

BizLang in brief (1.01)

Sections brief description:

each section start with # sign at the begining of the line following by section name and 'enter' followed by section name.

you can put any section name to put your comments or temporary codes there.

unknown sections will be skipped by compiler.

valid section names are:

biz:	name of the biz
node:	other bizs used in this biz
var:	variables
start:	name of a function which will be called once as constructor
message:	messages and their callback functions
frame:	name of functions responsible for showing frames/views
phpfunction:	functions go here

Sections Instruction:

node:

each node separates with comma, no need any comma or semicolon at the end (except 'enter')

- Brackets either in front of bizname or nodename represent this node as an array
- bizname without nodename represent a biz which will be used temporarily inside a function without having any specific node in the current biz

- alternatives:

bizname nodename, bizname nodename[], bizname[] nodename, bizname

var:

variable names , no type, possibility to initialize.

- alternatives:

varname, varname=initVal

start:

only one word, a constructor function name, a function with the same name should be implemented in phpfunction section

starter function accept no arguments and return void.

message:

mention any message this biz interfere with. either messages used by this biz or messages will send to this biz as a broadcast message

you need to provide a function in phpfunction section to be triggered for each message this biz interested in listening to that.

- alternatives:

messagename, messagename -> callback_function_name

frame:

show time! for each possible view that this biz gonna show, there should be a function to show that, here you should mention different function names which are going to be called to show different Views.

to put a start behind function name you make that frame the default frame.

functions which will be implemented for each frame, accept no argument and return an html as a string.

inside frame functions use single quote and no double quote for generating output html string

- alternatives:

frameName, *frameName

phpfunction:

collection of phpfunction. in this section there are only php functions and the code inside them is purely php except:

- **variables:** #var.xxx=5; \$a=var.xxx;

- **nodes:** #node.xxx->yyy=5; \$p=#node.xxx->yyy; \$s=#node.xxx->fff(2,"MD5");

- **functions:** #fun.fff(); \$s=#fun.fff(\$i,#var.name);

- **database:** query("SELECT * FROM #db.info as i WHERE i.UID='" . #var.UID . "'");
while(\$row=fetch()){ #var.name=\$row['name'];

- **HTML/frame:** \$formname='xxx';
\$html='

<FORM name='.\$formname.' method="post">
<#msg.click>
...
<input value ="Login" type = "button"
onclick = \'JavaScript:sndmsg('". \$formname ."')\' />
</FORM>
<hr>';
return \$html;

- **show frame:** everywhere by calling this fun u can change the frame and show it immediately : _bookframe(#frame.LoginFrame);
calling this function (_bookframe) usually is the last line of code that u invoke in a biz because all codes who will be executed after this call will not affect on the view/frame

If u want to get a node frame to insert in your html code for frame u need to call its _backframe function

example: #node.myImage->_backframe() // it will return a string containing the whole current frame of that node

- **#nodeID:** this tag represent unique ID of current node.

- **send msg:** to broadcast a message : osBroadcast
(#msg.loggedIn,array("type"=>#var.type , "name"=>#node.user->name));

- **recv msg:** callback functions which has been mentioned in #message section should accept on argument which is an array

Reza Moussavi
January 04, 2011