VoiceJava 定义

1. 定义package:

- 语法: define package [_]+ [dot [_]+]*
- 示例: define package hello dot world, define package hello dot world dot star
- 。 注意: 目前还不支持组合词情况,即helloworld还不能拼接为 helloworld。

2. 导入module:

- 语法: import static? _ [dot [_|star]]*
- 示例: import lyun, import cn dot edu dot lyun, import cn dot edu dot lyun dot star

3. 定义interface:

- 语法: define interface _
- 示例: define interface hello
- 注意: 同 1.

4. 定义class:

- 语法: define (Annotation | public | protected | private | abstract | static | final | strictfp) class _ [extends _]? [implements _]?
- 示例:define public class HelloWorld, define public class HelloWorld extends Greeting implements Bonjour

5. 定义构造函数

- 语法: define constructor
- 。 备注: 还未实现。

6. 定义方法method:

- 语法: define (Annotation | public | protected | private | abstract | static | final | synchronized | native | strictfp) function _ [throws Exception]?
- 示例:define public function sayHello, define public function sayHello throws Exception

7. 定义箭头函数:

- 语法: define arrow function
- 。 示例: 备注: 还未实现。

8. 属性/变量定义:

语法: define (Annotation | public | protected | private | static | final | transient | volatile) (_ list | _ [dot _]? [with _+]?) variable _

• 示例: define private int variable count, define int list variable list, define Pair with Integer String

9. 定义类型:

- 语法: type (_ list | _ [dot _]? [with _+]?) [extends _]?
- 示例: type int, type void

10. 定义参数:

- 语法: type (_ list | _ [dot _]? [with _+]?) variable _
- 示例: type int variable count, type NodeList with Statement variable nodelist

11. 定义for循环:

- o 语法: define [enchanced]? for
- o 备注: enhanced还未实现。

12. 定义while循环:

- o 语法: define [do]? while
- 。 备注: do还未实现

13. 定义**if**:

- o 语法: define if
- 14. 定义switch:
 - o 语法: define switch

15. 定义try-catch:

- 语法: define try catch
- 。 备注: 还未实现。

16. 定义@Override

- 语法: define at override
- 。 备注: 还未实现。

17. 定义子表达式,即括号。

- 语法: subexpression
- 18. break
- 19. continue

20. 构建新实例:

```
new instance _ [dot _]*
```

• 示例: new instance Puppy, new instance HashMap dot Entry

21. 抛出异常: throw new _

22.6 种赋值形式:

- o let _ [dot _]? equal call _
 - 示例: let count equal call compute
- o let _ [dot _]? equal _ [call _]+
 - 示例: let x dot a equal a call b call c
- o let _ [dot _]? equal _ [dot _]*
 - 示例: let x equal b dot c dot d
- o let _ [dot _]? equal [variable]? _
 - 示例: let x equal variable y
- - 示例: let x equal int 2
- o let _ [dot _]? equal [expression]?
 - 示例: let x equal, let x equal expression

23.6 种返回形式:

- return call _
- o return _ [call _]+
 - 示例: return a call b
- o return _ [dot _]*
 - 示例: return a, return a dot b
- o return [variable]? _
 - 示例: return variable y, return y
- return (int | byte | short | long | char | float | double | boolean | string) _
 - 示例: return int 2
- return [expression]?
 - 示例: return, return expression

24.12 种表达式

- expression? call _
 - 示例: expression call a
- o expression? _ [call _]+
 - 示例: expression a call b
- o expression? _ [dot _]?
 - 示例: expression a dot b
- o expression? [variable]? _
 - 示例: expression variable y
- expression? (int | byte | short | long | char | float | double | boolean | string) _
 - 示例: expression int 2
- o expression? _ plus plus
- o expression? _ minus minus

- expression? plus plus _
- expression? minus minus
- expression? expression (op | compare) expression
- o expression? _ (op | compare) expression
 - 示例: expression 3 times expression
- o expression? _ (op | compare) _
 - 示例: expression 3 plus 4
- expression? variable _ index _
 - 示例: expression variable ns index i, 数组索引
- 。 备注:
 - op ::= plus | minus | times | divide | mod
 - compare ::= less than | less equal | greater than | greater equal | double equal | and | double and
 - 备注: and还不支持

25. 常用指令:

- move next
- jump out
- jump before _
 - 示例: jump before hello
- jump after _
 - 示例: jump after hello
- o jump to line [_]? [start | end]?
 - 示例: jump to line 100 start, jump to line 100 end
- o up [_ lines]?
 - 示例: up 5 lines
- o down [_ lines]?
- left
- right
- select line
 - 备注: 选中当前行
- select body
 - 备注:选中当前的区域
- select _
 - 备注:选中名字
- o select function [_]?
 - 示例: select function sayHello
 - 备注: 选中函数
- replace _ to _
- delete
- o undo:撤销