

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 (Annotation | public | protected | private | abstract | static | final | strictfp)? 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)* variable Name`
- 示例: `define private variable count, define variable list`

9. 定义类型:

- 语法: `type (list of Name | Name [dot Name]? [with Name? [and Name]*]?) [extends _]?`
- 示例: `type int, type void, type Node with Integer => Node<Integer>, type Node with => Node<>`
- 注意: 若Name为question mark, 则转换为?, 比如: `type Node with question mark => Node<?>`

10. 定义for循环:

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

11. 定义while循环:

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

12. 定义if:

- 语法: `define if`

13. 定义switch:

- 语法: `define switch`

14. 定义try-catch:

- 语法: `define try catch`
- 备注: 还未实现。

15. 定义@Override

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

16. 定义子表达式, 即括号。

- 语法: `subexpression`

17. `break`

18. `continue`

19. 构建新实例:

- 语法: `new instance Name [dot Name]* [with Name [and Name]*]?`
- 示例: `new instance puppy, new instance hash map dot entry, new instance puppy with => new Puppy<>(), new instance puppy with question mark => new`

Puppy<?>(), new instance puppy with cat and dog => new Puppy<cat, dog>()

20. 抛出异常:

- 语法: throw new Name

21. let赋值:

- let Name [dot Name]? equal [expression]?
 - 示例: let score equal, let score equal expression

23. return返回:

- return [expression]?

24. 12 种表达式

- expression? lambda expression // lambda expression
- expression? not expression // unary not expression
- expression? dot Name // 仅可作用于 Name [dot Name]+, 暂不支持其它。
- expression? call Name // 后可move next, 然后继续call Name
- expression? Name [dot Name]* [call Name] // 后可move next, 然后继续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? 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。
- conditional expression 三目运算 ?:
- 备注:
 - op ::= plus | minus | times | divide | mod
 - compare ::= less than | less equal | greater than | greater equal | double equal | and | double and | double or
 - 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