

# VoiceJava 定义

## 0. 定义 Name:

- 语法: `[_]+`
- 示例: `hello world,`

## 1. 定义 package:

- 语法: `define package Name [dot Name]*`
- 示例: `define package hello world dot nice code, define package hello dot world`

## 2. 导入 module:

- 语法: `import static? Name [dot [Name | star]]*`
- 示例: `import longyan university, import longyan dot university, import longyan dot star`

## 3. 定义 interface:

- 语法: `define interface Name`
- 示例: `define interface hello world, define interface hello`

## 4. 定义 class:

- 语法: `define (Annotation | public | protected | private | abstract | static | final | strictfp ) class Name [extends Name]? [implements Name]?`
- 示例: `define public class hello world, define public class hello world extends greeting implements good morning`

## 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 Name [throws Exception]?`
- 示例: `define public function say hello, define public function say hello 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) (Name list | Name [dot Name]? [with Name+]?) variable Name`
- 示例: `define private int variable count, define int list variable list, define Pair with Integer String`
- 注意: `Name+`有二义性, possible solution: `Name [and Name]*`

#### 9. 定义类型:

- 语法: `type (Name list | Name [dot Name]? [with Name+]?) [extends _]?`
- 示例: `type int, type void`
- 注意: `Name+`有二义性, possible solution: `Name [and Name]*`

#### 10. 定义参数:

- 语法: `type (Name list | Name [dot Name]? [with Name+]?) variable Name`
- 示例: `type int variable count, type NodeList with Statement variable nodelist`
- 注意: `Name+`有二义性, possible solution: `Name [and Name]*`

#### 11. 定义for循环:

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

#### 12. 定义while循环:

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

#### 13. 定义if:

- 语法: `define if`

#### 14. 定义switch:

- 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:

- 语法: `new instance Name [dot Name]*`
- 示例: `new instance puppy, new instance hash map dot entry`

## 21. 抛出异常:

- 语法: `throw new _`

## 22. 6 种赋值形式:

- `let Name [dot Name]? equal call Name`
  - 示例: `let count equal call compute`
- `let Name [dot Name]? equal Name [call Name]+`
  - 示例: `let student dot score equal student call score`
- `let Name [dot Name]? equal Name [dot Name]*`
  - 示例: `let score equal student first dot semester dot score`
- `let Name [dot Name]? equal [variable]? Name`
  - 示例: `let score equal variable final score`
- `let Name [dot Name]? equal (int | byte | short | long | char | float | double | boolean | string) Name`
  - 示例: `let score equal int 2`
- `let Name [dot Name]? equal [expression]?`
  - 示例: `let score equal, let score equal expression`

## 23. 6 种返回形式:

- `return call Name`
- `return Name [call Name]+`
- `return Name [dot Name]*`
- `return [variable]? Name`
- `return (int | byte | short | long | char | float | double | boolean | string) Name`
- `return [expression]?`

## 24. 12 种表达式

- `expression? call Name`
- `expression? Name [call Name]+`
- `expression? Name [dot Name]?`
- `expression? [variable]? Name`
- `expression? (int | byte | short | long | char | float | double | boolean | string) Name`
- `expression? Name plus plus`
- `expression? Name minus minus`
- `expression? plus plus Name`
- `expression? minus minus Name`
- `expression? expression (op | compare) expression`

- `expression? Name (op | compare) expression`
  - 示例: `expression 3 times expression`
  - 注意: 语音如何区分数字和字母?
- `expression? Name (op | compare) Name`
  - 示例: `expression 3 plus 4`
- `expression? variable Name index Name`
  - 示例: `expression variable name list index index`, 数组索引
- `expression? string Name`
  - 示例: `string hello world`, 支持多个单词。
  - 注意: 和前面重复。
- 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`
- `jump to line [_]? [start | end]?`
  - 示例: `jump to line 100 start`, `jump to line 100 end`
- `up [_ lines]?`
  - 示例: `up 5 lines`
- `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
- `select function [_]?`
  - 示例: `select function sayHello`
  - 备注: 选中函数
- `replace _ to _`
- `delete`
- `undo`:撤销