PARENTLESS: The parenthesis-less programming language.

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The compiler folder should look like this:

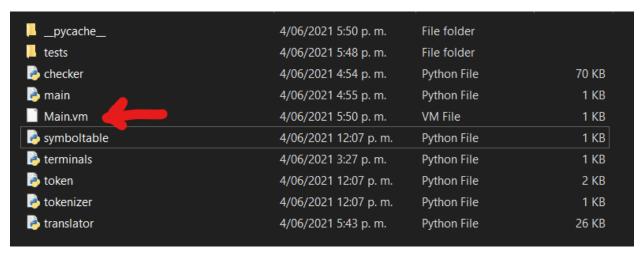
tests	4/06/2021 5:48 p. m.	File folder	
🗟 checker	4/06/2021 4:54 p. m.	Python File	70 KB
🦂 main	4/06/2021 4:55 p. m.	Python File	1 KB
ighthal is a symbol table	4/06/2021 12:07 p. m.	Python File	1 KB
🌛 terminals	4/06/2021 3:27 p. m.	Python File	1 KB
🌛 token	4/06/2021 12:07 p. m.	Python File	2 KB
🗟 tokenizer	4/06/2021 12:07 p. m.	Python File	1 KB
itranslator	4/06/2021 5:43 p. m.	Python File	26 KB

Example of how to execute from Windows' CMD:

C:\Users\jdbue\Desktop\Parentless\Compiler>python main.py tests\FibonacciIterativo.pless
SUCCESFULLY PARSED

(IT'S IMPORTANT FOR THE EXTENSION TO BE ".pless" in lower_case)

After compilation the output file should be "main.vm" in the same folder of the "main.py":



Now some programs examples:

"Hello world":

```
tests > ≡ helloWorld.pless

1 start main with nothing
2 draw "Hello, World!"
3 end main
```

"A program that sums 3 and 5 and shows the answer in screen":

```
tests > ≡ three_plus_five.pless

1    start add2numbers with int a , int b
2    assign int a + b to c
3    draw c
4    end add2numbers
5
6    start main with nothing
7    do add2numbers with 3 , 5
8    end main
```

"A program that print the numbers from 0 to 5":

```
tests > ≡ one_to_ten.pless

1  start main with nothing
2  assign int 0 to iter
3  while iter < 6
4  draw iter
5  draw "_"
6  update int iter + 1 to iter
7  end while
8  end main
```

"Fibonacci sequence":

```
tests > ≡ Fibonaccilterativo.pless
       start main with nothing
           assign int 6 to a
           if a < 1
               draw "error"
  4
           end if
           if ! a < 1
               if a = 1
  8
                   draw 1
               end if
               if ! a = 1
                   if a = 2
                       draw 1
 12
                   end if
                   if ! a = 2
                       assign int 1 to b
                       assign int 1 to c
                       assign int a - 2 to d
                       assign int 1 to e
                       assign bool false to r
                       while d > 0
                           update bool false to r
                           update int b + c to e
                           if b > c
                               update bool true to r
                               update int e to c
                           end if
                           if!r
                               update int e to b
                           end if
                           update int d - 1 to d
                       end while
 32
                       draw e
                   end if
               end if
           end if
       end main
```