

Factor Interpreter : Arithmetic

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--          F A C T O R   I N T E R P R E T E R          --
--          ~~~~~~                                         --
-- An interpreter for a subset of the language Factor, comprising: --
-- integers, and the operators . + - * / % drop dup lift sink --
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type Token = String

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type Stack = [ Integer ]

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-- factor fileName : interpret the Factor program in 'fileName'

factor :: String -> IO ( )

factor fileName = do
    source <- readFile fileName
    putStr ( "SOURCE = " ++ source )
    putStr ( "RESULT = " ++ eval source )

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-- eval source : the result of interpreting the program in 'source'

eval :: String -> String

eval source = eval' ( words source ) [ ]

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-- eval' tokens stack : the result of interpreting the token list 'tokens'
-- using the stack 'stack'

eval' :: [ Token ] -> Stack -> String

eval' [ ] _ = ""

eval' ( t : ts ) stack = if isInteger t then
    eval' ts ( read t : stack )
    else
    case t of
        "." -> let ( s1 : ss ) = stack in
            show s1 ++ " " ++ eval' ts ss
        "+" -> eval' ts ( apply'plus stack )
        "-" -> eval' ts ( apply'minus stack )
        "*" -> eval' ts ( apply'times stack )
        "/" -> eval' ts ( apply'div stack )
        "%" -> eval' ts ( apply'mod stack )
        "drop" -> eval' ts ( apply'drop stack )
        "dup" -> eval' ts ( apply'dup stack )
        "lift" -> eval' ts ( apply'lift stack )
        "sink" -> eval' ts ( apply'sink stack )
    
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-- isInteger t : does 't' represent an integer constant ?

isInteger :: Token -> Bool

isInteger ( '-' : t ) = isNonNegInteger t
isInteger t           = isNonNegInteger t

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-- isNonNegInteger t : does 't' represent a non-negative integer constant ?

isNonNegInteger :: Token -> Bool

isNonNegInteger t = ( t /= " " ) && ( all ( \c -> c >= '0' && c <= '9' ) t )

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-- apply'* stack : apply the corresponding operator to the top of stack 'stack'

apply'plus, apply'minus, apply'times, apply'div, apply'mod,
apply'drop, apply'dup, apply'lift, apply'sink
    :: Stack -> Stack

apply'plus ( s1 : s2 : ss ) = ( s2 + s1 ) : ss
apply'minus ( s1 : s2 : ss ) = ( s2 - s1 ) : ss
apply'times ( s1 : s2 : ss ) = ( s2 * s1 ) : ss
apply'div ( s1 : s2 : ss ) = ( s2 `div` s1 ) : ss
apply'mod ( s1 : s2 : ss ) = ( s2 `mod` s1 ) : ss

apply'drop ( s1 : ss ) = ss
apply'dup ( s1 : ss ) = s1 : s1 : ss

apply'lift ( k : ss ) = lift k ss
apply'sink ( k : ss ) = sink k ss

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-- lift k stack : the stack 'stack', with its 'k'th item now up on top

lift :: Integer -> Stack -> Stack

lift 1 ss = ss
lift k ( s1 : ss ) = s' : s1 : ss' where ( s' : ss' ) = lift ( k - 1 ) ss

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-- sink k stack : the stack 'stack', with its top item now down in position 'k'

sink :: Integer -> Stack -> Stack

sink 1 ss = ss
sink k ( s1 : s2 : ss ) = s2 : sink ( k - 1 ) ( s1 : ss )

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> factor "prog1"
SOURCE = 2 3 + 4 * .
RESULT = 20

> factor "prog2"
SOURCE = 2 3 4 * + .
RESULT = 14

> factor "prog3"
SOURCE = 7 3 / 7 3 % - .
RESULT = 1

> factor "prog4"
SOURCE = 4 3 2 1 dup 4 lift 5 sink drop . . . .
RESULT = 1 2 4 3
```