# Rascal: a language for all things source code

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#### Meta talks

- Language design smells (London)
- Orthogonality in language design (Austin)
- Abstract syntax sucks! (Aarhus)
- I want my live programming (Skamania)
- Celldown: source code as UI (Athens)

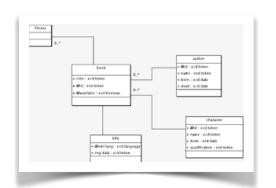
# Today: Rascal

- So a concrete language,
- but for meta programming :-D



http://www.rascal-mpl.org

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#### Facts about source code





Refactored source code



Visualized source code

#### In brief...

- "Functional" programming language
- Data types: <the usual>, sets, relation, parse tree, source location
- Built-in context free grammar formalism
- Pattern matching: list (A), set (ACI), deep, concrete syntax
- Traversal primitive "visit"

# Applications

- Source code analysis
  - PHP [ASE'15, ASE'14, ISSTA'13]
  - Java/C [ICSME'14, JSEP'16]
- DSLs
  - Derric: digital forensics [ICSE'11]
  - Machinations: game economies [SLE'13, FDG'14]
  - Rebel: banking (ING)

More than one way to do it

# Spectrum?

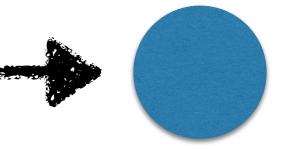
Only one way to do it

assembly

doit();







Nothing built in

Everything built in

#### In the context of Rascal

- Powerful built-in features: grammars, visit, data types etc.
- But ways to "step down"

#### Plan

- Demonstrate grammars & concrete syntax
- Prototype a simple calculator language
- Demo Javascript language extension
- Show off Rascal :-)

Demo

# Summary



- High-level abstractions, but ways to step down
- Builtin grammars: type checking, disambiguation, optimization, concrete syntax matching
- Visit construct: structure-shy traversal

# Future builtins (?)

- Coroutines
- Formatting architecture
- Faster immutable data structures (see OOPSLA'15)
- Data dependent parsing (see Onward!'15)