**Cb**

The language for musicians.

Language Reference Manual

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**Lexical Conventions**

**Comments**

A comment, whether single or mult-line, goes between <- characters, which indicates the start of it and ->, which indicate the end. The comment can be placed anywhere in the program as long as it is between these two characters.

Ex:

1. <- create a chord with three notes lengthened by 1/8 ->

Chord cr = ([(C, quarter); (Bb, half); (D, whole)], eight)

**Identifiers**

In Cb language, an identifier, is a sequence of letters, digits, and underscores (\_). Note that an identifier must always starts with a lower case letter. There is no limit on how long an identifiers can be.

Below is the list of characters allowed in creating an identifier.

a b c d e f g h i j k l m

n o p q r s t u v w x y z

A B C D E F G H I J K L M

N O P Q R S T U V W X Y Z \_

0 1 2 3 4 5 6 7 8 9

**Ex:** nice\_note, nICE\_note, and n\_NOTE2 are acceptable identifiers. However,

\_nicenote, Nice\_note, and 2nicenote are not acceptable identifiers

**Keywords**

They are identifiers used to specify the types of expressions, for retrieving/including methods from an external packages. These keywords listed below are reserved for Cb, which means that they cannot be used as normal identifiers.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Int | use | Use | sixteen |  |  |
| Note | if | method | eight |  |  |
| Chord | else | return | quarter |  |  |
| Scale | while | compose | half |  |  |
| Stanza | foreach |  | whole |  |  |
| Score | in |  |  |  |  |
| String |  |  |  |  |  |

Ex: Chord cm = [(C, *half,* 0), (G, *half,* 0), (E, *half,* 0];

Chord cmh = []; <- create an empty chord ->

Note x; <- declare an empty note ->

foreach( x in cm) { <- x is assigned to eah note of cm chord ->

cmh.put(x^+);

}

**Constants**

**Integer constant.**

Cb has a set on Integer constants that are used to represent basic notes and known durations of notes.

Ex:

**Special character.**

Special characters are represented using escape sequences ac in C language.

Ex: newline is represented by \n

**String Literals**

A string literal is written inside double quotation. To include a double quotation inside a string, use a backlash \.

Ex:

**Operators**

An operator specifies an operation to be performed. Some of operators used in Cb language are shown below:

Cb language takes advantage of existing arithmetic operators to manipulate notes and chords.

|  |  |
| --- | --- |
| ++ | finds all notes within object type and increase the pitch by a half step  **<note/chord/stanza/score>++**  Note that ++ increments by 1 if applied to **Int** |
| -- | finds all notes within object type and decrease the pitch by a half step  **<note/chord/stanza/score>--** |
| ^+ | finds all notes within object type and increase by one octave  **<note/chord/stanza/score>^+** |
| ^- | finds all notes within object type and decrease by one octave  **<note/chord/stanza/score>^-** |
| == | evaluates left hand side and right hand side for strict equality  **<object> == <object>** |
| >, <,  <=, >= | Arithmetic comparison, mostly for comparing note pitches  **same use as ==** |
| % | performs modulo for int arithmetic  **<int> % <int>** |

Ex: Chord cm = [(C, *half*), (G, *half*), (E, *half*];

cm++ <- make the duration of cm, whole ->

cm-- <- make the duration of cm 0, **should return an error because it doesn’t make sense** or we can make it stay at the same duration if it can be reduced by half step->

**Punctuators**

Cb uses punctuators to enhance its semantic. These punctuators are used in declaration and assignment of variables. Below is a list

|  |  |
| --- | --- |
| { } | Used as a pair, curly brackets are used to specify blocks in  methods construction |
| [ ] | Used to create a list of notes, chords and/or stanzas |
| | | Boolean separator Or |
| & | Boolean separator And |
| ! | Boolean separator Not |
| ; | Used to specify the end of a statement |
| = | Assignment symbol |
| . | Used when calling a **method**  **<Score/ chord/stanza/score identifier> = .<method>(<parameters>)**  It is also used for special methods (compose, put, append …) which are called by types  **<chord/stanza/score>.<method>(<parameters>)** |
| ( ) | Used as a parameters holder |

Ex:

1. **Note asharp = (A, *quarter*);**
2. <- do re mi song ->

method Stanzas doremi(Int duration){

Note do = (C, duration);

Note re = (D, duration);

Note mi = (E, duration);

Stanzas s = [do, re, mi, (F, duration), (G, duration), (A, duration), (B, duration), (C, duration)];

return s;

}

# Declarations

## Declaration Syntax

Function definitions have the form:

function-definition:

type identifier(parameter-listopt) compound-statement

parameter-list:

type-specifier identifier

parameter-list, type-specifier identifier

Type is one of the following keywords: int, bool, note, chord, stanza, scale, score

Identifier is a non-reserved alpha-numeric sequence as described in section X.X

Compound-statement is any legal code that returns a value of agreeable type with the declaration.

## Blocks

A block is a section of code enclosed by Meth and End keywords. Blocks can be nested within other blocks. Identifiers visible in an outer block are visible in the inner block, but identifiers declared in the inner block will not be visible in the outer block when the inner block ends.

EXAMPLE CODE MAYBE??

## Scope

The scope of an identifier is the subsequent statements within the block of code where it is declared including blocks nested in that block.  Declarations can appear after certain keywords that open a block of code.   These keywords are meth, while, and foreach. When identifiers are declared in these expressions, the scope of the identifiers is the block opened by the keyword.  Scope does not extend to the execution of function calls.  At the beginning of a function’s execution, its parameters will be the only identifiers in scope.

EXAMPLE CODE MAYBE??

## Identifier Naming

All identifiers within a block of code must be unique and a nested block’s identifiers must not conflict with the identifier names in its parent block.  This means that an identifier is visible over its entire scope and cannot be hidden by a subsequent re-declaration of the identifier.

EXAMPLE CODE MAAYBE??

# Expressions

In Cb, expressions consist of one or more operators in tandem with operands. Associativity rules determine precedence, but parentheses can override the default orderings. The two most pervasive expressions in Cb are assignment expressions and operation expressions. The table below outlines the associativity rules of the Cb’s built in functions.

|  |  |  |  |
| --- | --- | --- | --- |
| Tokens  (Descending Priority) | Operators | Class | Associativity |
| Identifiers, constants, parenthesized expression | Primary expression | Primary |  |
| () [] . | Function calls, subscripting, direct selection | Postfix | L-R |
| + - | Add/Minus | Binary | L-R |
| is isnt | Equality comparisons | Binary | L-R |
| < <= >= > | Relational | Binary | L-R |
| And | Logical And | Binary | L-R |
| Or | Logical Or | Binary | L-R |
| = | Assigment | Binary | R-L |

## Primary expressions

### Identifier

An identifier typifies a primary expression. Its declaration calls for the specification of a type of the identifier followed by the value of the identifier. It can refer to an lvalue or a function designator.

### Constant

An integer, decimal, character, or floating constant is a primary expression of constant value. The capitalized letters A-G are constant expressions that each represent Notes of default duration having pre-defined values associated with the notes A-G, respectively. Naturally, Note constants are the most frequent example of constants in Cb.

### Parenthesized expression

A parenthesized expression is a primary expression of the form ( expression ). It can be used to override precedence. For example, consider the two expressions below.

Expression 1: (note1 > note2) and (note3 < note2 or note3 < note1)

Expression 2: (note1 > note2 and note3 < note2) or (note3 < note1)

While the former will “and” the two subexpressions together, the latter will instead apply the “or” operator to the result.

## Postfix

Postfix calls can be function calls, subscripts or direct selection. An example of each, respectively, is Note1.arpeggiate(2, 3), Chord1[3], and Chord1.length

### Function Calls

A function call is characterized by a primary expression followed by parentheses enclosing an optional comma-seperated list of expressions. These expressions form the arguments to the function. Each and every function in Cb must be declared before it is called. The method signature must consist of [meth method\_name return\_type (argument-expression-list). The argument expression list may either be a single argument or a list of arguments. Additionally, the return argument must match the return type in the method signature.

A copy of each parameter is created in advance of the function call. As result, Cb uses argument-passing by value. Although a function may change the values of the parameters, the changes will not affect the values of the parameters. Recursive function calls are honored in Cb.

### Subscripting

Only Chords and Stanzas can be operated on using the subscripting operation. For example, subscripting applied to a Chord can be used to select a particular note. The subscript operator allows both retrieval and mutation of elements.

### Direct Selection

Pitch and duration in objects of type Note and Chord can be changed through directly accessing the objects. For example, A.pitch += 2 will result in C. The same paradigm applies to duration objects as well. Direct selection can be applied to Stanza as well to access the length.

## Unary Operations

### Increment/Decrement Operations

Plus-plus (++) and minus-minus (--) operations of the form (expression)++ can be used for a variety of purposes. When applied to a Note, the plus-plus or minus-minus operator will augment or diminish the Note, respectively. Analogously, the plus-plus or minus-minus operator applied to a Chord will augment or diminish each of the constituent Notes.

## Binary Operations

### Add and Subtract

Add and subtract binary operations can be applied to a multitude of objects. In general, any object added to another object of the same type will result in the concatenation of the two objects. For example, the plus operator applied to a Chord or Stanza, the result is a concatenated or reduced sequence. When applied to a Note, the Note is augmented or diminished by the argument of the expression. Chords can be added to Stanzas through the add and subtract methods but number literals cannot be added to chords, notes or stanzas.

The syntax is as follows:

Add-expression: add-expression + add-expression

Subtract-expression: subtract-expression – subtract-expression

### Multiply, Divide and Modulus

Multiply can applied to Note, Chord, Scale and Stanza objects to create copies of the instance as well as to numbers to apply regular multiplication rules. Division and modulus can only be applied to real numbers.

The syntax for each of these expressions is analogous:

Multiply-expression: multiply-expression \* multiply-expression

Divide-expression: divide-expression / divide-expression

Modulus-expression: modoulus-expression % modulus-expression

### Augmentation Operator

The augmentation operator (^) can be applied to a note to augment the note by a number of octaves or to a chord to transpose every constituent note by a number of octaves. Note ^ (Number) or Chord ^ (Number) exemplifies the syntax of the carrot operator. The range of allowable octaves for any note to assume the value of is -5 to 5.

### Relational Comparisons

Yields a Number result (1 if true, 0 if false) that uses the following syntax:

Relational-expression:

relational-expression < relational-expression

relational-expression > relational-expression

relational-expression >= relational-expression

relational-expression <= relational-expression

### Equality Comparisons

Determines if two values are equal. Cb uses 1 to denote true and 0 to denote false.

The token “is” denotes equality while “isnt” denotes inequality.

The following rules govern equality relations:

Two Number objects are equal if they have the same value.

Two Note objects are equal if they have the same duration and pitch.

Two Chord objects are equal if they consist of the same notes for the same duration

Two Stanza objects are equal if they have the same chords and notes in the same order.

Equality Comparisons take the following form:

Equality-expression is equality-expression

Equality-expression is not equality-expression

### Logical Operators

“And” and “or” perform a logical and, or operation on two expressions, respectively. If the expression evaluates to false, then a zero is returned. Otherwise, 1 is returned. Lazy evaluations or “short-circuiting” is supported.

Logical-expression:

logical-and-expression and logical-and-expression

logical-or-expression or logical-or-expression

### Assignment

Assignment is a right associative operation – the expression on the right is evaluated and then used to set the lvalue. The rvalue must have the same type as the lvalue since no casting is implicitly done.

### Commas

Commas are used to separate list elements like parameters in a function or Notes in a Chord. Consider, for example, Chord chord = (noteA, noteB). Moreover, a pair of expressions separated by a comma is evaluated left-to-right and that the type and value of the result are identical to the type and value of the right operand.

### Expressions of the form [Operation]-Equals

The tokens “+=”, “-=”, “/=”, “\*=” can be used to modify the state of a variable by a given amount. For example, A += 2 will return a Note of value C with a default duration. Each of the operators uses the pre-defined operations of addition, subtraction, division and multiplication to compute the result.

# Statements

Except as indicated, statements are executed in sequence. Statements are executed for their effect, and do not have values. They fall into the following categories:

*statement:*

*expression;*

*return expression;*

*conditional-statement;*

*while-statement*

*foreach-statement*

## Expression statement

*expression ;*

Most statements take this form, as assignments or function calls. All side effects from the expression are completed before the next statement is executed.

## Compound statement

*statement-list:*

*statement*

*statement-list statement*

Inside methods and other structures there is the concept of multiple statements.

## Conditional statement

*if ( expr ) statement\_list END*

*if ( expr ) statement-list ELSE statement-list END*

In both cases the expression is evaluated and if it is nonzero or the bool value of true, the first substatement is executed. In the second case the second substatement is executed if the expression was 0 or the bool value false.

## While statement

*while ( expr ) statement-list END*

The while statement allows for looping over the statement-list as long as the expr evaluates down to true. This means the expr evaluates to either a nonzero integer or the bool value true.

## Foreach statement

*param-decl:*

*DATATYPE ID*

*foreach ( param-decl IN ID ) statement-list END*

The foreach statement allows for looping over all elements of the specified datatype in the specified item.

## Return statement

*return expression ;*

A function returns to its caller by means of the *return* statement, which must be of the form expressed above. In Cb a value must be returned by all methods.

**Appendix**

Example of how you can use a package (by Marcellin)

Supposed there is a package called practice.pcb

<- create a scale that repeats octave times, with increasing pitches.

return a stanzas with all scales comined.

->

method Stanzas doremi(Int octaves, Int duration){

Note do = (C, duration);

Note re = (D, duration);

Note mi = (E, duration);

Scale s = [do, re, mi, (F, duration), (G, duration), (A, duration), (B, duration), (C, duration)];

Stanzas st = [];

Int c = 0;

While(c < octaves){

st.put(s);

st.put((R, duration));

s^+;

c = c +1;

}

return st;

}

In a program called practice.cb

<- include package.pcb->

Use package.pcb

Int dur = quarter;

Int oct = 3;

Stanzas drm = .doremi(oct, dur);

drm.compose();