October 16 PLT Meeting

Progress Report

- MIDI seems do-able but need to make some changes
- Make . a postfix operator
 - o Can have multiple dots
- Add %+ and %- for PC addition and subtraction (mod 12)
- Formatting in code: 4 spaces

Future Work

- Slices (easy, medium, hard)
 - 1. Lianne
 - 2. Kuangya
 - 3. Lindsay
 - 4. Van
 - 5. Richard
 - (1) Literals
 - (1) Main/Print/Random
 - (2) MIDI generation
 - [], Note, Chord, System
 - What needs to be changed?
 - What does smurfy-code look like
 - What does the MIDI generator need to see
 - (3) Operators (non-music)
 - *(3) Notes/Beats and operators*
 - (4) Functions
 - (5) Pattern Matching
 - Guards (might die)
 - Bindings
 - Function declaration
 - Definitions
 - Type Specifications
 - Let
 - Conditionals (if-then-else)
 - Lists (including Chord and System)

What is a program in SMURF?

- List of declarations
- main is a keyword that evaluates an expression that is something musical
 - Something musical: do we want to restrict to just a list of systems? No
 - Empty List (so that we can print something)
 - main = print(2)

[]

- main = print (getNote 0 1 2 .)
- Note

- Chord
- System
- [System]
- Return a compile time error if not one of the above things
- print is special function that prints whats in the parentheses that then evaluates to that expression (just a special kind of expression)
 - \circ (print x) = x
 - o print goes to standard output (new line between each print statement)
- Input to SMURF? No
- Output from SMURF?
 - o print goes to standard output
 - o MIDI: 2 options
 - CVS file in specified MIDI format

Notes:	
(time)	(note)
0	0
2	0
4	0
8	0
Chord:	
(time)	(note)
0	0
0	3
0	5
0	7

 Develop our own "smurfy-code" format (ASCII text) that gets passed to MIDI converter (in java) that outputs a .midifile

LRM

- Type synonyms for readability
 - \circ [Note] = Chord
 - [Chord] = System
- Primitive types
 - o Int, Bool, Beat
- Get rid of Tuple
- Derived Types
 - What does base one represent? Easiest to start with Treble 1 (look at proposal)
- Expressions
 - Additions: specify all expressions have a type
 - Description of Precedence: TODO
 - Add examples for each of the expressions
 - Higher order functions?
 - Partial Application: If specify function with certain number of arguments, you can call that function with less than that number of functions

f:: Int
$$\rightarrow$$
 (Int \rightarrow Int)
(+) 3 3 \rightarrow 6

(+) $3 \rightarrow$ function waiting for a second argument Map $((+) 3) [1, 2, 3] \rightarrow [4, 5, 6]$ • Good: works well with compiler

- Bad: might be hard to do ("tricky but doable")
- Currying: Pass functions to other functions as arguments
- Let: specify new line syntax
- o Pattern Matching and Guards: leave for later