# D lang Lexer

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# **Project Context**

### **Dynamic Lang**

object types are not specified and can change while program execution

the language assumes interpretation

### C++ Language

the implementation language is C++

it provides extensive memory management and optimization features

### **Personal parser**

hand-written parser

if you want a thing done well, do it yourself:)

# Tokens

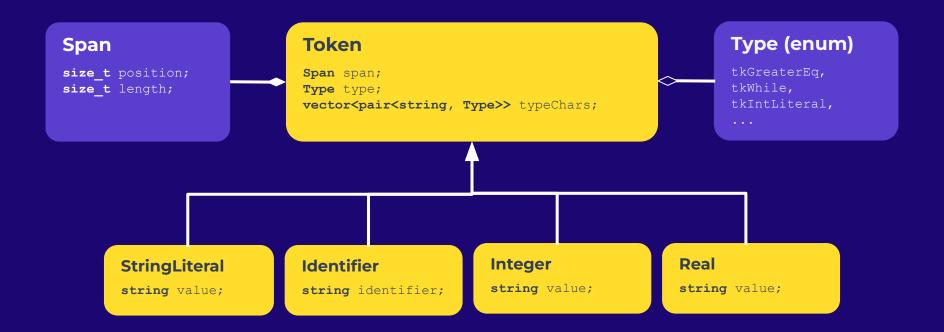
#### Token

```
Span span;
Type type;
vector<pair<string, Type>> typeChars;
```

# **Tokens**



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#### Lexer

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### **Longest Token First**

```
"int" over "in"
".." over "."
"=>" over "="
">=" over ">"
"<=" over "<"
"/=" over "/"</pre>
```

#### Lexer

### **Longest Token First**

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#### **Identifier Restrictions**

- only latin letters, digits, or underscores
- does not start with digit

#### Lexer

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- only latin letters, digits, or underscores
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#### No NewLine in strings

```
'\n' is not allowed
"\n" is allowed
```

# **Examples**

```
var x := 5
print x
```

tkVar tkIdent("x") tkAssign tkIntLiteral(5) tkNewLine
tkPrint tkIdent tkNewLine

```
var t := {x:=1}
t := t + {y:=2}
```

tkVar tkIdent(t) tkAssign tkOpenCurlyBrace tkIdent("x")
tkAssign tkIntLiteral(1) tkClosedCurlyBrace tkNewLine
tkIdent("t") tkAssign tkIdent("t") tkPlus tkOpenCurlyBrace
tkIdent("y") tkAssign tkIntLiteral(2) tkClosedCurlyBrace

```
var x := 3
if x < 10 then
    print "small"
else
    print "big"
end</pre>
```

tkVar tkIdent("x") tkAssign tkIntLiteral(3) tkNewLine tkIf tkIdent("x") tkLess tkIntLiteral(10) tkThen tkNewLine tkPrint tkStringLiteral("small") tkNewLine tkElse tkNewLine tkPrint tkStringLiteral("big") tkNewLine tkEnd tkNewLine