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sh-soltanpour / compilerPhase2

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Show error if no actor is defined

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sh-soltanpour committed Dec 7, 2017

1 parent 5390621

commit c2e2b747827f2e04c0f2051be593952878d468aa

Showing 2 changed files with 8 additions and 2 deletions.

Unified

Split

9 Atalk.g4



...

@@ -15,7 +15,12 @@ grammar Atalk;

```
15 15     }
16 16     }
17 17     program:
18 -     {beginScope();}(actor | NL)*{endScope(); if(Tools.codeIsValid)Tools.printMessages();}
18 +     {beginScope();}(actor | NL)*{endScope();
19 +     if (!Tools.oneActorDefined)
20 +     print("At least one actor should be defined");
21 +     else if(Tools.codeIsValid)
22 +     Tools.printMessages();
23 +     }
```

```
19 24
20 25
21 26
```

@@ -41,7 +46,7 @@ actor:

```
41 46     }
42 47     (state | receiver | NL)*
43 48     'end' (NL | EOF)
44 -     {endScope();}
49 +     {Tools.oneActorDefined = true;endScope();}
45 50     ;
46 51     state:
47 52     {ArrayList<String> names = new ArrayList<String>();}
```

1 Tools.java

...

⌕	@@ -3,6 +3,7 @@	
3	3	public class Tools {
4	4	static ArrayList<String> messages = new ArrayList<String> ();
5	5	static boolean codeIsValid = true;
6	+	static boolean oneActorDefined = false;
6	7	static public void printMessages(){
7	8	for(int i = 0 ; i < messages.size() ; i++){
8	9	System.out.println(messages.get(i));
⌕		

0 comments on commit

c2e2b74

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