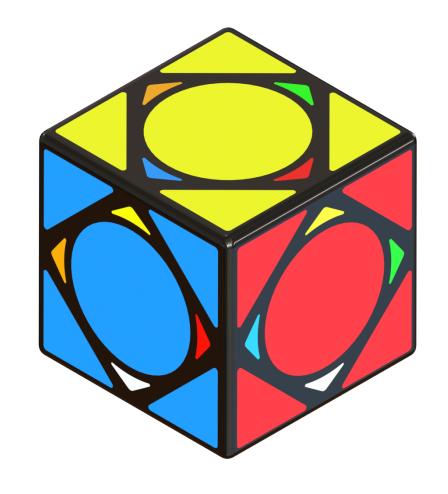
Brainplus: A user experience



Braden Ganetsky

C++Now 2024 Lightning Talk

Goals of this talk

- User experience
- Innovative API



- Parser combinators
- Expression templates in C++20 (empty types)
- Fully capable at compile-time
- Sounds like a famous language?



Epsilon

tok3n

```
auto p = eps.of<char>;

constexpr auto result = p.parse("ABC");

static_assert(result.has_value());
static_assert(*result == "");
static_assert(result.remaining() == "ABC");
```

```
auto p = plus;

constexpr auto result = p.plarse("ABC");

static_assert(result.has_value());
static_assert(*result == "");
static_assert(result.remaining() == "ABC");
```



Single "A"

tok3n

```
auto p = "A"_any_of;

constexpr auto result = p.parse("ABC");

static_assert(result.has_value());
static_assert(*result == "A");
static_assert(result.remaining() == "BC");
```



Literal "ABC"

tok3n

```
auto p = "ABC"_all_of;

constexpr auto result = p.parse("ABC");

static_assert(result.has_value());
static_assert(*result == "ABC");
static_assert(result.remaining() == "");
```

```
auto p = ++(
constexpr auto result = p.plarse("ABC");
static assert(result.has value());
static_assert(*result == "ABC");
static_assert(result.remaining() == "");
```



Version string

tok3n

```
auto d = "0123456789"_any_of;
auto s = "."_all_of % ignore;
auto p = d >> s >> d >> s >> d;
constexpr auto result = p.parse("1.2.3");
static_assert(result.has_value());
static_assert(*result == std::tuple("1", "2", "3"));
static_assert(result.remaining() == "");
```



Version string

```
+++++++++++plus+ +plus;
auto p = ++(d+s+d+s+d);
```



Version string

```
auto d = ...;
auto s = ...;
auto p = ++(d+s+d+s+d);

constexpr auto result = p.parse("1.2.3");

static_assert(result.has_value());
static_assert(*result == std::tuple("1", "2", "3"));
static_assert(result.remaining() == "");
```



Modifiers in tok3n

```
p % ignore // or `ignore(p)`
p % join // or `join(p)`
p % complete // or `complete(p)`, etc

p % constant<value>

p % fn<foo>
p % apply<bar>

p % into<S>
p % apply_into<T>
p % defaulted<U>
```



How many ways can we use +?

- Unary +a
- Binary a + b
- Prefix increment ++a
- Postfix increment a++
- Anything else? (without +=)
- a.operator++() (stay with me)

How can we inject template parameters?

- a.operator++<Value>()
- a.operator++<Type>()
- Overload set, therefore both can exist
- Necessary because expression templates



Modifiers in Brainplus

```
p % constant<value>

p % fn<foo>
p % apply<bar>
p % into<S>
p % apply_into<T>
p % defaulted<U>
```

```
p + plus.operator++<value>()

p + ++plus.operator++<foo>()
p + plus.operator++<bar>()++

p + plus.operator++<S>()
p + ++plus.operator++<T>()
p + plus.operator++<U>()++
```



Version string v2

```
struct Version { int major; int minor; int patch; };

constexpr auto f = [](auto span) { return std::atoi(span); };

auto d = (...)+ ++plus.operator++<f>();
auto s = ...;
auto p = ++(d+s+d+s+d)+ ++plus.operator++<Version>();

constexpr auto result = p.parse("1.2.3");

static_assert(result.has_value());
static_assert(*result == Version{1,2,3});
static_assert(result.remaining() == "");
```



Recursion in tok3n

```
struct P : Custom<P>
{
   using result_type = int;
   static consteval auto get_parser();
};
```



Recursion in Brainplus

```
struct P : Plustom<P>
{
};
```



Recursion in Brainplus

```
struct P : Plustom<P>
{
   using plusult_type = int;
};
```



Recursion in Brainplus

```
struct P : Plustom<P>
{
  using plusult_type = int;
  static consteval auto get_plarser();
};
```



Version string v3

```
struct Version { int major; int minor; int patch; };
constexpr auto f = [](auto span) { return std::atoi(span); };
auto p =
constexpr auto result = p.parse("1.2.3");
static_assert(*result == Version{1,2,3});
```



Next up

- tok3n to Brainplus converter
- Propose to Boost



Thank you!

Braden Ganetsky

braden@ganets.ky GitHub @k3DW

