

1 Introduction

1.1 Basic definitions

- Feature
 - Command: No return value, but does modify objects. On the syntactical level, it is an instruction
 - Query: Returns a value, but does not modify any objects. The syntax equivalent is the expression.
 - * Functions get their results through computation
 - * Attributes are values directly stored in memory
 - For queries, there is the uniform access principle, which states that it doesn't matter to the client whether a query is implemented as a function or attribute. Features should be accessible to clients the same way whether implemented by storage or by computation.
 - Creation Procedure: Commands to initiate objects, can be several. There is also a *default_create*, which is inherited by all classes, and does nothing by default.
- Feature Calls
 - Unqualified calls: Feature calls which apply to the current object
 - Qualified calls: Feature calls which apply to a certain object, causing this object to become the current object.
- Class clauses
 - Indexing
 - Inheritance
 - Creation
 - Feature
 - Invariant
- Specimen: A syntactic element, such as a class name or an instruction, but no delimiters. The type of a specimen is its construct. See Describing syntax
- Abstract syntax tree: Shows the syntax structure with all its specimens, but obviously without any delimiters, A tree has nodes, each one of the following kind:
 - Root: Node with no incoming branch.
 - Leaf: Node without outgoing branches
 - Internal node: Neither of the former
- Basic elements of a program text:
 - Terminals
 - * Identifiers: Names chosen by the programmer

Add reference

- * Keywords
 - * Special symbols, such as a period
- Describing a program
 - Semantic rules: Define the effect of programming, satisfying the syntax rules
 - Syntax rules: Define how to make up specimens out of tokens satisfying the lexical rules
 - Lexical rules: Define how to make up tokens out of characters
- Syntax: The way you write a program; characters grouped into words, grouped into bigger structures.
- Semantics: The effect you expect from this program at runtime
- Identifier: Name chosen by the programmer to represent certain program elements, such as classes, features or runtime values. If it denotes a runtime value, it is called an identity or variable if it can change its value. During execution, an entity may become attached to an object.
- Executing a system consists of creating a root object, which in an instance of a designated class from the system, the root class, using a designated creation procedure, called its root procedure.

1.2 Variables

- Types
 - Reference types: Entities with a reference value
 - Expanded types: Entities with an object as a value
 - A type is one of:
 - * A non-generic class
 - * A generic derivation, i.e. the name of a class followed by a list of types, the actual generic parameters, in brackets
- Setters: It is possible to make assignments such as $x.att := val$, which is shorthand for $x.set_att(val)$
- Effect of an assignment
 - Reference types: Reference assignment
 - Expanded types: Value copy
- Variable copy
 - Shallow object duplication (creates a new object): $b := a.twin$
 - Deep object duplication (creates a new object): $b := a.deep_twin$
 - Shallow field-by-field copy (does not create an object): $b.copy(a)$

Maybe add the object creation diagram??

1.3 Interface

- A client of a software mechanism is a system of any kind - such as a software element or a human - that uses it. For its client, the mechanism is a supplier
- Interface: The description of techniques enabling clients to use these mechanisms. For example: GUIs (Graphical User Interface), command line interfaces (shell, bash,...), or APIs
- An object can be an instance of a class, if the class is the generating class of the object

1.4 Information Hiding

- For its clients, an attribute may be:
 - Secret
 - Read-only
 - Read, but partially write restricted (only certain things are allowed to be written)
 - Writing one or more classes in curly brackets after the keyword *feature* exports these features only to these classes and its descendants. If no class is listed, the features are exported to *ANY*.

Information hiding only applies to use by clients using dot or infix notation. Unqualified calls are not subject to information hiding.

1.5 Control structures

Requires a lot of work

- Sequence or compound
- Loop
 - Loop invariant
 - * Satisfied **after** initialization, after the *from* clause
 - * Preserved by every loop iteration executed with the exit condition not satisfied. So in the end, the loop invariant and the exit condition hold!
 - Loop variant
 - * Non-negative (i.e. ≥ 0) integer expression, right after initialization
 - * Decreases while remaining non-negative for every iteration of the body with exit condition not satisfied.
- Conditional

1.6 Contracts

- Contracts are made of assertions, each containing an assertion tag and a condition (a Boolean expression)
- Precondition
 - Property that a feature imposes on every client
 - If there is no *require* clause, is treated as one, with one only being true.
- Postcondition
 - Property that a feature guarantees every client
 - Can make use of keyword *old*
- Class invariant
 - The invariant expresses consistency requirements between queries of a class

Check for an explanation of this keyword

1.7 Miscellaneous

- Semistrict operators
 - Let us define the order of expression evaluation
 - **and then** is the semistrict version of **and**. Use it if a condition only makes sense when another is true.
 - **or else** is the semistrict version of **or**. Use it if a condition only makes sense when another is false
 - **implies** is always semstrict!

2 Describing syntax