

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
symboltable	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
translator	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":

__pycache__	4/06/2021 5:50 p. m.	File folder	
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
Main.vm	4/06/2021 5:50 p. m.	VM File	1 KB
symboltable	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
translator	4/06/2021 5:43 p. m.	Python File	26 KB

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 > ≡ FibonacciIterativo.pless

1 | start main with nothing
2 |   assign int 6 to a
3 |   if a < 1
4 |     draw "error"
5 |   end if
6 |   if ! a < 1
7 |     if a = 1
8 |       draw 1
9 |     end if
10 |    if ! a = 1
11 |      if a = 2
12 |        draw 1
13 |      end if
14 |      if ! a = 2
15 |        assign int 1 to b
16 |        assign int 1 to c
17 |        assign int a - 2 to d
18 |        assign int 1 to e
19 |        assign bool false to r
20 |        while d > 0
21 |          update bool false to r
22 |          update int b + c to e
23 |          if b > c
24 |            update bool true to r
25 |            update int e to c
26 |          end if
27 |          if ! r
28 |            update int e to b
29 |          end if
30 |          update int d - 1 to d
31 |        end while
32 |        draw e
33 |      end if
34 |    end if
35 |  end if
36 | end main
```