (countRows == 0)
    {
        if (column.Column != null && column.Column.Length > 0 || column.Row != null &&
column.Row.Length > 0)
            throw new Exception("Колонки и строки не ожидаются");
        return new Element[] { new Text(column.Value ?? "", width, height, 0, 0,
background, foreground, hAlign, vAlign) };
    }

    if (countRows > 0 && (column.Row == null || column.Row.Length != countRows))
        throw new Exception($"Ожидаемое количество строк: {countRows}");
    if (column.Column != null)
        throw new Exception($"Ожидаемое количество строк: {countRows}. Колонки не
ожидаются");

    var top = 0;
    var elements = new Element[countRows];
    for (var i = 0; i < countRows; i++)
    {
        if (i < countRows - 1 && column.Row[i].Height == null)
            throw new Exception("Значение height должны быть указаны у всех строк,
кроме последней");
        var rowHeight = Math.Min(column.Row[i].Height ?? height - top, height - top);

        elements[i] = BlockOrTextParse(column.Row[i],
            width,
            rowHeight,
            x,
            y + top,
            column.Row[i].Background ?? background,
            column.Row[i].Foreground ?? foreground,
            column.Row[i].HAlign ?? hAlign,
            column.Row[i].VAlign ?? vAlign);
        top += rowHeight;
    }

    return elements;
}
public static Element[] ColumnsParse(RowOrColumn row, int countColumns, int width, int height,
int x, int y, ConsoleColor background, ConsoleColor foreground, HAlign hAlign, VAlign vAlign)
{
    if (countColumns == 0)
    {
        if (row.Column != null && row.Column.Length > 0 || row.Row != null &&
row.Row.Length > 0)
            throw new Exception("Колонки и строки не ожидаются");
        return new Element[] { new Text(row.Value ?? "", width, height, x, y,
background, foreground, hAlign, vAlign) };
    }

    if (countColumns > 0 && (row.Column == null || row.Column.Length != countColumns))
        throw new Exception($"Ожидаемое количество колонок: {countColumns}");
}

```

```

        if (row.Row != null)
            throw new Exception($"Ожидаемое количество колонок: {countColumns}. Строки не
ожидаются");

        var elements = new Element[countColumns];
        var left = 0;
        for (var i = 0; i < countColumns; i++)
        {
            if (i < countColumns - 1 && row.Column[i].Width == null)
                throw new Exception("Значение width должны быть указаны у всех колонок,
кроме последней");
            var columnWidth = Math.Min(row.Column[i].Width ?? width - left, width - left);

            elements[i] = BlockOrTextParse(row.Column[i], columnWidth, height, x + left,
y,
                row.Column[i].Background ?? background,
                row.Column[i].Foreground ?? foreground,
                row.Column[i].HAlign ?? hAlign,
                row.Column[i].VAlign ?? vAlign);
            left += columnWidth;
        }

        return elements;
    }
}

[Serializable]
public enum VAlign
{
    [XmlAttribute("top")]
    Top,
    [XmlAttribute("center")]
    Center,
    [XmlAttribute("bottom")]
    Bottom
}

public enum HAlign
{
    [XmlAttribute("left")]
    Left,
    [XmlAttribute("center")]
    Center,
    [XmlAttribute("right")]
    Right
}

[Serializable]
public class BaseBlock
{
    [XmlElement("column")]
    public RowOrColumn[] Column;
    [XmlElement("row")]
    public RowOrColumn[] Row;
    [XmlText]
    public string Value;
}

[XmlRoot("block")]
public class Block : BaseBlock
{
    [XmlAttribute]
    public int? Rows;
    [XmlAttribute]
}

```

```

        public int? Columns;

        [XmlAttribute("rows")]
        [EditorBrowsable(EditorBrowsableState.Never)]
        public string RowsValue { get => Rows.Value.ToString(); set => Rows =
(int)uint.Parse(value); }
        [XmlAttribute("columns")]
        [EditorBrowsable(EditorBrowsableState.Never)]
        public string ColumnsValue { get => Columns.Value.ToString(); set => Columns =
(int)uint.Parse(value); }
    }

    [Serializable]
    public class RowOrColumn : BaseBlock
    {
        [XmlIgnore]
        public VAlign? VAlign;
        [XmlIgnore]
        public HAlign? HAlign;
        [XmlIgnore]
        public ConsoleColor? Foreground;
        [XmlIgnore]
        public ConsoleColor? Background;
        [XmlIgnore]
        public int? Width;
        [XmlIgnore]
        public int? Height;

        [XmlElement("block")]
        public Block Block;

        [XmlAttribute("textcolor")]
        [EditorBrowsable(EditorBrowsableState.Never)]
        public string TextColor { get => Foreground.Value.ToString(); set => Foreground =
value.ConsoleColorParse(); }
        [XmlAttribute("bgcolor")]
        [EditorBrowsable(EditorBrowsableState.Never)]
        public string Bgcolor { get => Background.Value.ToString(); set => Background =
value.ConsoleColorParse(); }
        [XmlAttribute("valign")]
        [EditorBrowsable(EditorBrowsableState.Never)]
        public string VAlignValue { get => VAlign.Value.ToString(); set { VAlign =
value.VAlignParse(); } }
        [XmlAttribute("halign")]
        [EditorBrowsable(EditorBrowsableState.Never)]
        public string HAlignValue { get => HAlign.Value.ToString(); set { HAlign =
value.HAlignParse(); } }
        [XmlAttribute("width")]
        [EditorBrowsable(EditorBrowsableState.Never)]
        public string WidthValue { get => Width.Value.ToString(); set { Width =
(int)uint.Parse(value); } }
        [XmlAttribute("height")]
        [EditorBrowsable(EditorBrowsableState.Never)]
        public string HeightValue { get => Height.Value.ToString(); set { Height =
(int)uint.Parse(value); } }
    }

    public abstract class Element
    {
        public readonly int Width;
        public readonly int Height;
        public readonly ConsoleColor Background;
        public readonly ConsoleColor Foreground;
        public readonly HAlign HAlign;
        public readonly VAlign VAlign;
        private readonly int _x;
    }
}

```

```

private readonly int _y;
private Panel _parent;

public Element(int width, int height, int x, int y, ConsoleColor background,
ConsoleColor foreground, HAlign hAlign, VAlign vAlign)
{
    Width = width;
    Height = height;
    _x = x;
    _y = y;
    Background = background;
    Foreground = foreground;
    HAlign = hAlign;
    VAlign = vAlign;
}

public int X => _x;
public int Y => _y;

public void SetParent(Panel parent)
{
    _parent = parent;
}
}

public class Panel : Element
{
    public readonly Element[,] Children;

    public Panel(Element[,] children, int width, int height, int x, int y, ConsoleColor
background, ConsoleColor foreground, HAlign hAlign, VAlign vAlign)
        : base(width, height, x, y, background, foreground, hAlign, vAlign)
    {
        Children = children;
        foreach (var child in children)
        {
            child.SetParent(this);
        }
    }
}

public class Text : Element
{
    private static IReadOnlyCollection<char> _spaces = new HashSet<char>()
    {
        '\t', '\r', '\n', ' '
    };
    public readonly string Value;

    public Text(string value, int width, int height, int x, int y, ConsoleColor
background, ConsoleColor foreground, HAlign hAlign, VAlign vAlign)
        : base(width, height, x, y, background, foreground, hAlign, vAlign)
    {
        var start = 0;
        for (start = 0; start < value.Length; start++)
            if (!_spaces.Contains(value[start]))
                break;
        var end = 0;
        for (end = value.Length - 1; end > 0; end--)
            if (!_spaces.Contains(value[end]))
                break;
        Value = value.Substring(start, end - start + 1);
    }
}

```

```

public static class Extensions
{
    public static void CreateException(this XmlTextReader reader, string message)
    {
        throw new Exception($"[{reader.LineNumber} {reader.LinePosition}] {message}");
    }

    private static readonly XmlSerializer _serializer = new XmlSerializer(typeof(Block));

    public static string SerializeObject(this Block toSerialize)
    {
        using (StringWriter textWriter = new StringWriter())
        {
            _serializer.Serialize(textWriter, toSerialize);
            return textWriter.ToString();
        }
    }

    public static Block Deserialize(this string text)
    {
        return (Block)_serializer.Deserialize(new StringReader(text));
    }

    private static readonly Type _consoleColorType = typeof(ConsoleColor);
    private static readonly Type _hAlignType = typeof(HAlign);
    private static readonly Type _vAlignType = typeof(Valign);

    public static ConsoleColor ConsoleColorParse(this string value)
    {
        return (ConsoleColor)Enum.Parse(_consoleColorType, value, true);
    }

    public static HAlign HAlignParse(this string value)
    {
        return (HAlign)Enum.Parse(_hAlignType, value, true);
    }

    public static Valign VAlignParse(this string value)
    {
        return (Valign)Enum.Parse(_vAlignType, value, true);
    }
}

```

Класс MainWindow.xaml.cs

```

using System;
using System.Collections.Generic;
using System.IO;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
using System.Windows;
using System.Windows.Controls;
using System.Windows.Data;
using System.Windows.Documents;
using System.Windows.Input;
using System.Windows.Media;
using System.Windows.Media.Imaging;
using System.Windows.Navigation;
using System.Windows.Shapes;

```

```
namespace Emark
{
    public partial class MainWindow : Window
    {
        private readonly Action<string> _textChaged;

        public MainWindow(Action<string> textChanged)
        {
            InitializeComponent();

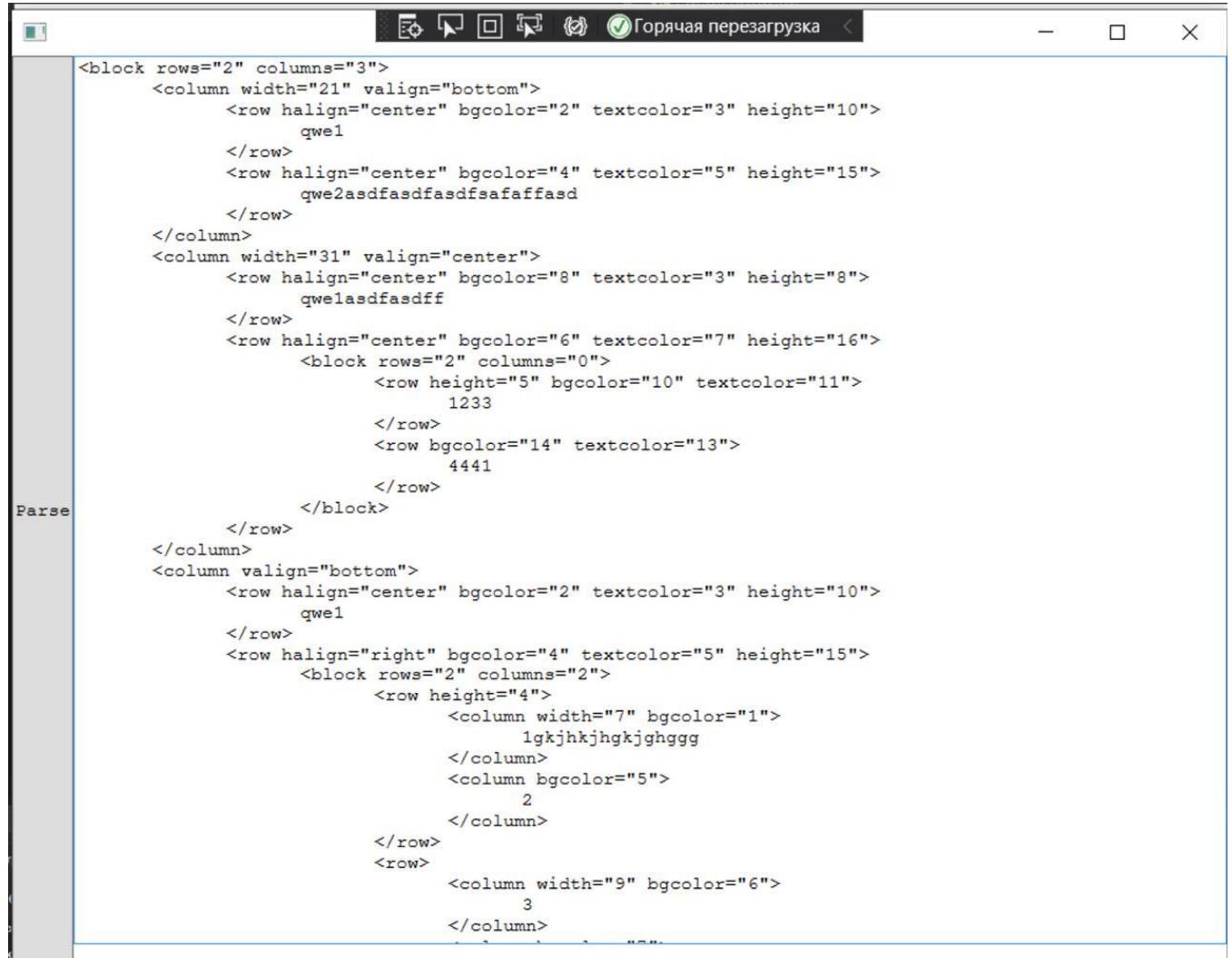
            _textChaged = textChanged;
            Program.Text = File.ReadAllText("file.txt");
            Closing += (s, e) => File.WriteAllText("file.txt", Program.Text);
            Program.TextChanged += Program_TextChanged;
        }

        private void Program_TextChanged(object sender, TextChangedEventArgs e)
        {
            _textChaged(Program.Text);
        }

        public void OnError(string error)
        {
            Dispatcher.BeginInvoke((Action)((() =>
            {
                Error.Text = error;
            })));
        }

        private void Button_Click(object sender, RoutedEventArgs e)
        {
            _textChaged(Program.Text);
        }
    }
}
```

Примеры работы:



The screenshot shows a software application window with a title bar "Горячая перезагрузка". The main area contains a code editor with the following XML content:

```
<block rows="2" columns="3">
    <column width="21" valign="bottom">
        <row halign="center" bgcolor="2" textcolor="3" height="10">
            qwe1
        </row>
        <row halign="center" bgcolor="4" textcolor="5" height="15">
            qwe2asdfasdfasdfsafaffasd
        </row>
    </column>
    <column width="31" valign="center">
        <row halign="center" bgcolor="8" textcolor="3" height="8">
            qwe1asdfasdff
        </row>
        <row halign="center" bgcolor="6" textcolor="7" height="16">
            <block rows="2" columns="0">
                <row height="5" bgcolor="10" textcolor="11">
                    1233
                </row>
                <row bgcolor="14" textcolor="13">
                    4441
                </row>
            </block>
        </row>
    </column>
    <column valign="bottom">
        <row halign="center" bgcolor="2" textcolor="3" height="10">
            qwe1
        </row>
        <row halign="right" bgcolor="4" textcolor="5" height="15">
            <block rows="2" columns="2">
                <row height="4">
                    <column width="7" bgcolor="1">
                        1gkjhkjhgkjghggg
                    </column>
                    <column bgcolor="5">
                        2
                    </column>
                </row>
                <row>
                    <column width="9" bgcolor="6">
                        3
                    </column>
                </row>
            </block>
        </row>
    </column>

```

The code editor has a vertical scroll bar on the left and a horizontal scroll bar at the bottom. The word "Parse" is visible near the top left of the editor area.

