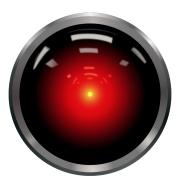
HAL

Héctor Ramón and Alvaro Espuña

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Objective

Create a programming language:

- That results useful in the future
- Easy to write and read
- Very dynamic
- Inspired in good ideas of other languages (Python, Ruby,...)

```
5.times: print "Hello world!"
```

```
Hello world!
Hello world!
Hello world!
Hello world!
Hello world!
```

Main features

- Clean syntax, perfect for creating Domain-Specific Languages
- Object-oriented with inheritance
- Dynamic typing and duck typing
- Builtin methods that can be overriden in HAL itself
- Module imports
- First-class functions
- Interactive and easy-to-extend interpreter

Clean syntax

```
class Array:
  def sort!:
    return self if size < 2
    p = first
    q = pop!
    lesser = q.filter with x: x < p</pre>
    greater = q.filter with x: x >= p
    lesser.sort! ++ [p] ++ greater.sort!
a = [1, 2, 3, -1, -2, -3, 20, 40, 1, 2, 200, -5]
print a.sort!
  [-5, -3, -2, -1, 1, 1, 2, 2, 3, 20, 40, 200]
```

List comprehension

```
class Array:
    def map:
        [ yield x for x in self ]

a = range(10).map with x: x * 2
print a

[0, 2, 4, 6, 8, 10, 12, 14, 16, 18]
```

First-class functions

```
def lambda: &yield
add = lambda with x, y: x + y
print add 5, add 3, add 1, 2
print &add.arity
```

Lambda blocks

```
class Integer:
  def times:
    i = 0
    while i < self:
      yield if &yield.arity == 0 else yield i
      i = i + 1
5.times: print "Something"
3. times with t: print "%s" % t
  Something
  Something
  Something
  Something
  Something
  0
  1
```

Backticks

```
File.open "test.txt" with f:
   f.write "Writing a file has never been so easy!"
print `cat test.txt`

Writing a file has never been so easy!
```

Spaces are significative

```
def f x: x * 20
a = 10
print \
  a - 1,
  a-1,
  f -1
  -20
```

Four levels of scopes

Local Without accessor

Instance Using @

Static Using @@

Module Instance variables in the current module

When a name is referenced without any *accessor*, HAL looks in the scopes in that order.

Builtin classes

- Boolean
- Class
- Enumerable
 - Array
 - Dictionary
 - String
- File
- Kernel
 - Module
- None
- Number
 - Float
 - Integer
 - Long
 - Long
 - Rational
- Object
- Package
- Process

Basic data types

```
public abstract class HalNumber <T extends Number >
    extends HalObject <T > {
    public abstract HalNumber add(HalNumber n);

    public abstract boolean canCoerce(HalObject n);
    public abstract HalNumber coerce(HalObject n);
```

Basic data types (I)

```
private static final Reference __add__ =
  new Reference(new Builtin("add", new Params.Param("x")) {
    @Override
    public HalObject mcall(HalObject instance,
        HalMethod lambda, Arguments args) {
        HalNumber i = ((HalNumber) instance);
        HalObject x = args.get("x");

        if (!i.canCoerce(x))
            return x.methodcall("__radd__", i);

        return i.add(i.coerce(x));
    }
});
```

Basic data types (II)

```
public static final HalClass klass =
  new HalClass("Number", HalObject.klass,
 // ...
 __add__,
// ...
class HalInteger extends HalNumber < Integer > {
// ...
@Override
public HalNumber add(HalNumber n) {
   if (addOverflows(toInteger(), n.toInteger()))
     return new Hallong(toInteger())
            .add(new Hallong(n.toInteger()));
   return new HalInteger(toInteger() + n.toInteger());
// ...
```

Basic data types (III)

Other Number methods:

- · bool
- · pos
- · neg
- · sub
- · mul
- · pow
- · div
- \cdot mod
- · ddiv
- · eq
- · lt

HALTeX

```
import haltex
section 'Use example'
enumerate:
  item; p '*First item*'
  item; p '|second|'
  item; p '**third**'
  \section{Use example}
  \begin{enumerate}
  \item
  \emph{First item}
  \item
  \texttt{second}
  \item
  \textbf{third}
  \end{enumerate}
```