Birch Language Specification

July 1, 2024

1 Purpose

2 Overview

Modules Modules define all structural scope in Birch. Any Birch file is a module, and any public module may be imported by any other module using the import keyword. Modules also can define data structures, which is dicussed in User Defined Types.

User Defined Types

Modules Any module may have an internal data structure defined, which will always be an algebraic type. If a module has a data structure, it may be instantiated. (If tuples removed, then modules will need destructuring syntax)

Tuples (and Structs?) Tuples may be prototyped, and elements given names. A function returning a tuple, may also give names to the elements of the tuple, without prototyping the tuple ahead of time. Elements may be accessed by name or index. Tuples may be automatically destructured at which point there will be no (Depending on how stream lined modules become, perhaps tuples will be removed entirely)

Functions

3 Tokens

3.1 Key Words

```
use
                USE
                FN
           fn
         with
               WITH
                LET
          let
                PRIV
         priv
          vis
               VIS
               PUB
          pub
           if
                _{
m IF}
                \operatorname{ELSE}
         else
match or case
          for
               FOR
        while
                WHILE
          mod
               MOD
         type
                TYPE
                TO
           to
                AS
           as
                UNSAFE
       {\tt unsafe}
         self
         Self
```

3.2 Symbols

- + ADD
- SUB
- * MUL
- / DIV
- % MOD
- & AND
- | OR
- ^ XOR
- << L_SHIFT
- \rightarrow R_SHIFT
- && S_AND
- II S OR
- == EQ
- != NEQ
- < LT
- > GT
- \leftarrow LTE
- >= GTE
- ! NOT
- = ASSIGN
- |> PIPE
- -> R_ARROW
- => R_FAT_ARROW
- <- L ARROW
- <= L_FAT_ARROW
- [L_BRACKET
-] R_BRACKET
- (L_PAREN
-) R_PAREN
- { L_BRACE } R_BRACE
- ; SEMI
- , COMMA
- . DOT
- .. RANGE
- : COLON
- ? OPTION

3.3 Types

- u(8 | 16 | 32 | 64) UINT_(num)
- u(8 | 16 | 32 | 64) INT_(num)
- u(8 | 16 | 32 | 64) FLOAT_(num)

 ${\tt usize} \quad {\rm USIZE} \\$

3.4 Constants

[0-9]* CONST_INT [0-9]?.[0-9]* CONST_FLOAT

3.5 Identifiers

[a-zA-Z_][a-zA-Z0-9_]* IDENT

4 Grammar

prog mod_list main decl_list decl decl_list decl