Programming Languages Project First Phase Report

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Big Step Evaluation rules

Implementation

When evaluating an AST node corresponding to a lazy list, the values of both M and N are only saved as other AST nodes, meaning they have yet to be evaluated. Once they are, via the match construct, they become proper IValues and a flags flips to true in order to indicate that they indeed have been evaluated. All of this information is saved in a VLCons IValue.

The structure of an ASTLCons node is, then, the following:

```
public class ASTLCons implements ASTNode {
   ASTNode head, tail;

public ASTLCons(ASTNode head, ASTNode tail) {
   this.head = head;
   this.tail = tail;
}

public IValue eval(Environment<IValue> e) throws InterpreterError {
   return new VLCons(this.head, this.tail, e);
}
```

And the structure of VLCons is as follows:

```
public class VLCons implements IValue {
    ASTNode head, tail;
    Environment<IValue> e;

    IValue evaluatedHead = null;
    IValue evaluatedTail = null;
    boolean headWasEvaluated = false;
    boolean tailWasEvaluated = false;

public VLCons(ASTNode head, ASTNode tail, Environment<IValue> e) {
        this.head = head;
        this.tail = tail;
        this.e = e;
    }
    ...
}
```

The magic happens inside the match node, in the case where it matches a non nil list, because then, $\,M\,$ and $\,N\,$ are evaluated. Like so:

```
// VLCons.java
. . .
public IValue getHead() throws InterpreterError {
 if (!this.headWasEvaluated) {
   this.evaluatedHead = this.head.eval(this.e);
   this.headWasEvaluated = true;
 }
  return this.evaluatedHead;
}
public IValue getTail() throws InterpreterError {
 if (!this.tailWasEvaluated) {
   this.evaluatedTail = this.tail.eval(this.e);
   this.tailWasEvaluated = true;
 }
  return this.evaluatedTail;
}
// ASTMatch.java
. . .
VLCons lc1 = (VLCons) v1;
IValue v2 = lc1.getHead();
IValue v3 = lc1.getTail();
Environment<IValue> en = new Environment<>(e);
en.assoc(headName, v2);
en.assoc(tailName, v3);
return consCase.eval(en);
```