Michael Bozhilov

Senior Project I

Fall 23/24

# Nulascript

## Introduction:

**Nulascript** is a dynamically typed programming language that and akin to C-level languages, it employs references. References are a fundamental concept in computer programming, especially in low-level languages like C. Unlike pointers, which store memory addresses, references enable direct access to memory locations without duplicating actual values. This distinction is significant for efficiency, allowing manipulation of data in memory without unnecessary copying. In contexts such as high-level scripting languages operating on virtual machines and in deployment pipelines, the avoidance of data duplication and the ability to directly access memory locations can result in expedited execution and more cost-effective infrastructure management.

The process of running **Nulascript** code involves several stages. At a high level, it starts with the user writing code in a text file. This code is then passed to a lexer, which breaks it down into tokens. These tokens are then used as input for a parser to construct an abstract syntax tree. Finally, the AST is interpreted to execute the code.

The lexer, also known as a lexical analyzer, is a core component of a compiler or interpreter. Its primary role is to examine the source code of a programming language and divide it into individual tokens. These tokens are the smallest meaningful units of code, like keywords, identifiers, operators, and literals. The lexer categorizes these tokens and sends them to subsequent stages in the compilation or interpretation process for further analysis, where the code's structure and meaning are further understood and processed. Essentially, a lexer serves as the initial step in the process of translating human-readable source code into a format that a computer can comprehend and work with.

The parser, also known as a syntactic analyzer, is another core component which primary task is to inspect the source code tokens generated by the lexer and arrange them into a hierarchical structure known as the syntax abstract tree. The tree servers as a representation of the source code which clearly defines the relationship between different tokens and their grammatical structure. The parser's role is to verify whether the code complies with the language's syntax rules and to generate a structured representation that can be further processed by the compiler or interpreter. Additionally, there exist various types of parsers. In the context of **Nulascript**, the tokens are processed by a Pratt parser, also referred to as a top-down operator precedence parser. Our parser primarily begins at the top of the parse tree, examining the initial symbol of the grammar, and proceeds linearly by inspecting the subsequent tokens to determine the appropriate path to take. This approach leads to efficient parsing. We'll delve into more detail about the parser's implementation as we continue.

An interpreter is, as the name implies, the underlying software which interprets the meaning of our code by walking the abstract tree we’ve just created. Interpreters provide a direct way to execute commands without building a machine code executable. Rather it executes the code on the fly which enables us to interactively run commands, if needed. At a high level, our **Nulascript** code will run from a C++ binary, which breaks down into machine code and contains instructions on how to execute each step from our tree.

## Lexer:

In the realm of programming languages, Nulascript's Lexer adheres to a well-established convention. Functioning as a fundamental component in the code interpretation process, its primary job is to take a piece of code in the form of a string and break it down into smaller parts, which we call “tokens”. These tokens serve as the atomic units of code, encompassing everything from keywords and identifiers to operators and constants.

The Lexer's tokenization process serves as a crucial initial step in the broader process of code interpretation. It paves the way for subsequent stages in the software development lifecycle, such as parsing and interpretation. Through this systematic dissection, it plays a pivotal role in enabling the computer to comprehend and execute the programmer's instructions with precision and accuracy.

### Now, let’s dive into how Nulascript’s Lexer is implemented:

#### The Lexer class:

**public**:

Lexer(**const** std::string& input);

Token getNextToken();

In the code snippet, we have two public methods. The first is a constructor named **Lexer**, which takes a single argument: a reference to a **std::string** containing **Nulascript** code. The purpose of this constructor is to initialize an instance of the **Lexer** class with the provided input.

The second public method is **getNextToken()**, which is used to retrieve the next token from the **Nulascript** code. This method plays a crucial role in the lexical analysis process, where the code is systematically broken down into individual tokens for further processing.

Before jumping into the explanation what **getNextToken()** does, let’s first check what the Lexer holds as private variables.

**private**:

TokenLookup tokenLookup;

std::string input;

**int** pos;

**int** readPos;

**char** ch;

At a high level, the TokenLookup class is responsible for handling the lookup of reserved keywords. Here's a brief excerpt from the class's implementation:

TokenLookup::TokenLookup() {

keywords = {

{"fn", FUNC},

{"let", LET},

{"true", TRUE},

TokenType TokenLookup::lookupIdent(**const** std::string& ident) {

**auto** it = keywords.find(ident);

**if** (it != keywords.end()) {

**return** it->second;

}

**return** IDENT;

}

In the code, the default constructor TokenLookup is used to initialize an instance of the TokenLookup class. This constructor initializes an unordered map named keywords, which contains pairs of reserved keywords and their corresponding token types. This map serves as a lookup table for identifying and categorizing keywords in the code.

The lookupIdent() function within the TokenLookup class is responsible for examining a provided string to determine its token type. It does this by searching for the string in the keywords map. If a match is found, the function returns the associated TokenType. If no match is found, it returns IDENT, which represents an identifier - the name of a variable or function. This function is essential for identifying and categorizing tokens within the code based on the reserved keywords provided in the keywords map.

Now, back to this part:  
  
 **int** pos;

**int** readPos;

**char** ch;

Let’s use the following example code let a = 5; and walk through how these variables would be set initially when initializing the Lexer:

**pos will be initialized as 0:** The Lexer begins processing at the first character of the input string, which is 'l' in the keyword 'let'.

**readPos will be initialized as 1:** This indicates that the lexer is ready to read the next character after the current character pointed to by pos, which is 'e' in 'let'.

**ch will be initialized as 'l':** This variable stores the character currently pointed to by pos, which is 'l' in 'let'.

Before we explore the additional features of the Lexer, let's first examine where the tokens are defined. These tokens are encapsulated in a struct called "Token," which is defined as follows:

**struct** Token {

TokenType type;

std::string literal;

};

The "literal" field in the Token struct, as the name suggests, stores the literal value of the token. For instance, if the token is '=' (an assignment operator), the "literal" field would contain the string '='. The "TokenType" of the token is determined by an enum declared in the same file:

**enum** TokenType {

ASSIGN,

// Other token types...

};

Consequently, in the case of a token with the literal value '=', the Token struct will hold the TokenType ASSIGN to represent this specific token.

All the tokens Nulascript’s Lexer supports:

**EOF\_TYPE**: This token represents the end of the file or input stream and is used to indicate the end of parsing.

**ILLEGAL**: This token is used to represent an illegal or unrecognized input.

**IDENT**: Stands for "identifier" and is used to represent variable or function names in the source code.

**INT**: Represents integer values in the source code.

**ASSIGN**: Represents the assignment operator, used to assign or reassign a value to a variable.

**PLUS**: Represents the addition operator.

**MINUS**: Represents the subtraction operator.

**COMMA**: Represents a comma used to separate elements in a list or function arguments.

**SEMICOLON**: Represents a semicolon used to terminate statements.

**LPAR**: Stands for "left parenthesis" and is used to open a grouping, such as for function calls or mathematical expressions.

**RPAR**: Stands for "right parenthesis" and is used to close a grouping opened by LPAR.

**LBRACE**: Represents the left curly brace, used to open a block of code or a dictionary.

**RBRACE**: Represents the right curly brace, used to close a block of code or a dictionary opened by LBRACE.

**ASTERISK**: Represents the multiplication operator or a is used for dereferencing.

**DEREF**: Stands for "dereference" and is used to access the value pointed to by a reference or pointer.

**FUNC**: Indicates a function keyword, often used to define functions in the source code.

**BANG\_OR\_NOT**: Used for logical negation (‘!’ and “not” are interchangeable in Nulascript)

**SLASH**: Represents the division operator.

**LT**: Represents the less-than comparison operator.

**LOE**: Represents "less than or equal to" comparison operator.

**GT**: Represents the greater-than comparison operator.

**GOE**: Represents "greater than or equal to" comparison operator.

**LET**: Represents "let" keyword for defining functions and variables.

**IF**: Represents the if keyword, used to begin conditional statements.

**ELSE**: Represents the else keyword, used in conjunction with IF for conditional branching.

**TRUE**: Represents the boolean true value.

**FALSE**: Represents the boolean false value.

**RETURN**: Represents the return keyword, often used to exit a function and return a value.

**IS**: Is used for identity or equality checks.

Back to the Lexer’s implementation, now we’re going to go over all the function which handle appropriate token type assignment.  
  
**void** Lexer::readChar() {

**if** (readPos >= input.size()) {

ch = 0; // EOF

} **else** {

ch = input[readPos];

}

pos = readPos;

readPos = readPos + 1;

}

This function is responsible for updating both the current position and the reading position, as mentioned earlier. The noteworthy aspect here is how we signify the end of the input for the lexer, which is essentially our source code. We achieve this by assigning the value 0 to the EOF\_TYPE token type. You might wonder where this assignment is made. The truth is, we don't explicitly set a value for the token itself. Instead, in our getNextToken() function, we have a substantial switch-case construct that deals with all the possible characters in the code and assigns their corresponding token types.

Token Lexer::getNextToken() {

Token currentToken;

skipOverWhitespace();

**switch** (ch) {

**case** '=':

currentToken = newToken(TokenType::ASSIGN, ch);

**break**;

**case** '+':

currentToken = newToken(TokenType::PLUS, ch);

**break**;

**case** '-':

currentToken = newToken(TokenType::MINUS, ch);

**break**;

**case** ',':

currentToken = newToken(TokenType::COMMA, ch);

**break**;

**case** ';':

currentToken = newToken(TokenType::SEMICOLON, ch);

**break**;

**case** '(':

currentToken = newToken(TokenType::LPAR, ch);

**break**;

**// …**

**break**;

**case** '/':

currentToken = newToken(TokenType::SLASH, ch);

**break**;

**case** '<':

currentToken =

handleComparisonOperators(ch, TokenType::LT, TokenType::LOE);

**break**;

**case** '>':

currentToken =

handleComparisonOperators(ch, TokenType::GT, TokenType::GOE);

**break**;

**case** 0:

currentToken.literal = "";

currentToken.type = TokenType::EOF\_TYPE;

**break**;

**default**:

**if** (isLetter(ch)) {

currentToken.literal = readExtendedToken(TokenType::IDENT);

currentToken.type = tokenLookup.lookupIdent(currentToken.literal);

**return** currentToken;

} **else** **if** (isDigit(ch)) {

currentToken.type = TokenType::INT;

currentToken.literal = readExtendedToken(currentToken.type);

**return** currentToken;

} **else** {

currentToken = newToken(TokenType::ILLEGAL, ch);

}

}

readChar();

**return** currentToken;

}

This is pretty much the heart of the Lexer.

First, it calls skipOverWhitespace() to skip any whitespace characters.

Then, it enters a switch-case statement based on the current character, ch, to identify and assign the appropriate token type.

For example, if ch is '=', it creates a new token with a TokenType of ASSIGN.

If ch is '+', it creates a token with PLUS, and so on for various other characters.

The code handles various punctuation and operator characters commonly found in other programming languages.

If ch is 0, indicating the end of the file, it sets the token type to EOF\_TYPE.

If ch is not one of the recognized characters, it checks if it's a letter (part of an identifier) or a digit (part of an integer literal). If it's a letter, it reads an extended token (possibly a longer identifier) and determines the correct TokenType using a lookup. If it's a digit, it treats it as an integer and reads an extended token accordingly.

If none of the above conditions are met, it marks the token as ILLEGAL.

After determining the token type and possibly the token's literal value, the readChar() function is called to advance to the next character in the input.

Finally, it returns the extracted token.

In this code segment, we encounter a few tokens that require some special handling, particularly the comparison operator tokens.  
  
Token Lexer::handleComparisonOperators(**char** opChar, TokenType shortType,

TokenType extendedType) {

// reduce branching by not conditionally checking and inferring the extended

// type

**if** (peekNextChar() == '=') {

**char** savedCh = ch;

readChar();

**char** tokenLiteral[3] = {savedCh, ch, '\0'};

**return** newToken(extendedType, tokenLiteral);

}

**return** newToken(shortType, ch);

}

The Token Lexer::handleComparisonOperators(char opChar, TokenType shortType,

TokenType extendedType) function comes into play here. It serves to differentiate between

two possibilities: whether the character is a simple '<' or '>', indicating less than or greater

than, or whether it's part of an extended equality comparison (e.g., '<=' or '>=').

To optimize the code and minimize branching, it first checks if the next character, obtained

using peekNextChar(), is an '=' sign. If it is, the function treats the current character as part

of an extended comparison. It temporarily stores the current character, advances to the next

character using readChar(), and constructs a token literal that combines the two characters

(e.g., "<=" or ">="). Finally, it creates a new token with the extendedType and this combined

literal.

If the next character is not '=', indicating a simple comparison, the function creates a new

token with the shortType and the current character, which represents 'less than' or

'greater than'.

So, in essence, this function helps distinguish between basic comparison operators and their

extended counterparts whenever '<' or '>' characters are encountered in the input.

In the getNextToken() function, the default case is reached when the current

character ch does not match any of the specific characters (e.g., '=', '+', '-', etc.) that have

been explicitly handled in the preceding switch cases. This code block serves as a catch-all

for characters that are not part of those specific categories.

**default**:

**if** (isLetter(ch)) {

currentToken.literal = readExtendedToken(TokenType::IDENT);

currentToken.type = tokenLookup.lookupIdent(currentToken.literal);

**return** currentToken;

} **else** **if** (isDigit(ch)) {

currentToken.type = TokenType::INT;

currentToken.literal = readExtendedToken(currentToken.type);

**return** currentToken;

} **else** {

currentToken = newToken(TokenType::ILLEGAL, ch);

}

**Identifier Handling**:

First, it checks if the current character is a letter. If it is, this typically indicates the start of an identifier, which could be a variable name or a keyword. If it's a letter, the code reads an extended token using the readExtendedToken(TokenType::IDENT) function. This function reads characters until it encounters a non-letter, effectively extracting the entire identifier.

The extracted literal (the identifier or keyword) is stored in currentToken.literal, and the lexer uses the tokenLookup mechanism to determine the appropriate token type for this identifier. The identified token type is assigned to currentToken.type.

**Integer Literal Handling**:

If the current character is a digit, it's treated as the start of an integer literal. The lexer sets the token type to TokenType::INT to indicate an integer.

It then uses the readExtendedToken() function with currentToken.type as the argument to read and assemble the complete integer literal. This function reads characters until it encounters a non-digit character, effectively forming the full integer literal.

The integer literal is stored in currentToken.literal.

**Illegal Character Handling**:

If the current character does not match either of the above conditions (not a letter or a digit), it's considered an illegal character.

In this case, the code creates a new token with a type of TokenType::ILLEGAL and assigns the current character as the token's literal value.

## Parser:

Nulascript implements a recursive descent parser, a type of top-down parser, which means it starts with the highest-level grammar rules and recursively breaks them down into smaller, more specific rules. This approach is often used for simple or moderately complex programming languages because it maps well to the way code is typically structured in these languages.

In a recursive descent parser, each non-terminal symbol in the grammar corresponds to a function in the code. These functions are responsible for recognizing and parsing the corresponding grammar rules. The parser recursively calls these functions to parse the input code.

This top-down parsing technique used to recognize the structure of a programming language by applying a set of parsing functions in a recursive manner. This approach is often used for parsing LL(k) grammars, where "LL" stands for "left-to-right, leftmost derivation," and "k" represents the number of lookahead tokens. Recursive descent parsers are favored for their hand-crafted nature, as they involve manually writing parsing functions based on the grammar of the language.

In a recursive descent parser, parsing functions are created for each non-terminal symbol or production rule in the grammar. These functions correspond to different levels of abstraction or nesting in the language's grammar, and they mirror the hierarchical structure of the code. As such, the code of a recursive descent parser closely reflects the structure of the grammar rules, making it readable and easy to understand.

Recursion plays a fundamental role in recursive descent parsing. Parsing functions call each other recursively to handle nested constructs within the language. For example, a parsing function for expressions may invoke the parsing function for sub-expressions. This recursive nature aligns well with the natural hierarchy of the language’s syntax.

The difference in the type of parser is rooted in the method of associating parsing functions with specific tokens. The fundamental concept is that each token can have two distinct sets of parsing functions, determined by whether the token is positioned as a prefix or an infix.

However, recursive descent parsers have limitations. They are best suited for simple and moderately complex languages with LL(k) grammars. In cases where the grammar is ambiguous or left-recursive, other parsing techniques, such as LR parsing, may be more suitable. Error handling in recursive descent parsers is often simple, usually involving the production of error messages when unexpected input is encountered. Additionally, there can be instances of backtracking in cases where the parser makes incorrect predictions based on the input, but in the case of Nulascript, backtracking is not implemented.

## Abstract Syntax Tree

In the context of programming language development and interpretation, an Abstract Syntax Tree (AST) is a crucial data structure used to represent the hierarchical structure of the source code. When discussing the implementation of an interpreter, particularly one using a recursive descent parser, the AST plays a central role in the overall design.

Here are some aspects to consider when talking about the implementation of the AST in the context of an interpreter:

Representation of Code Structure: The AST serves as an intermediate representation of the source code. It captures the syntactic structure of the code in a hierarchical manner, where nodes in the tree correspond to language constructs such as expressions and statements.

Nodes and Relationships: The AST is composed of nodes, each representing a specific syntactic construct in the language. Nodes are interconnected to reflect the relationships between different parts of the code. For example, a binary expression node might have left and right child nodes representing the operands.

Building the AST during Parsing: As the recursive descent parser processes the input code, it simultaneously constructs the AST. Parsing functions are responsible not only for recognizing the grammar rules but also for creating AST nodes and organizing them into a tree structure.

Traversal and Evaluation: Once the AST is constructed, the interpreter typically traverses the tree to evaluate the code. Different types of nodes may have different evaluation strategies. For example, an expression node might be evaluated by recursively evaluating its subexpressions and applying the corresponding operation.

Abstracting Syntax: The term "Abstract Syntax Tree" emphasizes the abstraction of syntactic details. The AST captures the essential structure and meaning of the code while abstracting away specific lexical details. This abstraction facilitates further processing and analysis.

Support for Control Flow and Declarations: The AST accommodates various language features, including control flow constructs (e.g., if statements, loops) and variable declarations. Each type of statement or expression in the language corresponds to a distinct node in the AST.

Ease of Transformation: The AST serves as a foundation for various transformations and optimizations. If additional language features or modifications are desired, developers can manipulate the AST, add new nodes, or apply transformations before or during the evaluation phase.

Error Reporting: The AST can also be a valuable tool for generating meaningful error messages. If an error is encountered during parsing or evaluation, information from the AST can aid in pinpointing the location and nature of the error in the original source code.

Persistence: In some cases, the AST might be persisted or serialized. This can be useful for scenarios where the interpreted code needs to be stored, transmitted, or analyzed outside the runtime environment.

In summary, the AST is a crucial component in the implementation of an interpreter, providing a structured representation of the code that facilitates parsing, evaluation, and various language-related tasks. Its hierarchical nature aligns well with the recursive descent parsing approach and contributes to the overall flexibility and extensibility of the interpreter.

Let’s proceed to Nulascript’s AST implementation:

**class** Node {

**public**:

**virtual** std::string tokenLiteral() = 0;

**virtual** std::string toString() = 0;

};

**class** Statement : **public** Node {

};

**class** Expression : **public** Node {

};

This code defines a basic hierarchy of classes for building an abstract syntax tree (AST) for a programming language. An AST is a hierarchical structure that represents the syntactic structure of code, making it easier to analyze and manipulate. Here's an explanation of each class:

**Node** is an abstract base class that serves as the root of the AST hierarchy. It contains two pure virtual functions, which means any class derived from Node must implement these functions.

**tokenLiteral():** This function is responsible for returning a string representing the token or value associated with a node. In other words, it provides the literal representation of the token that the node corresponds to.

**toString():** This function should return a string representation of the entire node. It is used to generate a string representation of the node and its sub-nodes for debugging and other purposes.

**Statement** is a derived class of Node. It represents statements in the programming language. A statement is a unit of code that performs some action or operation, like variable declarations, loops, or conditional statements.

While Statement inherits the tokenLiteral() and toString() functions from the Node class, it doesn't introduce any additional behavior beyond marking a class as a statement. Actually, the Statement class is always being used as a base class and objects are never initialized directly.

**Expression** is another derived class of Node. It represents expressions within the programming language. Expressions are code constructs that produce values, like arithmetic expressions or function calls.

Like Statement, Expression inherits the tokenLiteral() and toString() functions from the Node class without adding specific behavior. Either the Statement or Expression can be excluded, and we could utilize the Node as the foundational class for all high-level Statements and Expressions. However, the current implementation prevents the need for any unnecessary dynamic casting.

In summary, this code defines a framework for creating an abstract syntax tree. The Node class defines two essential functions for all nodes in the tree, and then two specialized classes, Statement and Expression, derive from it. While these derived classes don't introduce any new functions in this snippet, they are typically used as a foundation for creating more specific node types that correspond to the various constructs of a programming language. These classes allow developers to represent and manipulate the syntactic structure of code during parsing and analysis.

**class** Program : **public** Node {

**public**:

std::vector<Statement\*> statements;

std::string tokenLiteral() override;

std::string toString() override;

};

The Program class is designed to represent a program or script in the abstract syntax tree of the programming language. It inherits the basic structure and functionality of the Node class, allowing it to be part of the hierarchical tree structure. It stores a sequence of statements in the statements member and provides functions to retrieve the token literal and generate a string representation of the program, making it a key component for representing the high-level structure of code in the AST.

**class** Identifier : **public** Expression {

**public**:

Token token;

std::string value;

**public**:

Identifier(Token token);

std::string tokenLiteral() override;

std::string toString() override;

};

This code defines a class named Identifier that inherits from the Expression class, which is part of an abstract syntax tree. It represents an expression in the abstract syntax tree corresponding to an identifier or variable name in the source code. It inherits the basic structure and functionality of the Expression class and contains the token and value members to store information about the identifier. The class provides functions to retrieve the token literal (typically the identifier's name) and generate a string representation of the identifier, making it a key component for representing variables and identifiers in the AST.

**class** LetStatement : **public** Statement {

**public**:

Token token;

Identifier\* name;

Expression\* value;

**public**:

LetStatement(Token token);

std::string tokenLiteral() override;

std::string toString() override;

};

The LetStatement class represents a 'let' statement in the abstract syntax tree. It inherits the basic structure and functionality of the Statement class and contains data members to store information about the 'let' statement, including the associated Token, the variable name, and the assignment expression. The class provides functions to retrieve the token literal and generate a string representation of the 'let' statement.

**class** ReturnStatement : **public** Statement {

**public**:

Token token;

Expression\* returnValue;

**public**:

ReturnStatement(Token token, Expression\* returnValue);

ReturnStatement(Token token);

std::string tokenLiteral() override;

std::string toString() override;

};

The ReturnStatement class represents a 'return' statement in the abstract syntax tree. It inherits the basic structure and functionality of the Statement class and contains data members to store information about the 'return' statement, including the associated Token and the return value expression. The class provides constructors for both 'return' statements with and without return values and functions to retrieve the token literal and generate a string representation of the 'return' statement.

**class** ExpressionStatement : **public** Statement {

**public**:

Token token;

Expression\* expression;

**public**:

ExpressionStatement(Token token);

// ExpressionStatement(Token token, Expression\* expression)

std::string tokenLiteral() override;

std::string toString() override;

};

The ExpressionStatement class represents a statement. It inherits the basic structure and functionality of the Statement class and contains data members to store information about the statement, including the associated Token and the expression it contains. The class provides a constructor for initializing the statement, and functions to retrieve the token literal and generate a string representation of the statement.

An expression statement refers to an expression employed in a context that anticipates a statement. In this scenario, the expression is assessed, and its outcome is disregarded. Consequently, it is meaningful exclusively for expressions that produce side effects, like performing a function or modifying a variable. For example, function calls, such as console.log("Hello"); and [1, 2, 3].forEach((i) => console.log(i));, are suitable instances of expression statements, as they trigger actions like printing to the console or iterating through an array with side effects.

**class** Conditional : **public** Expression {

**public**:

Token token;

Expression\* condition;

BlockStatement\* currentBlock;

BlockStatement\* elseBlock;

**public**:

Conditional(Token token);

std::string toString();

std::string tokenLiteral();

};

The Conditional class serves as the embodiment of conditional expressions or logic within the abstract syntax tree (AST) of the programming language. By encapsulating conditions, block statements for both true and false outcomes, and associated tokens, it plays a vital role in facilitating a structured representation of conditional logic in the AST. As of now, its current implementation support only else blocks, but potentially the class can be extended to store vector storing “else if” nodes.

To avoid repeating the same code all over again, I'll highlight some of the implemented expression classes.

Function Class:

Stores function arguments and the code block parsed during function invocation.

Invocation Class:

Records function invocations, parsing and storing argument values. This enables the use of actual values when invoking the function's body, replacing variables with their values.

String Class:

Simple storage for string values.

Integer Class:

Similar to the String class, but stores integer values instead of string values.

Assignment Class:

Manages the identifier and the right-hand side expression, assigning the expression's value to the identifier during parsing.

Reference Class:

Stores the identifier pointing to the referenced value.

Pointer Class:

Similar to the Reference class, storing identifiers that need to be dereferenced.

Comment Class:

Stores only the token, aiding the parser in determining when to skip a line.

## Parser Class

**private**:

Lexer\* l;

Token currentToken;

Token peekToken;

std::vector<std::string> errors;

**Lexer\* l - t**his is a pointer to our Lexer object. The Parser needs access to the Lexer in order to request tokens from the source code during parsing. The Lexer is typically used to provide the parser with the current token and the next token (peeked token) from the source code.

**Token currentToken** - this member is of type Token and is used to store the currently processed token during parsing. The Parser will analyze this token to determine the structure and semantics of the source code. The currentToken is typically updated when the parser advances to the next token in the source code using the getNextToken() function.

**Token peekToken** - this member, also of type Token, is used to store the next token that will be processed by the parser. It is called the "peek token" because the parser can look ahead to the next token without consuming it. The peekToken is useful for making decisions about the parsing process based on upcoming tokens. It is typically updated in the getNextToken() function as well.P

**std::vector<std::string> errors** - this is a vector used to store error messages encountered during the parsing process. If the parser encounters a syntax error or any other issue in the source code, it appends an error message to this vector. Later, the user or developer can retrieve these error messages for debugging or reporting issues in the source code.

In summary, these private data members are essential for the operation of the Parser class. The Lexer provides a stream of tokens for the parser to process, while currentToken and peekToken hold the tokens currently being analyzed and the next token to be processed. The errors vector serves as a container for storing error messages, making it possible to report and handle issues in the source code.

**bool** isEqualToCurrentTokenType(TokenType tokenType);

**bool** isEqualToPeekedTokenType(TokenType tokenType);

**bool** peekAndLoadExpectedToken(TokenType tokenType);

Before exploring how statements are being parsed, we need to make sure we understand how the parser loads the tokens:

**bool** Parser::isEqualToCurrentTokenType(TokenType tokenType) {

**return** currentToken.type == tokenType;

}

**bool Parser::isEqualToCurrentTokenType(TokenType tokenType):** This function compares the type of the current token (stored in the currentToken member) to the specified tokenType. It returns true if the current token's type matches the specified type and false otherwise. This function is useful for making decisions based on the current token's type during parsing.

**bool** Parser::isEqualToPeekedTokenType(TokenType tokenType) {

**return** peekToken.type == tokenType;

}

**bool Parser::isEqualToPeekedTokenType(TokenType tokenType):** This function compares the type of the peeked token (stored in the peekToken member) to the specified tokenType. It returns true if the peeked token's type matches the specified type and false otherwise. Like the previous function, this one is used to make decisions based on the type of the upcoming token.

**bool** Parser::peekAndLoadExpectedToken(TokenType tokenType) {

**if** (isEqualToPeekedTokenType(tokenType)) {

getNextToken();

**return** **true**;

}

appendPeekError(tokenType);

**return** **false**;

}

**bool Parser::peekAndLoadExpectedToken(TokenType tokenType**): This function serves a more specific purpose. It compares the type of the peeked token to a specified tokenType. If they match, the function updates the currentToken to be the peeked token by calling getNextToken() and returns true. However, if the peeked token does not match the specified tokenType, the function appends an error message using the appendPeekError() function and returns false.

The logic of these functions is used to ensure that the parser is processing the correct tokens and is in sync with the expected structure of the source code. They are particularly useful for enforcing syntax rules and generating appropriate error messages when the source code does not conform to expected patterns.

Here's a brief explanation of how they might be used:

isEqualToCurrentTokenType() and isEqualToPeekedTokenType() are used to check if the current or peeked token has a specific type, respectively.

peekAndLoadExpectedToken() is used to check if the peeked token has a specific type, and if it does, it updates the currentToken to the peeked token, effectively advancing the parser to the next token. If the types don't match, an error message is appended, indicating an expected token type that was not found.

We have now reached the part where we begin exploring how statements are parsed in the Parser class. The parseStatement() function is a crucial component of this process. Let's explain the code:

Statement\* Parser::parseStatement() {

**switch** (currentToken.type) {

**case** TokenType::LET:

**return** parseLetStatement();

**case** TokenType::RETURN:

**return** parseReturnStatement();

**default**:

**return** **nullptr**;

}

}

This function is responsible for parsing statements in the source code. It determines the type of statement based on the current token (the token being processed) and then delegates the parsing of that specific type of statement to dedicated functions, such as parseLetStatement() and parseReturnStatement(). Here's the breakdown:

switch (currentToken.type): The function starts by examining the type of the currentToken. The type of the token is one of the possible values defined in the TokenType enumeration. The switch statement is used to evaluate the token's type and select the appropriate parsing procedure.

case TokenType::LET:: If the currentToken is of type LET, it indicates the beginning of a 'let' statement. In this case, the parseLetStatement() function is called to parse and construct the AST node representing the 'let' statement.

case TokenType::RETURN:: If the currentToken is of type RETURN, it signifies the start of a 'return' statement. The parseReturnStatement() function is invoked to parse and generate the AST node for the 'return' statement.

default:: If the currentToken doesn't match any of the recognized statement types (in this case, 'let' or 'return'), it means that the parser has encountered an unknown or unexpected statement. In this situation, the function returns nullptr to indicate that no valid statement was parsed.

In summary, the parseStatement() function is a central part of the parser that identifies the type of statement based on the current token and delegates the actual parsing of the statement to dedicated functions. This approach helps organize the parsing process and ensures that the appropriate syntax rules and structure for each type of statement are followed.

The parseProgram() function is a critical part of the parser, responsible for parsing an entire program, which is essentially the top-level structure of a source code file. Let's explain this code and discuss why it is needed:

Program\* Parser::parseProgram() {

Program\* program = **new** Program();

**while** (currentToken.type != TokenType::EOF\_TYPE) {

Statement\* statement = **this**->parseStatement();

**if** (statement) {

program->statements.push\_back(statement);

}

getNextToken();

}

**return** program;

}

Program\* program = new Program();: This line creates a new instance of a Program object. A Program represents the top-level structure of the source code and typically contains a collection of statements.

while (currentToken.type != TokenType::EOF\_TYPE) {: The parser enters a loop that continues until it encounters the end of the file (EOF), which is signaled by the TokenType::EOF\_TYPE. This loop is responsible for parsing all the statements within the program.

Statement\* statement = this->parseStatement();: Inside the loop, the parseStatement() function is called to parse the next statement in the source code. The result is stored in the statement variable.

if (statement) {: This conditional check ensures that the statement is not null. If the parser successfully parsed a statement (it's not an error or an empty statement), the following code is executed.

program->statements.push\_back(statement);: The parsed statement is added to the statements vector within the Program object. This vector is used to accumulate all the statements in the program.

getNextToken();: After parsing a statement, the parser advances to the next token in the source code using the getNextToken() function.

return program;: Once the parser has processed all the statements in the program and reaches the end of the file (EOF), it returns the Program object. This Program object now contains a structured representation of the entire source code.

Why do we need it:

The parseProgram() function is necessary because it orchestrates the parsing of an entire source code file or program. A program can consist of multiple statements, expressions, and declarations, and it's essential to organize these components into a structured format that can be later used.

By parsing the program into a structured representation (in this case, the Program object), the parser allows subsequent stages of the compiler or interpreter to work with the code more easily. For example, it enables semantic analysis, optimization, and code generation, as well as providing a basis for executing the program.

This function also ensures that the parser processes statements until the end of the file (EOF\_TYPE) is reached, preventing it from prematurely terminating the parsing process. It handles statements of various types and accumulates them within the Program object for later use or analysis.

The parseReturnStatement() function is responsible for parsing 'return' statements in the source code:

ReturnStatement\* Parser::parseReturnStatement() {

ReturnStatement\* returnStatement = **new** ReturnStatement(currentToken);

getNextToken();

// TODO: -> It's skipping all expressions now

**while** (!isEqualToCurrentTokenType(TokenType::SEMICOLON)) {

getNextToken();

}

**return** returnStatement;

}

ReturnStatement\* returnStatement = new ReturnStatement(currentToken);: This line creates a new instance of a ReturnStatement object, representing the 'return' statement. The constructor is called with the currentToken as an argument, indicating that this 'return' statement begins with the current token, which should be the 'return' keyword.

getNextToken();: The parser advances to the next token using the getNextToken() function. This is done to move past the 'return' keyword and prepare for parsing the optional expression that may follow the 'return' statement.

while (!isEqualToCurrentTokenType(TokenType::SEMICOLON)) {: This while loop is used to process the contents of the 'return' statement, specifically the expression that follows the 'return' keyword. The loop continues until the current token matches a semicolon (TokenType::SEMICOLON). A semicolon typically marks the end of a 'return' statement in nulascript.

getNextToken();: -> this is to be removed

return returnStatement;: Once the loop finishes, the returnStatement object represents the 'return' statement, including any expression that might follow it. The function returns this ReturnStatement object, which can be added to the AST or used in subsequent stages of the interpreter.

Why do we need it:

The parseReturnStatement() function is essential for handling 'return' statements in the source code. It constructs a ReturnStatement object and allows for further processing of return statements in the program.