Birch Language Specification

June 28, 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
                  LET
            let
          priv
                  PRIV
            vis
                  VIS
                  PUB
            pub
                  _{\mathrm{IF}}
             if
                  ELSE
           else
match or case
                  FOR
            for
         while
                  WHILE
           mod
                  MOD
                  \operatorname{TYPE}
          type
             to
                  TO
             as
                  AS
        unsafe
                  UNSAFE
           self
          Self
```

3.2 Symbols

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

3.3 Types

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

usize 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