The Onyx Compiler

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Abstract

The Onyx Compiler is a program designed with simplicity in mind, targeted towards learners and novices in the field of programming. Modern programming languages are not designed for educational purposes, and as such it can be an arduous task for beginners to start their journey when it comes to learning coding for the first time. This projects seeks to solve this problem by providing a language that contains only the most basic of functionality, simple syntax, insightful error messages, and an abundance of easy to understand documentation. The implementation language of choice was Java, as it allows for cross-platform compatibility, whilst also utilising JavaFX for development of the graphical user interface.

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Chapter 1

Introduction

This report serves as a deeper explanation into the development of the Onyx Compiler - a written from scratch program that compiles Onyx source language code down into Java, and aims to provide insight into the inner workings of the program and the steps taken throughout its development. Whilst the more complex aspects of compilers and how they work will be explained in detail, it is assumed that the reader has a substantial level of knowledge with computers and in computer science as a whole. Also, keep in mind that whilst there are different types of language processors (e.g. interpreters), the term 'compiler' will be used as a blanket term throughout this report.

1.1 Aims & Objectives

The primary aim of this project is to develop a compiler and programming language specifically designed for minimalism and simplicity, targeted towards beginners who are learning programming for the first time. The language will contain only the bare minimum amount of features required to teach basic coding skills, with the objective being to reduce complexity and encourage a straightforward learning experience. Users will be capable of understanding syntax quickly and intuitively, while also being able to diagnose issues independently through the use of informative, coherent, and insightful error messages. They will also be provided with detailed documentation that avoids the use of jargon, and a structure which allows for simple navigation when searching for relevant information. To compliment the compiler, a graphical user interface will also be provided that allows various tasks to be performed easily and quickly, improving work efficiency. These points are discussed in more detail in chapter 3.

1.2　Stakeholders

Stakeholders include clients and users: the former could be a school or personal tutoring business, whilst the latter is simply anyone who is looking to learn programming themselves. The project is aimed at people of all ages, though young children are specifically accounted for by reducing the complexity of language used in error messages, documentation, and syntax. The compiler is designed so that it can be used either by an organisation or an individual, but either way independent problem solving is encouraged.

1.3　Roadmap

Chapter 1 - Introduction
Introduces the report, explaining the aims of the project and details its stakeholders.

Chapter 2 - Background Study
Discusses other projects in the field, explaining the problem and how other systems fail to solve it.

Chapter 3 - Requirements
Lays out each of the pieces of functionality that will be required for the project.

Chapter 4 - Design
Explains how the compiler will be designed, detailing each of the stages individually.

Chapter 5 - Implementation
Demonstrates the methods performed for implementing the compilers code base.

Chapter 6 - Testing
Describes testing that took place for validating and verifying the project.

Chapter 7 - Evaluation
Evaluates the project based on the requirements defined in chapter 3, assessing how successful their implementation was.

Chapter 8 - Conclusion
Appraises the overall system, analysing how well it achieves its aims & objectives defined in chapter 1, and reviewing its place in existing works in the field that were outlined in chapter 2.

Chapter 2

Background Study

The field of compilers is large and complex, with lots of different projects being developed for various purposes. However, it has become clear that despite this, there is a void to be filled which arguably appeals to every programmer that's ever existed.

2.1 The Problem

The issue is that there are a lack of languages designed purely for learning, and therefore fail to keep beginners in mind. Whilst there are thousands of guides and tutorials dedicated to teaching those with no experience in the field, its become evident that there is seemingly an absence of languages built purely for the purpose of education.

There are a number of problems that present themselves exclusively with beginners, the main one being the lack of intelligible error messages. Many languages spit out a verbose string of jargon and numbers whenever an error occurs, which while useful to experienced programmers, are completely incoherent to the uninitiated. This is a distinct example of where a language has favoured complexity at the expense of simplicity, making it significantly more difficult to understand where a program went wrong for a novice user. Its also worth noting that its rare for a language to even indicate to the user how to solve a problem clearly, and instead of telling them how to solve a problem it merely just states the problem itself, with the rest being up to the user to figure out.

Though perhaps the greatest issue faced is syntax complexity. Whilst Python solves this issue for the most part, the majority of other languages arguably have complex syntax that is completely unintuitive. They aren't designed to read like plain English, and as such it can be extremely difficult for newcomers to understand what a program is doing simply by reading over the source code. Also, due to the scale and power of modern day compilers, there is myriad

of keywords and in-built functions presented to the user. Whilst useful for developing large projects, the abundance of tools can be overwhelming for some and result in an information overload. This can have the effect of putting people off learning programming soon after they begin.

There is already a big problem with students quitting learning early, as according to a study by the University of Pennsylvania, on average only 4% of students successfully complete online courses they've started [13]. It was also found that "roughly 40 percent of students planning engineering and science majors end up switching to other subjects or failing to get any degree" [4]. In both of these situations students drop out early or before they have even begun, possibly in part due them finding it too difficult to learn the content, and the frustration of failing early on can result in many simply giving up.

2.2 Existing Compilers

There are an abundance of compilers and languages, so it would be infeasible to go through and review each one. Instead, it would be more productive to instead focus on languages commonly used by learners.

2.2.1 Python

The most popular language among beginners is Python due to its flexibility, simple syntax, and abundance of tutorials [23]. In terms of tackling the problems put forward, it perhaps does the best job out of the available options. It has intuitive and naturally readable syntax, an uncommon trait amongst modern languages, whilst also being rather easy to setup. However, its error messages tend to be verbose, confusing, and fail to provide a solution. It also contains a large amount of inbuilt tools and documentation, causing it to appear daunting at the mere sight of its complexity. Whilst currently being the best tool for the job, there is vast room for improvement as Python fails to tackle a large portion of these issues.

2.2.2 JavaScript

JavaScript is another common choice, particularly when it comes to web development, as a 2019 survey by Stack Overflow found it to be the most popular language being used by developers [16]. It has relatively flexible and forgiving syntax compared to other object-oriented languages, whilst also being compatible with all major browsers [24]. However, it can be more difficult to setup and work with due to the fact its primarily used for front-end web development, which will also require the use of HTML/CSS. This means that users will also have to contend with learning those on top of JavaScript and having them work together, which adds an unessential extra layer of complexity. The error messages are again wordy and lack explanation, offering no insight for the inexperienced.

Naturally, its clear that JavaScript fails to produce solutions for the presented problems.

2.2.3   GitHub Projects

The GitHub repository known as Awesome Compilers includes a list of compilers and interpreters composed by various users [17], making it useful to review a large selection of projects all at once. Based on the descriptions and features lists for the 36 repositories included, none were designed to target an audience of beginners nor specifically solve the discussed issues.

Chapter 3

Requirements

The primary purpose of the Onyx Compiler is to fill the void caused by the lack of learning-based languages, and is designed solely with beginners in mind. The compiler is not meant to be complex, and is instead designed to be as simple as possible in order to teach the foundations of programming. This project aims to solve each of the problems previously discussed, with the following detailing the main goals hoped to be achieved.

3.1   Basic Functionality

The original goal was to keep the language simple with only the bare minimum amount of features, typically those taught in introductory programming courses. A study exploring pedagogical content for introductory programming courses included a list of topics commonly taught [2], and from that as well as courses and consulting with tutors, it was found there were five main features to be included: variables, operators, conditionals, loops, and functions. Given that the compiler is aimed solely at learners, the amount of functionality required is not great. The intention is to only focus on the basics, and so it will only include as much. These are the five main concepts that Onyx intends to teach its users about, and is essentially the ultimate goal for users to meet. The purpose of only including the core components is that it reduces the amount of information users are presented with, preventing information overload and stopping them from feeling overwhelmed.

3.2   Data Types, Variables, & Scope

The study previously mentioned also found that students often have difficulty with initializing variables as they "do not know if it is necessary to initialize and with what value", and that students often had trouble detecting incorrect results

due to data type issues [2]. Scope was also identified as an issue, as students sometimes failed to realise the difference between variables with identical names but different scopes [2]. The requirements defined below keep this in mind, and tries to deal with the issues appropriately.

Data types to be included are: integers, doubles, booleans and strings. The purpose of this selection is provide the common data types which cover a wide selection of use cases, whilst avoiding the more niche types that rarely see use and would not typically be used by beginners. To also avoid unexpected results and remove the need for understanding type compatibility, only values of the same type can be used together in expressions or an error will be returned.

Originally the goal was to only allow explicit variable declarations, where the user would have to define the type of a variable during declaration before it could be used. However, this idea was abandoned as providing the user with another thing to be concerned with was outside the boundaries of the projects goal of minimalism. Instead variables are implicit and do not need to be declared or given a type, only assigned. It would be possible for variables to be assigned values of different data types regardless of the type the previous value was, though it would not be possible to use variables containing contradictory data types with one another.

The compiler also removes a number of features typically found in languages, such as that of scope. All variables can be accessed globally, with no such thing as local variables. Whilst this would be an issue in a more large scale language, the simple nature of Onyx makes this viable whilst removing the need for the user to learn about scoping at this level.

3.3 Intuitive Syntax

Syntax will be designed so it reads similarly to regular English, uses intuitive mathematical expressions, and reduces the amount of characters required for certain expressions (e.g. dynamic typing to remove the need to declare data types). The objective is to make it at easy as possible for users to understand what each line is doing just by reading through the source language. For example, a loop would be written as `loop myVar from 0 to 100 (inclusive)`.

3.4 Insightful Error Messages

One of the greatest pitfalls among novice programmers is their inability to read and understand error messages, often due to their verbose and jargon-filled nature, and is one of the biggest difficulties with students [2]. It is common among popular languages for error messages to be returned as a long and confusing mess, which while useful for experienced users, can be devastatingly difficult to decipher for learners. Its a goal of Onyx to instead provide detailed, easy to read error messages for the user. Information will be presented in plain English

without the use of jargon, and show where the error occurred using coloured markings, syntax returns, and line numbers. The simple yet explanatory error messages are intended to give a clear indication for where the errors location, what caused it, and a possible explanation for how to fix it.

3.5   Simple Setup

An unfortunate truth is that there are a portion of users, particularly non tech-savvy ones, who get stuck on the setup and that alone can be enough to dissuade someone from continuing. That is why Onyx aims to make setup as easy as possible through the use of its implementation language Java, as the JVM provides the opportunity for cross-compatibility amongst platforms to remove the need for using a specific operating system. Its even feasible that it could run on phones, reducing the technological requirement away from computers. Furthermore, Onyx will be capable of running from an executable file without any installation, only requiring the user to download the program to begin.

Chapter 4

Design

Designing of the project involved planning in three areas: the layout and structure of the compilers source code, the syntax of the language (also known as the language specification), and the graphical user interface (GUI).

4.1 Compiler Design

The goal of the compiler is to translate the original Onyx syntax into Java, which means primarily focusing on front-end compiler construction. The middle-end and back-end portions are instead handled by Java, allowing for the development of a language with unique syntax and functionality without having to worry about the tricky implementation of close-to-machine-level aspects. A compiler goes through various stages when processing syntax, with each stage transforming the program representation in some way. In the form of a pipeline, each component takes input from its predecessor, transforms it, and feeds the output forward to the next component [15]. The amount of stages within a compiler can vary, but in the case of Onyx contains the following.

The top-level package structure can be found in figure C.1.

4.1.1 Lexical Analysis

A compiler will typically always start with lexical analysis, which is performed by the lexer. It takes the source language as input and scans over it, typically left to right, and groups the characters into lexemes [15]. The lexer represents these lexemes in the form of tokens [18], with each token containing information about the type of data it holds. For example, given the input of an integer, the lexer would output a token that identifies the characters location in the text, its type (e.g. an integer token), and its value. This process is performed for all the characters in a given text, and the lexer outputs a stream of tokens [9].

During this phase, the lexer would also be responsible for reporting any invalid characters located in the source code.

The lexer was designed to be capable of handling all types of characters, whilst also taking into account their context. It had to be capable of consistently taking in new characters and identifying them correctly, whilst also adapting to deal with characters found within particular boundaries. For example, recognising that a number occurring after quotations is a part of a string, rather than a token in its own right. The handling of invalid characters must also be considered, as otherwise the lexer would become stuck and be unable to finish, and having a robust design means never failing to take in characters and output valid tokens.

The package structure for lexical analysis can be found in figure C.3.

In summary, the primary functions of this phase is to:

- Take a string of text as input.
- Inspect each individual character, classifying each token with its corresponding type, whilst also recognising invalid characters.
- Output a stream of tokens, often in the form of a list.
- Identify invalid characters.

Example

Token	Token Type
var	Identifier
=	Assignment operator
"my string"	String
+	Plus operator
10	Integer

4.1.2   Syntax Analysis

The second stage of compilation is syntax analysis, also known as parsing, and is performed by the parser. Its role is to take the list of tokens produced by the lexer as input, validate the arrangement of tokens against the programming languages grammatical rules, and from that generate a parse tree that represents the structure of the source program. The primary purpose of this component is to ensure the expressions made by the arrangement of tokens is syntactically correct, following a format defined by the language being used [18]. From this a parse tree can be generated, which demonstrates how each token is grouped together in each individual statement. The parser would also identify any syntactical errors found within the source code.

The parser is designed as a recursive descent parser, which adopts a top-down

parsing strategy where it begins at the highest level and works its way down, building the parse tree as it goes [12]. The input is read from left to right, taking in tokens until it reaches the end of the file. Each token would be identified by its type, sending the parser flow in a different direction depending on the result. The following tokens would then be checked to ensure they appear as expected, such as an equals operator token appearing after an identifier token, and an expression would be returned. This expression would contain all its relevant tokens, such as in the case of the previous example: an identifier, an equals operator, and the assignment. In the original design the parser was only able to handle expressions, but this was later extended to also process statements so that full programs could be written all at once since the former only allowed REPL-like behaviour.

Another aspect that had to be considered was precedence for operators. Parsers sometimes define a priority value for each operator, and during parsing they are shuffled around with the parser being data driven by those priorities, providing an indicator for which expressions to parse next. This makes the adding of additional operators much easier, as it provides the ability to view operators and see their priority order.

The package structure for syntax analysis can be found in figure C.4.

In summary, the primary functions of this phase is to:

- Retrieve the tokens from the lexer.

- Checks if the source code is syntactically correct or not by comparing it against the grammatical rules of the programming language.

- Construct and output a parse tree representing the syntactic structure of the program.

- Identify invalid expressions and statements.

Example

```
(10 + 20) * 5

    *
   / \
  +   5
 / \
10 20
```

4.1.3   Semantic Analysis

Next comes semantic analysis, which is another stage of parsing. Directly after syntax analysis, semantic analysis takes place as a means of gathering semantic information about the source code [20], with this phase being performed by the type checker in the case of Onyx. It receives the parse tree from the previous

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stage and adds extra information to it, such as: type checking to ensure type conversions are valid, and object binding for associating variable and function references with their definitions [21]. This is also where the symbol table is built; adding variables coupled with their values and types. An annotated parse tree is output as a result (annotated referring to the extra data having been added to the tree). It is during this phase that any errors relating to type incompatibility are identified.

Initially, it was designed so that semantic analysis would be performed within the parser alongside syntax analysis. It was soon found that this would be implausible since it typically requires a complete parse tree before being able to add annotations properly, so it was instead moved to the type checker as an individual component. The type checker functions by reviewing the type of expression or statement that is being executed and comparing the data types of each operand, as well as reviewing whether the operator being used is compatible. It contains a series of defined compatibility rules which must be adhered to, the prevailing rule of which is that only values of the same type can be used with one another. An error will be returned should there be an expression that fails to meet these rules. Any undeclared variables will also be identified during this stage, and be returned as errors.

The package structure for semantic analysis can be found in figure C.5.

In summary, the primary functions of this phase is to:

- Get the parse tree from the parser.

- Validate data type compatibility for operands and operators, ensure variables have been declared, and store variable information within the symbol table.

- Annotate the parse tree with data type information, producing an annotated parse tree.

- Identify mismatched data types, incompatible operands, and undeclared variables.

Example

```
x = 30
y = true
x * y
This will result in a type-mismatch error as integers and
booleans are not compatible.
```

4.1.4   Evaluation

The final stage is the evaluation, performed by the aptly named evaluator. The purpose of this phase is to calculate the final outputs of each statement,

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revealing the final result. It reviews the annotated parse tree and with the extra information gathered by the type checker, is able to execute each expression in Java and return their values. The output is the final value of the statement being evaluated. Its also worth noting that this is where Onyx diverges when compared to other compilers, as they often instead follow semantic analysis with: intermediate code generation, code optimisation, and code generator. However, these stages are instead handled by Java and are not implemented by Onyx directly, and therefore will not be discussed here.

The design of the evaluator is similar to the parser in regards to the fact that it works through the tree top-down; searching the tree by beginning at the closest nodes, working its way down each branch and then carrying the result back up the tree as it works through each expression. The result is either used in a larger encompassing expression or stored within a variable, from which the value can be printed as output. Any statements or expressions that fail to store or use its result in one form or another is discarded.

Also, a unique aspect of this stage is the fact no errors occur here, as all the necessary error identification should've happened in the prior stages. However, there are fail-safe exceptions thrown should an error slip through the cracks, as it helps catch unhandled issues during development. These are primarily intended to be seen only by developers, and should not occur in stable versions of the program.

The package structure for evaluation can be found in figure C.6.

In summary, the primary functions of this phase is to:

- Obtain the annotated parse tree from the type checker.

- Evaluate each expression and statement.

- Return the resulting value(s).

- Identify any unhandled issues that have gone undetected during the previous stages.

Example

```
x = 30
y = 10
x * y
300
```

4.1.5   Symbol Table

The symbol table is a data structure that is maintained throughout every phase of a compilers life-cycle, responsible for storing the names of identifiers, as well as their respective values and data types [18]. It is also often used for scope

management, but this is not present in Onyx due to the fact it only implements global variables.

The symbol table is designed to be implemented in the form of a hash map, with the name of the identifier as the key and the value and type as the value. Each of the previous stages has access to the symbol table, and are able to use it to check whether or not a symbol is contained within the table, as well as retrieve any information about a particular one. This is most prominent during the type checker and evaluator, as during these two stages is when types begin to become relevant for the reasons previously described.

The package structure for symbol management can be found in figure C.8, whilst a working example is displayed in figure C.22.

In summary, the primary functions of this component is to:

- Store the names of identifiers, along with their value and type.

- Provide a method for adding and removing symbols.

- Allow retrieval of information on symbols contained within the symbol table.

Example

```
x = 30
y = true

Symbol Table:
x = {
    name: "x",
    value: 5,
    type: integer
}
y = {
    name: "y",
    value: true,
    type: boolean
}
```

4.1.6   Error Handling

The error handler is responsible for handling errors before continuing with the compilation process, and like the symbol table is also accessible to every stage. Throughout each phase should an error occur, it is reported to the error handler and reported to the user in the form of an appropriately formatted error message. Errors are capable of occurring in every stage of the compiler apart from the evaluator, where only exceptions (as seen in figure C.26) can occur.

In order to prevent interruption, Onyx is designed so that it may continue should an error occur. While this makes no difference in terms of the output (as only the error message is returned rather than any calculated result), it allows certain processes to continue being performed. For example during the generation of the parse tree, when an error occurs the invalid element is replaced by a placeholder (holding a null value), allowing the parse tree to still be built despite the invalid syntax. This means the compiler can still provide information regarding the tree for the rest of the syntax, as well as things like data types. By not having the compiler quit dead in its tracks during compilation it opens up the possibility to gather more information, as well as potentially provide tooling in the future.

The package structure for error handling can be found in figure C.9.

In summary, the primary functions of this component is to:

- Receive errors from each stage of compilation.

- Format those errors and generate a detailed message.

- Output the error message to the user.

Example

```
x = true
x * 10
Error (2, 2): Binary operator '*' is not defined for type
'boolean' and 'integer'.
    x * 10
```

4.2   Language Specification

The language specification is what defines a programming language, detailing what valid syntax is and the behaviour that comes from it. Onyx was designed with simplicity in mind, so the requirement for maintaining a simple specification was perhaps the most vital aspect during design. The main idea was to ensure each piece of functionality would be written and work as intuitively as possible, in order to leave little room for the user to be confused as to why something was working the way it was. The full specification can be found in the Onyx documentation wiki.

4.2.1   Data Types

Onyx was designed to use only the most basic and necessary data types. Languages such as Java include a large amount of variations for essentially what is the same data type, except with varying amounts of memory. For example, integers along with bytes, shorts, and longs. It was prudent to not consider these redundancies for use, due to the fact that their benefit of using less memory would not prove useful in the context of learning. Instead the compiler only

contains the following types: integer, double, boolean, string. This still provides all the necessary functionality typically found in most languages, except without the extra cruft that would do nothing except make learning more difficult.

Its worth noting that the compiler does not allow different data types to be used together, as seen in figure C.25. For example, an integer cannot be used with a double in any operations. The purpose of this is to help provide a clear distinction between data types and avoid unexpected results that are difficult to debug for novices, since type errors are not always obvious particularly when used with variables.

Example

```
a = 10    (integer)
b = 20.0  (double)
c = true  (boolean)
d = "text" (string)
```

4.2.2   Variables

In the original design it was thought that the language would be statically typed, requiring all variables to have their data types declared before use. This was later changed, however, so that the language was dynamically typed. The reason for this is that it made things far more simple from a user perspective, as variables could be reassigned at will without having to be concerned about the declared type, whilst also avoiding the worry of unexpected results due to the fact different types are incompatible with one another when operated on. Not requiring users to declare variables before use was a good method of simplifying the language even further, since it removed the need to understand why declaring is necessary.

Variable scope in Onyx is also always kept global, no matter where a variable is declared. This design choice was primarily made due to the fact it removed the need for users to learn about scoping, and thus avoiding issues related to variables being out of bounds. In a much larger language this would of course be a major issue, but due to the fact programs written in Onyx will typically be very short in length and its purpose is simply to learn basic programming functionality, its not expected to cause problems.

Example

```
a = 10   (a is an integer)
b = true (a is now a boolean)
```

4.2.3   Operators

The compiler specifies use for all the standard mathematical operators you would typically require to write expressions, but also includes some extra ones such

as modulo and power. These two were not going to be provided initially, but was later added since they could provide significantly more functionality without being too overbearing for the user. What was not implemented, however, was the use of increment and decrements operators. This is mainly due to the difference between having the unary operators as a prefix and post-fix, which changes the order in which a value is incremented and returned. Also it is not as intuitive to recognise for beginners unlike other operators, so its use would likely lead to confusion all round.

As a slight remedy for the lack of the previously mentioned, various assignment operators were specified instead. These would allow variables to use operators on themselves, providing a shorthand form to prevent users being required to write out the full expression that includes the identifier name. It was originally unclear whether this would be added at all since the same operation is still possible with the longhand form, but it was decided to be intuitive enough to keep in. Figure C.21 shows an example of an assignment operator being used in a loop.

Example

```
a = 10
a = a + 15 (longhand form)
a += 15    (shorthand form using plus-assignment operator)
```

4.2.4   Conditionals

Conditional statements in Onyx are not too different from traditional languages and combines attributes from both Python and Java. For example, the specification doesn't require the use of parentheses for the condition but still allows them, giving the user the opportunity to use whichever they feel most comfortable with. However, a more imperative property is the presence of braces; they are required when declaring a block statement (code greater than 1 line), but can be avoided when encompassing only a single statement. In the former case the entire block will be executed, but in the latter only the next statement is executed. It was made a point that Onyx would not feature block statements that lack the use of braces, as is allowed in Python. The reason for this is that it can become very unclear which code belongs where, particularly when block groupings depend solely on indentation as in indicator. Whilst this is not an issue when only a single statement is involved, more than that can become confusing for users and thus has been disallowed entirely.

Another notable design feature is the enforcement of Allman style indentation, which means open braces must begin on a new line and the use of single-line conditional statements is disallowed. This is intended to encourage the use of writing clearer, more modular code, whilst also providing the additional benefit of having all code written in Onyx look the same, allowing for easier reviewing of other users work.

Example

```
a = 0

if 1 < 2
    a = 10
else
    a = 20

if a < 20
{
    a = 30
    a *= 5
}
```

4.2.5 Loops

Loops are designed with intuition in mind, and attempts to adopt Python's style of looping by having the syntax read more as a sentence. The purpose is to have loops be clearer in their functionality just by reading them, unlike in Java where its not easily understandable to the untrained eye how loops are working without a detailed explanation. Many of the other properties of loops are the same as conditionals, such as the enforcement of Allman style indentation and the use of braces in block statements, the reasons for which were explained in the previous section. Though a feat unique to Onyx loops is the inclusion of the upper bound value, which is uncommon in traditional language specifications. When looping it is often the case that the final upper bound value is not executed in the loops body, which is one of the more unintuitive aspects of programming. However, the compiler remedies this by always including the upper value in the execution of the code.

Example

```
var = 0

loop i from 1 to 10
    var += i
```

4.3 Graphical User Interface

The GUI was designed with minimalism in mind as it had to be clear how to use immediately on first use, whilst also not being too daunting for beginners. The main tools needed for regular use also had to be in clear sight all the time, with extra functionality being somewhat hidden until required. Essentially, a sort of abstraction was kept in mind during its planning.

4.3.1 Integrated Development Environment

The main portion of the GUI would be the IDE, which houses the components for entering code, running the program, and printing the output. Aside from a menu, these three things are the only elements found within the main interface. The purpose of this is to keep it simple, with only the most necessary components found in plain sight. As previously mentioned the design will also include a menu bar at the top, which will be responsible for housing an array of extra functionality. Some of this extra functionality includes file management (e.g. opening and saving files), links for help documentation, and opening the REPL (discussed in the next section). The IDE also has its own syntax highlighting, designed with complimentary colours in mind that make it easy to distinguish between syntax and their associated functionality.

The package structure for IDE can be found in figure C.13.

4.3.2 Read Evaluate Print Loop

An extra feature that comes with the IDE is the REPL; a simple program that reads input one line at a time and returns a result. It contains a system for tracking variables, including information about their type, value, and name. The purpose is to provide a simpler, more visual method for understanding the basics of writing mathematical expressions and declaring variables. It essentially acts a simplified version of the compiler and is provided for learners who are struggling to take in entire programs at once, since instead it gives them the opportunity to do things one line of code at a time. Its also worth noting that the REPL doesn't include the use of conditionals or loops, as it is intended for single-line statements only rather than multi-line ones.

The package structure for REPL can be found in figure C.14.

Chapter 5

Implementation

The implementation portion of the project involved completing both a compiler and a GUI individually, the details for which is discussed in the following sections. Its worth noting that only the primary components will be discussed and at best in a general sense, as the codebase is too large and complex to fit into this report. For more information about the specific workings of each individual method, its best to refer to the code itself and review the comments.

An image of the final result of the program, consisting of small code example, can be found in figure C.16.

5.1 Compiler Implementation

Implementation of the compiler meant following the design from the previous chapter and finding a way to apply it in the implementation language, Java. It has been built in a way where the components are as modular as possible, with each stage feeding into the next in the form of a pipeline. This structure made it rather trivial to isolate each aspect and then implement the functionality individually, so exploring the source code isn't too challenging. For assistance in building the foundational classes and understanding the basics of compiler construction, Immo Landwerth's "Building a Compiler" video series [7] was used.

The compilers code can be found in appendix A.1.

5.1.1 Lexer

The lexer loops through the source text and analyses each character individually, with the goal of producing a token to represent it. The character is checked to see if its a line break, white space, digit, letter, or operator symbol, with the first one that matches calling its corresponding method, which deconstructs the character to discover more information. In the case of a reserved word, such as

'if' or 'loop', they are identified as a keyword and cannot be used as an identifier. A token object is produced that contains data regarding its type, syntax, value, and position in the text. The token is then placed in the tokens list, and the next character is reviewed in the same manner. If a character fails to fall into any of the defined categories it is deemed invalid and a error is returned, with a 'bad token' being produced in its place. The purpose of this filler token is to prevent issues with parsing in future stages, as the compiler is designed to be capable of continuing execution despite mistakes in the code. The final output of the lexer is a list of token objects. For a full list of token types, view the 'TokenType' package found in figure C.11.

5.1.2 Parser

The parser retrieves the list of tokens produced by the lexer and scans over them, identifying the structure they form to see if it is valid. Parser execution changes depending on whether the compiler is in REPL mode, which allows expressions to be written as statements but disallows the user of loops and conditionals. If REPL mode is not activated, then the opposite occurs. In the case of the latter, each line is parsed individually by using line breaks; the presence of a break indicates that the end of the line has been reached. When a line is parsed it is first checked to see if it begins with any particular keywords that can only be found at the start of a line, such as 'if', 'loop', open braces, and identifiers (those at the start of a line are unique as they act as the programs print functionality, so when a line begins with solely an identifiers name its value is printed). Should there be a match the corresponding method will be called, otherwise the line is deemed an invalid statement and an error is returned.

If the statement is valid however, its expressions are parsed recursively by looking at each token and matching it with what's expected. For example, if a statement begins with an identifier token, it looks at the next token to see if it is an assignment operator. If true then its deemed the code must be assigning a value to a variable, and a object is produced that contains all the information about that statement. If false then it continues to check for valid syntax combinations, such as a binary expression where the code is performing a mathematical operation on the identifier. The parser works its way down the series of possibilities, attempting to find a valid match for the syntax. If no match is found in the end then the statement must contain invalid syntax and an error is reported, with a dummy expression being produced in its place to allow parsing to continue. This process repeats for each statement, with the final output being a parse tree that contains all the information detailing how the program is structured.

5.1.3 Type Checker

Using the parse tree from the parser, the purpose of the type checker is to identify the data types being used and see if their use is valid (e.g. ensuring only

values of the same type are used together in expressions). Similar to the parser, it recursively scans over the tree nodes, examining each statement individually and then producing an 'annotated' statement to hold all the information about it. When a statement is parsed the first check is to see what type of statement it is: source (holds the entire program code), expression (a single basic expression), block (a series of multiple statements), conditional (statements that should only run under a certain condition), and loop (statements to be run a specific amount of times). If a statement is source or block, a list of their contained statements is retrieved and the process is repeated for each individual one. The final output is an annotated parse tree, which is the same as the original except it contains extra information about data types and symbols.

In the same of conditionals, loops, and expressions, the program flow begins to move further down and starts analysing specific portions of the statements (e.g. the condition expression of a conditional statement), determining whether they are of the correct type (e.g. conditions must be of type boolean). This includes checking that values used as left and right operands for binary operators are of the same type, and the unary operators are being applied to valid types (e.g. a not-operator cannot be used on a string).

Furthermore, this is where the symbol table is first consulted; if the user attempts to access a variable that does not exist, an error is returned. If they try to assign a value to a variable, then a symbol object is created and added to the symbol table. Its worth noting that the type checker also validates the types of variables, so the type checking previously discussed applies here. The only exception to this is when assigning variables new values, as the type of a variable can change freely and the new value does not have to be the same type as the old value. However, assignment operators that employ binary operators (e.g. '+=') do not allow type changing and will return an error should the user attempt to use incompatible types.

5.1.4   Evaluator

The final stage of compilation is performed by the evaluator, which has the responsibility of calculating the results for every expression, running loops and conditionals according to their conditions, and assigning values to the previously declared symbols. The parsing process for statements is done the same way as it is in the type checker; by checking the statements type and evaluating each expression individually. The only difference is that the evaluator only returns information that the user has printed, and any other values are lost.

When an expression is evaluated, there is a filtering process which determines program flow by reviewing its type; each type has a method specifically designed for it (e.g. 'evaluateBinaryExpression', 'evaluateUnaryExpression'), which examines the values used within that expression. Depending on the data types of the values, program flow is then directed to another method designed for a specific type combination. At this point a final check is made to see what type

of operation is being performed on the values (e.g. addition, multiplication), and when theres a match the expression is computed accordingly by Java, with the result being returned. This is also where symbols are given their values, as the type checker only creates the symbols with their name and type, but doesn't have enough information to assign a value.

5.2   Graphical User Interface

The GUI has also been built entirely separate from the compiler, with the only link between them being the user input and the resulting output. Whilst technically being implemented in Java, the GUI was made using JavaFX - a software platform for creating desktop applications. This was further assisted through the use of the JavaFX tool Scene Builder that provides a visual layout for designing user interfaces without the need for coding, instead creating the interface with FXML, which is a XML format used specifically for designing JavaFX GUI's.

The original draft of the IDE was developed using solely JavaFX and only contained a handful of features: a menu bar, code area, and output terminal. Whilst it worked in regards to its most basic purpose of running code and producing an output, it was buggy and easy to break when attempting to manipulate the interface in any way. As a result it was completely overhauled and rebuilt using Scene Builder, which provided the opportunity to fill in all the gaps that were originally missed.

The GUI code can be found in appendix A.2. A view of the main interface can also be seen in figure C.16, and the REPL in figure C.17.

5.2.1   Visual Layout

The first stage was to focus on designing the interface itself; figuring out what functionality would be included, where it would go and how it would look. This was rather trivial as Scene Builders drag-and-drop functionality, coupled with FXML's simplicity, made it extremely easy to change things and view the results instantly. During this it was imperative that the interface was adaptable and wouldn't break when manipulated, as was the problem with the first draft. Fortunately there were options menus available built to avoid this where each individual aspect could be told to adapts its size if needed, allowing the entire GUI to fit into a given space.

5.2.2   Controllers

Next was implementing the functionality for interactions with the interface, such as when a button is pressed or code is typed. To manage this FXML uses a 'controller' - a class it utilises for initialising and managing the GUI's elements. Within this class all the methods to be run are stored, and are called upon by

FXML when their corresponding component is interacted with. Once this link is made between the GUI and the controller, the rest of the implementation is plain Java code (with the exception of outputting information back to the interface, for which components have their own functionality to do so).

5.2.3   File Manager

File management is handled by the 'FileManager' class, providing methods for opening and saving files. The main consideration taken here was exception handling - a lot can go wrong if a user opens an invalid file, doesn't select a file, or a file changes midway through handling. To deal with this each method returns an extensive amount of exceptions, each ones purpose being to identify what went wrong. For example, an invalid file extension error (IllegalArgumentException) is handled differently to a file not being selected (NullPointerException). This extra information gives implementing classes the opportunity to handle individual errors it in the proper way, and avoid unexpected results if something goes wrong.

For opening and saving files most of the heavy lifting is performed by the 'FileChooser'; a JavaFX class that provides a dialog window for selecting files and directories. Returned from this is a 'File' object pointing to the users choice, which is then checked for validation. In the case of opening a file, it is checked to see if it is null (a result of not selecting a file), cannot be found (the file has been moved or deleted since being selected), has incorrect permissions (the user doesn't have read access to the file), or uses an invalid extension (the user selected a file type outside of the ones specified). If none of these are true, the file is read and its contents returned. For saving as the process is identical except for checking that the user has write access instead, otherwise the contents of the code area are written to the file. The save method is used for quick saving a work in progress file, but is first checked to make sure that it hasn't changed in any way (moved, renamed, deleted). If it hasn't the contents are instantly written, and if not it defaults back to the save as functionality.

The file manager also keeps a track of the current file being worked on and its contents using the variables 'currentFile' and 'originalText', each of which are updated every time the user reads or writes to a file. The former is used to validate that a file hasn't changed since its last modification, and is used by the 'saveFile' function to decide whether to save a file immediately, or force the user to create a new file. The latter is used to track if the original text (from the last accessed file) is different from the text currently in the code area through use of the 'checkIfSaved' method, providing the opportunity to alert the user that they have unsaved work if they attempt to perform certain actions (e.g. opening a different file or closing the application).

Chapter 6

Testing

To test that Onyx successfully meets the requirements and specifications originally set, the independent procedures of verification and validation were used as a means of quality assurance.

6.1 Validation

"Validation. The assurance that a product, service, or system meets the needs of the customer and other identified stakeholders. It often involves acceptance and suitability with external customers. Contrast with verification." - Project Management Body of Knowledge [14]

The objective of this procedure is to discover whether or not the compiler is successfully able to meet the needs and requirements previously defined, in order to prove itself as a useful product amongst its stakeholders.

6.1.1 User Testing

At the time of writing it is currently difficult for user testing to take place due to the fact the country is currently experiencing a lock-down due to the ensuing pandemic. As a result, gathering and contacting people who are available for testing has proved difficult and resulted in a limited sample. However, despite not being able to test users directly it has been possible to get in touch with Atikah, a coding tutor who works for the computer training school Spark4Kids and has experience in helping young children to learn basic programming skills.

Question 1: How do you feel about the scope of the compiler? Does it have too many or too little features for its intended purpose?
Atikah explained that she felt the scope of the compiler was just right; it covered all the basics without going into too much of the more complex features, which she often found were confusing for beginners to deal with. By keeping it limited

it made it easier to focus on each individual aspect and create clearer goals in terms of learning.

Question 2: Do you think that the insightful error messages will be useful for students in helping them figure out problems for themselves?
She explained that in her experience, students of a young age struggle to make much sense of error messages and often will simply ask for help rather than attempt to understand the meaning. This is mostly due to the verbose and confusing nature of the error messages, but also because they are younger in age and more unable or unwilling to figure out the problem for themselves. As a result, despite the clearer error messages they may still not make use of them. However, she did explain that it would still be useful as it would make it easier for tutors to figure out the problem themselves and explain it to the student. It was also noted that older students wouldn't have this issue and would be more capable of understanding the error messages themselves.

Question 3: Do you feel that the compiler would be a useful tool for students learning programming for the first time?
Due to the well-defined scope of functionality and insightful error messages, Atikah agreed that it would prove as a valuable learning tool for novice programmers. Most modern languages aren't designed for learning and come with a lot of extra functionality that can be confusing for beginners to get around, so having a language designed with learners in mind would make things far easier from a teaching standpoint.

Question 4: Do you think having the syntax being written completely in English would be easier for students to understand, rather than using standard mathematical expressions?
She came to the conclusion that whilst it would still make sense, students of a young age wouldn't have any more difficultly understanding basic maths than they would English, and would only serve to making writing more verbose. If there was an improvement in code readability, it would be suppressed by the excess use of characters.

6.2   Verification

"Verification. The evaluation of whether or not a product, service, or system complies with a regulation, requirement, specification, or imposed condition. It is often an internal process. Contrast with validation." - Project Management Body of Knowledge [14]

The objective of this procedure is to discover whether or not the compiler successfully meets the requirements set in terms of functionality, design and quality, demonstrating that its goals have been met and is capable of performing to a high standard. To help achieve this objective unit tests have been developed for the major components of the compilers pipeline, each one using specialised

inputs that help identify errors specific to section being tested. An example of this can be seen in figure C.29 and figure C.28. The following explains the testing that took place, and identifies how it ensures requirements have been met.

The code used to perform unit testing can be found in appendix A.3.

6.2.1   Lexer Testing

In the original design of the lexer its primary requirement was to be capable of taking a string as input, inspecting each character and categorising it into a token with the corresponding type, and then outputting a list of tokens. Since all of the tests assess by default the input of strings and output of tokens, the main focus becomes the categorising of tokens. This was rather trivial as it simply required the input of single character or word, and then examining the type of the single token found within the returned list, seeing if it matched what was expected. This was repeated for every character that was defined within the language, and the tests passing successfully meant that they were all being identified correctly.

6.2.2   Parser Testing

The parsers function is to check if the source code is syntactically correct by comparing it against the grammatical rules of the language. Given the large amount of possibilities in terms of combinations of tokens, the first step was to break down the tests into different expression categories: literal, unary, binary, identifier, assignment, and parenthesised expressions. Each one would be responsible for implementing tests for its assigned expression type, making it easy to discover which expression failed and the location the issue occurred in the parser. The tests would simply run the input through the parser and examine the type of expression that was returned, and check that it matched against the expected outcome.

In order to expand these test cases they were also used in conjunction with one another, for example all the tests were wrapped in parentheses and then passed as parenthesised expressions, allowing the amount of inputs to expand massively without the need to manually add extra cases. This was rather vital to include, as otherwise it would have meant either a lot of boilerplate code or lack of edge case testing. In any case, the passing of the tests provided clarity in the fact that the parser would correctly verify the syntactic precision of the source code.

6.2.3   Type Checker Testing

Validating the type checker was rather similar to the parser in terms of how it was implemented, as not much changes outside of data types. Again each test was compartmentalised into various categories, with the result being compared against the expected expression type. Though since the role of the type checker

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is to validate type compatibility between operands and operators, the successful return of the correct expression type meant that type validation was achieved and its function was performed correctly.

6.2.4 Evaluator Testing

The evaluators main job is to evaluate each expression and statement, returning the resulting values. This was particularly simple to test since it only required surveying the final result. Each unit test would take expressions of a particular type, same as previously, and evaluate the results by running them through the evaluator. The values returned were then compared against the expected outcome, and if they matched then the tests passed. It was again rather imperative that this stage used a substantial pool of inputs for testing, as the amount of possibilities is extremely large and would potentially reveal a significant number of edge case issues.

6.2.5 Error Handler Testing

The final stage of unit testing takes place within the error handler, whose primary responsibility is to receive errors and output them to the user. Up until this point the unit tests have focused on correct inputs rather than incorrect ones, so this is where invalid syntax is purposely passed to see if the expected error message is returned. This was broken down into three categories: lexical errors occurring in the lexer, syntax errors occurring in the parser, and semantic errors occurring in the type checker. If the broken syntax resulted in the expected error occurring, it can be verified that the compiler successfully handles errors should they transpire.

Chapter 7

Evaluation

The success of the project is largely based on whether or not the requirements previously discussed in chapter 3 have been met, with each of the primary pieces of functionality from the original plans being reviewed.

7.1 Basic Functionality

The goal for implementing only the bare minimum amount of features was successful, with variables, operators, conditionals, and loops being include. Each of these is kept simple and they are capable of working together in order to form a functioning compiler. The only missing component is functions, as they were not prioritised and ended up not being completed. However, they are not vital in regards to overall functionality and in some regards could begin to complicate the system unnecessarily as it may be seen as out of scope. As previously discussed with users, it was also clarified that they agreed the scope was on point and avoided being too simple or too complex.

7.2 Data Types, Variables, & Scope

The four data types originally planned were integers, doubles, booleans and strings, with each one being added successfully. Whilst none of the types are compatible, there was a plan during development to allow the use of doubles and integers together. However, it was deemed that this would be too inconsistent and raise confusion with users over type compatibility, whilst also producing unexpected results. The main limitation is that users can only store integer values up to a maximum of $2^{31}-1$, though this is unlikely to be a common problem as they will typically be working with smaller numbers for learning. In any case, its possible this will be changed so that integers are automatically converted to longs whenever a number exceeds the limit (with this process being

hidden from the user).

Variables are implicitly defined, not requiring any kind of type declaration. Whenever a variable is assigned with a new value of a different type, this conversion is allowed so long as no other operation is being performed at the same (e.g. adding, subtracting, etc). All variables are also accessible on the global scope, making it possible to declare them within loops and conditionals.

7.3   Intuitive Syntax

For the syntax there was a plan to use English words for nearly everything in order to make it as intuitive as possible, an example being `var equals 10`. Though from user testing it became apparent that the main audience this was thought to benefit (young children) would not find it very helpful, and were perfectly capable of understanding regular mathematical syntax. As a result the language is written to use English for variables, conditionals and loops, and operators for any kind of data manipulation. This was a good middle ground where any written code is not complex and easy to understand, whilst also not being too verbose.

7.4   Insightful Error Messages

As seen in figures C.23, C.24, and C.25, error messages have been made as simple as possible, and include line numbers, coloured markings, description of the error, and a possible solution. An effort was made to remove use of any jargon and have the problem explained in a clear manner that keeps beginners in mind; an attempt to remove confusion and frustration during learning experiences.

7.5   Simple Setup

To satisfy the objectives for having a program compatible with all operating systems whilst also being easy to run, the project was developed with Java and built as a JAR artifact using IntelliJ IDEA. Since Java runs within the JVM the project only requires Java 11 to be installed for compatibility, and requires no installation as only the JAR/EXE file needs to be run. Furthermore, Onyx does not have its own specific file type for opening files, and instead just uses basic text files. This further was to again improve compatibility (as all operating systems use text files) and allow users to use a familiar file type instead of a new one.

Chapter 8

Conclusion

With the completion of any project comes its assessment; reviewing how successful or unsuccessful it was, and discovering how much of the original goals were achieved. Here will be discussed the overall evaluation of the project, its future prospects, and self-reflection.

8.1 Overall Assessment

Overall, the project has achieved the majority of its goals. As discussed in chapter 7, all of the functionality defined in the requirements has been successfully implemented (with the exception of functions) and the compiler is capable of fulfilling its purpose as a learning tool. Its completely stable and doesn't crash at any known point, with a large unit testing infrastructure in place for maintaining integrity. The GUI has been completed with all the core features, and has been fitted with a well designed appearance including colour coding for syntax and error messages. Users are capable of interfacing with the file system for opening or saving work, and program execution is very quick. The compiler is compatible with multiple operating systems, and is able to run without an installation process.

However as mentioned, functions were not implemented in the final version of the compiler. The GUI also lacks extra features non-essential features which users may find useful for editing code, and doesn't include a light theme. There are also some bugs still present for niche input cases, which would need to be fixed before it could be used by a large user-base. More testing also needs to take place on alternative operating systems to verify that everything works on each platform.

Furthermore, based on the background study in chapter 2, the compiler is successful in solving the initial problem presented; Onyx is a language designed purely for learning and keeps beginners in mind the entire time, adopting a

minimalist attitude and presenting itself as a user friendly alternative to learners. It fills an unoccupied space when compared to existing compilers, and enhances the field by focusing on an aspect none others have.

8.2   Future Development

While the majority of features were implemented successfully, not everything was able to be completed in time. The following discusses what the future may hold for Onyx.

8.2.1   Compiler Correctness

Improving the compiler correctness, which is a a branch of computer science that deals with attempting to show that a compiler behaves according to its language specification [22], would be the primary improvement prospect. Given that the project was undertaken alone, its difficult to test and fix every possible scenario within the time-frame, particularly in the case of compilers where testing is rigorous and thorough. Nonetheless, more unit tests are to be added with a wider array of cases to be covered, with the intention being to reduce the amount of bugs present within the compilers functionality.

8.2.2   GUI Clean-up

Cleaning up the code base for the GUI portion is also planned for the future, as currently its rather messy and isn't easy to understand. The reason for this is that it was built without prior knowledge of common practices or conventions, and was just configured until it worked. Whilst this isn't much of an issue now considering everything functions as expected, over time it will become more difficult to implement more features if the foundations are shaky, likely leading to unexpected results and hard to track down bugs. The sooner the issue is dealt with, the easier it will be to fix. Extending the GUI with extra features is also a prospect, as currently it only contains the most basic functionality. Filling in the 'Edit' menu would be priority since it is currently empty, and would include options for searching for text, replacing text, undo/redo changes, copy/pasting, and formatting.

8.2.3   Implementing Functions

Functions were included in the original requirements but never added, though implementing them in the future may be useful. Whilst its a concern that functions may be out of scope for Onyx, this issue could be avoided if built in such a way that its not too intrusive or complex. Plus its possible they could be seen as optional to use rather than required, in which case the extra layer of complexity may be avoided by users if they wish. However, in-built functions that users could call would prove useful, and could provide functionality for certain processes such as type conversion.

8.3   Self Evaluation

If I were to do the project again with the knowledge I now have, I would have spent more time planning the structure of the program out beforehand; too much time was wasted changing things around, redoing functionality, and cleaning up code. If strict and well thought-out planning for the class structure was done, it could've been avoided and a lot of time would have been saved. I would also spend more time researching technologies that could be used to help build the project, such as Scene Builder. Originally, I was unaware of its existence and wasted a lot of time trying to build the GUI using raw JavaFX code. If I spent more time investigating other methods, I would have quickly discovered alternative methods and sped up development dramatically.

Going into this project I had no knowledge or experience working with compilers, but was fascinated by their complexity and felt confident in my ability to learn. I've learned a great deal about compiler construction and each of the individual components that going into building them, and have improved my skills in programming greatly throughout development. Though what I am most proud of is the level to which I completed the project; I'm satisfied that its met the criteria and standards I originally set for myself, and that I've been able to produce a strong piece of software that I'll be able to use as a demonstration for my talents in the future.

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Glossary

annotated parse tree A parse tree that is annotated with additional type
information [10]. 12, 13, 22

block statement A code block is a group of declarations and statements that
operates as a unit, usually with its own level of lexical scope. For instance,
a block of code may be used to define a function, a conditional statement,
or a loop [3]. 17, 18

expression A combination of letters, numbers, or symbols used to represent a
value [3]. 7, 10–13, 16, 17, 19, 21–23, 26–28

FXML FX Markup Language. 23, 24

GUI Graphical User Interface. 9, 18–20, 23, 24, 31–33

identifier Identifier means the same as name. The term identifier is usually
used for variable names [3]. 11, 13, 14, 17, 21, 27

implementation language This is the programming language in which the
compiler or interpreter is written. It might be the same as either the source
language or the target language [19]. i, 8, 20

interpreter A computer program which examines a computer program written
in some source language and carries out the actions required by that
program more or less directly, without translating it into some other
language [19]. 1, 5

keyword Many programming languages reserve some identifiers as keywords
for use when indicating the structure of a program, e.g. if is often used to
indicate some conditional code [19]. 4, 21

lexeme A word or basic symbol in a language; e.g., a variable name would be a
lexeme for a grammar of a programming language [10]. 9

lexical analysis The function of lexical analysis is to scan the source program (a sequence of characters arranged on lines) and convert it to a sequence of valid tokens [19]. 9, 10

object binding The association of a name with a variable or value [10]. 12

parse tree A data structure that shows how a statement in a language is derived from the context-free grammar of the language [10]. 10–13, 15, 21

parsing "The process of reading a source language, determining its structure, and producing intermediate code for it [10]. 10, 11, 21, 22

recursive descent parser A method of writing a parser in which a grammar rule is written as a procedure that recognizes that phrase, calling subroutines as needed for sub-phrases and producing a parse tree or other data structure as output [10]. 10

REPL Read Evaluate Print Loop. 11, 19, 21, 23

reserved word A word in a programming language that is reserved for use as part of the language and may not be used as an identifier [10]. 20

semantic analysis The function of semantic analysis is to check that the source program is meaningful. Note that a program can have a valid meaning and still be incorrect if it doesn't do what was really intended [19]. 11–13

semantic information The meaning of a statement in a language [10]. 11

source language The language accepted as input by a compiler, and translated/compiled into a target language [19]. 1, 7, 9

statement A statement is a single line of code that is used to perform a specific task [3]. 10–13, 17, 19, 21, 22, 28

symbol Refers to a variable stored within the symbol table. 12, 14, 20, 22, 23

symbol table A data structure that associates a name (symbol) with information about the named object [10]. 12–14, 22

syntax analysis This is an alternative name for parsing. The function of syntax analysis is to check that the source program is grammatically correct, i.e. that we have a valid sequence of tokens [19]. 10–12

token A fundamental symbol as processed by syntax analysis. A token may be an identifier, a reserved keyword, a compound symbol, or a single character [19]. 9–11, 20, 21, 27

type checking Tests performed by the compiler to ensure that types of data involved in an operation are compatible [10]. 12

Appendix A

Source Code

A.1 Compiler Code

Contains the source code for the compiler.
https://github.com/louislefevre/onyx-compiler/tree/master/src/main/java

A.2 GUI Code

GUI layout and styling resources, including FXML, CSS, and image files.
https://github.com/louislefevre/onyx-compiler/tree/master/src/main/resources

A.3 Unit Test Code

Contains the unit tests used for the compiler.
https://github.com/louislefevre/onyx-compiler/tree/master/src/test/java

Appendix B

Documentation

B.1   Weekly Logs

Tumblr blog consisting of weekly logs written throughout development.
https://llefe001.tumblr.com/

B.2   User Guide

GitHub wiki guide for users and developers.
https://github.com/louislefevre/onyx-compiler/wiki

B.3   Proposals

Includes copies of the ideation, specification, and interim reports.
https://github.com/louislefevre/onyx-compiler/tree/master/docs

Appendix C

# Screenshots
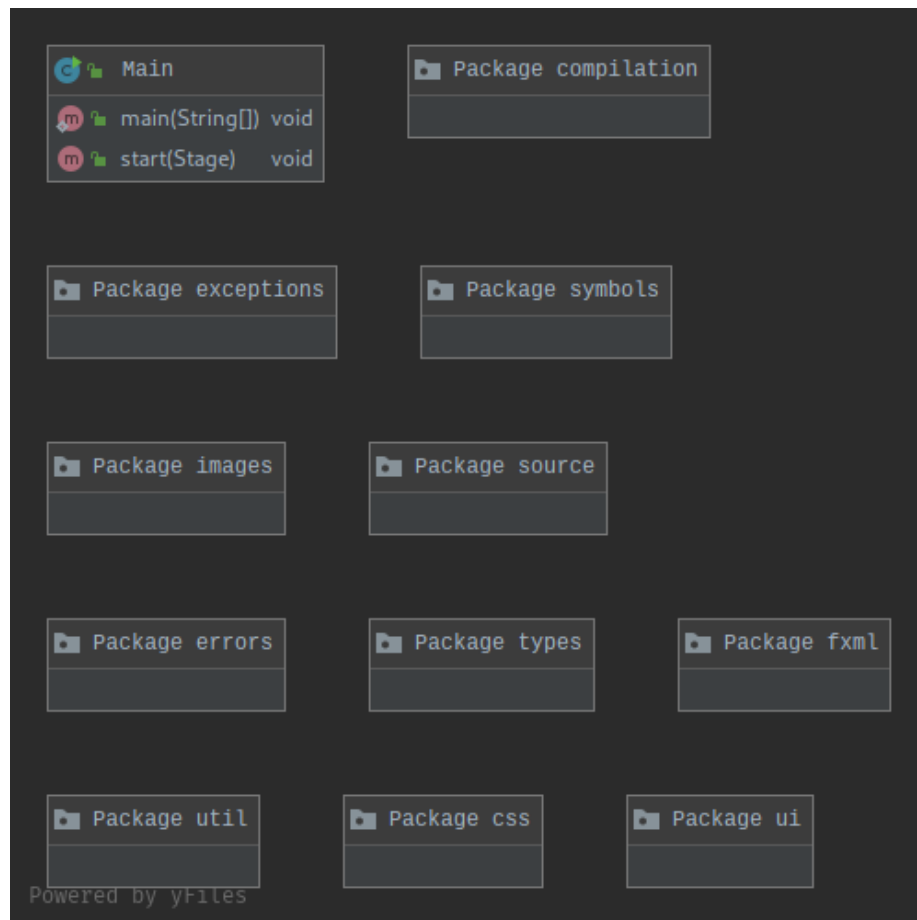
Figure C.1: Top-level Package
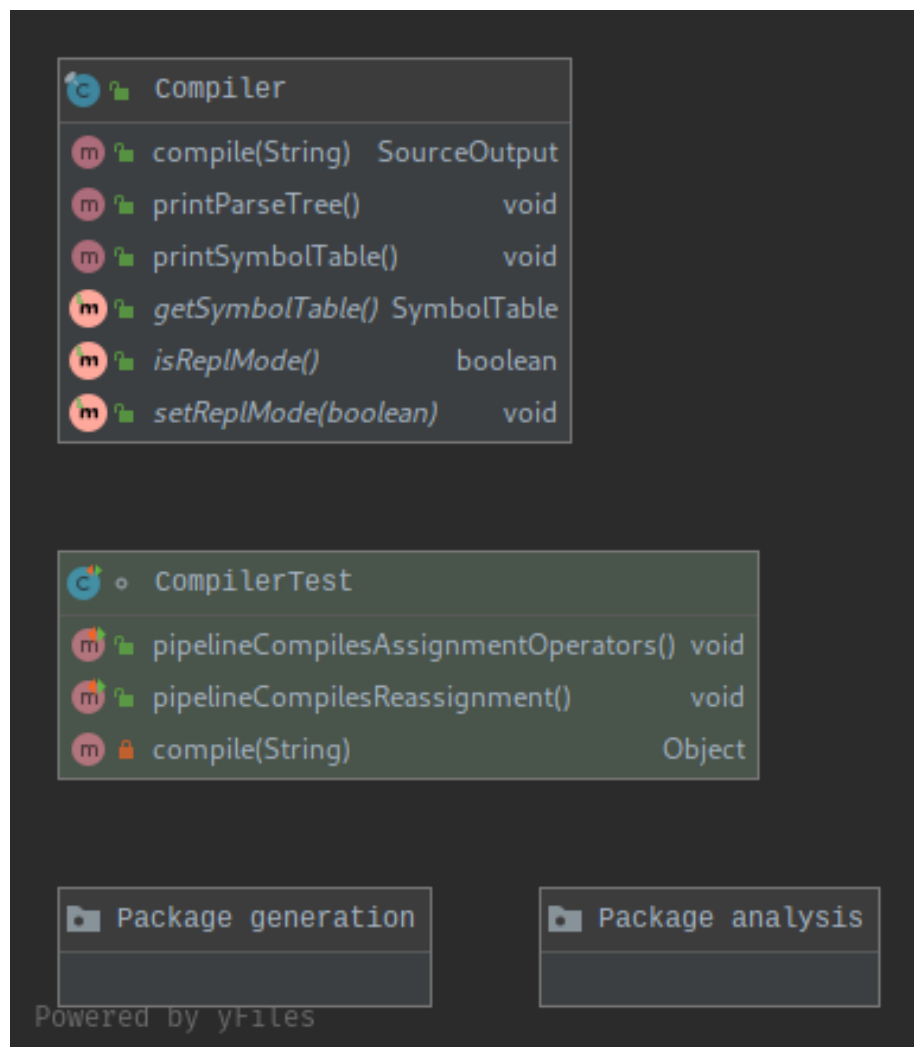
Figure C.2: Compilation Package

Figure C.3: Lexical Package


Figure C.4: Syntax Package
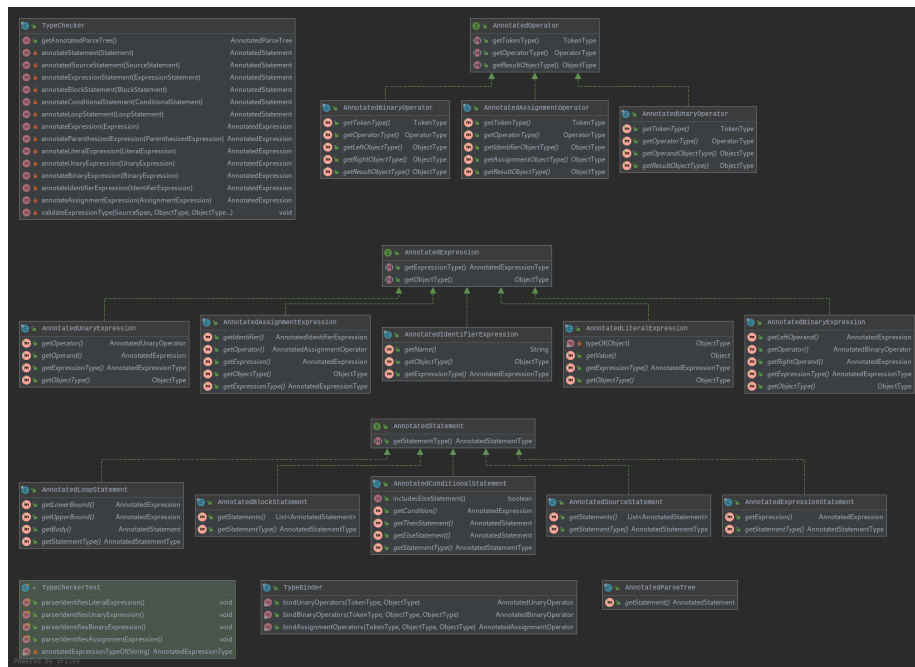
Figure C.5: Semantic Package

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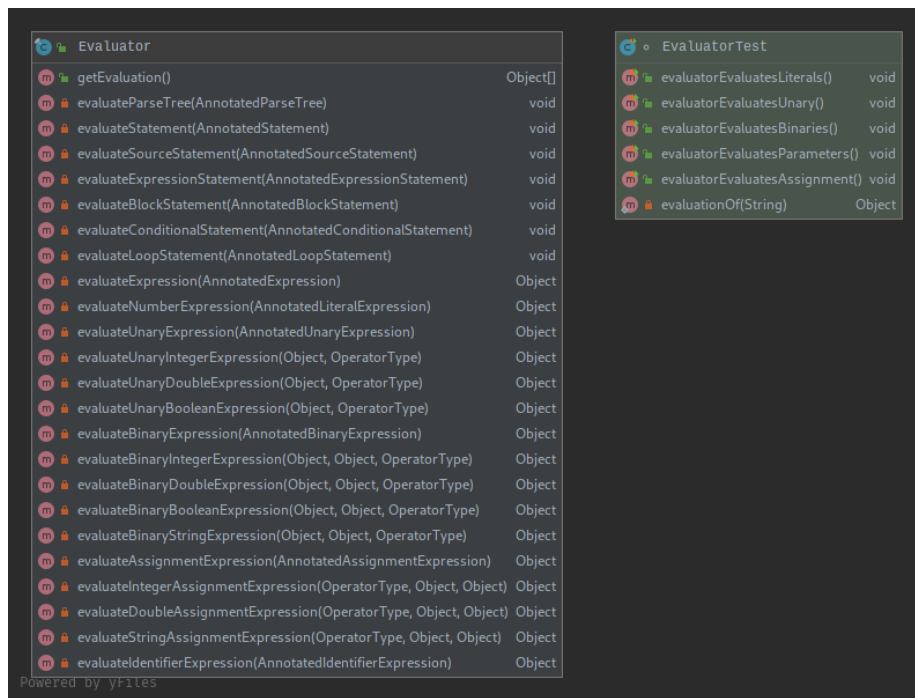
Figure C.6: Generation Package

Figure C.7: Source Package

Figure C.8: Symbols Package
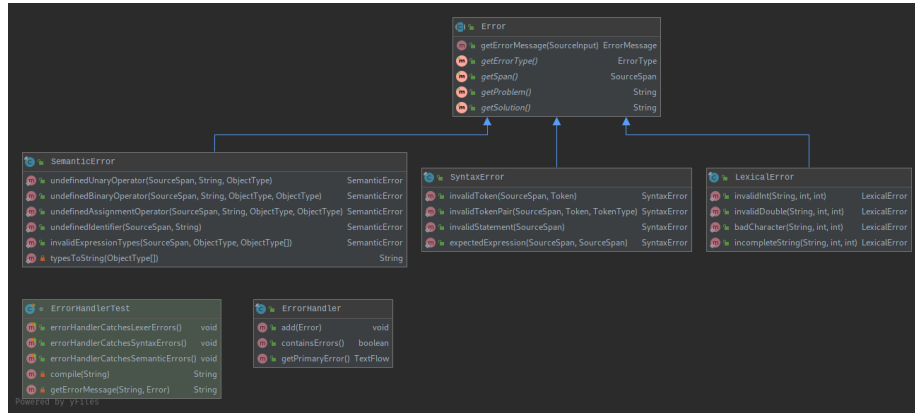
Figure C.9: Errors Package
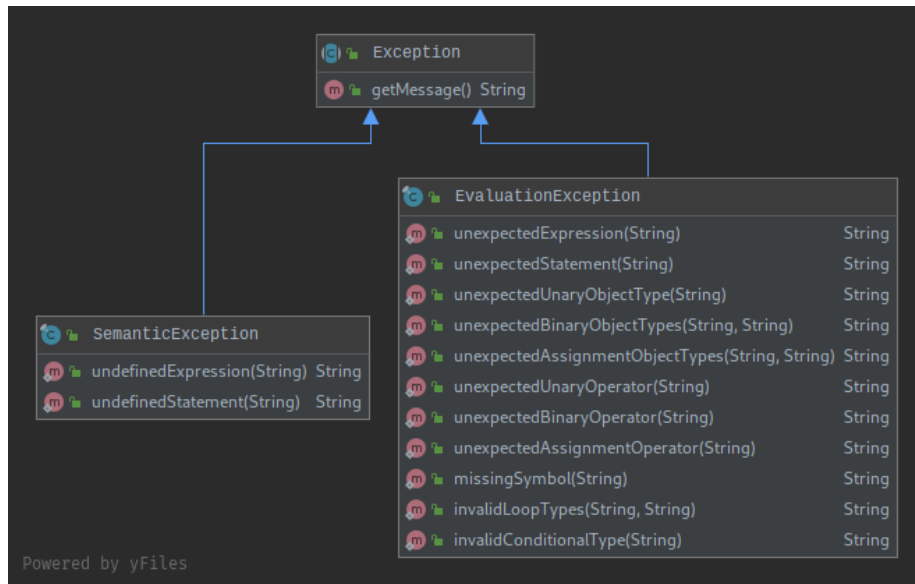
Figure C.10: Exceptions Package
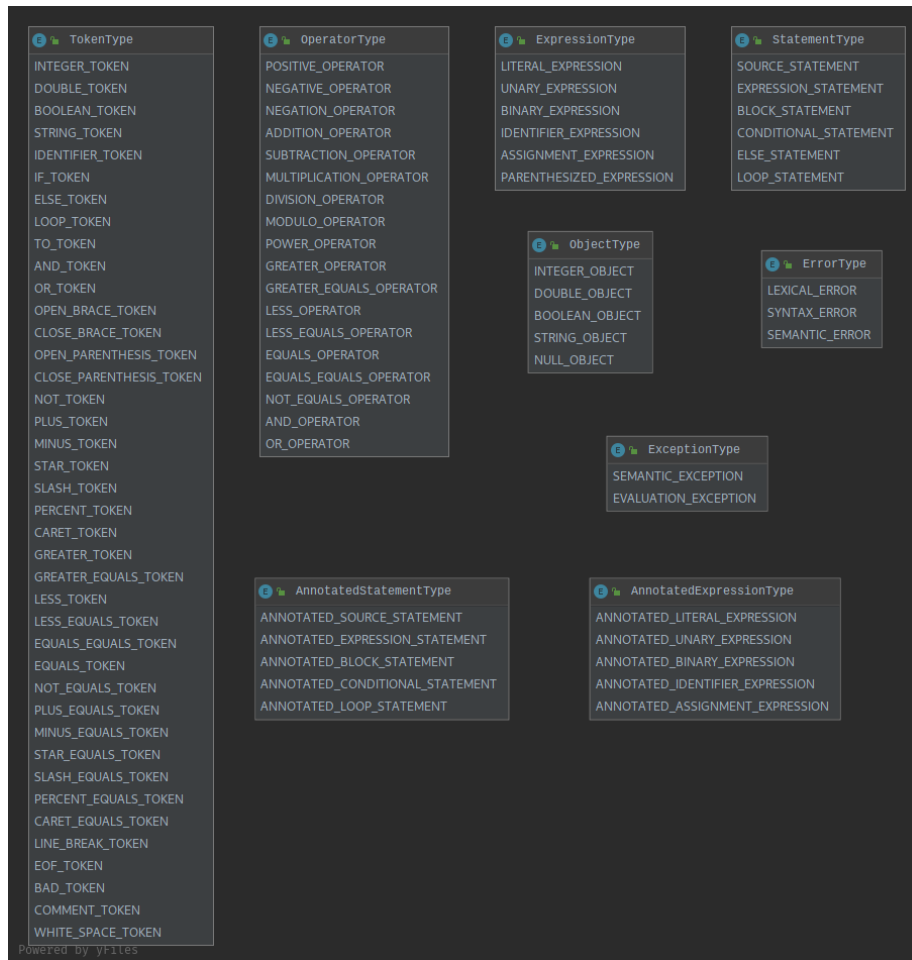
Figure C.11: Types Package
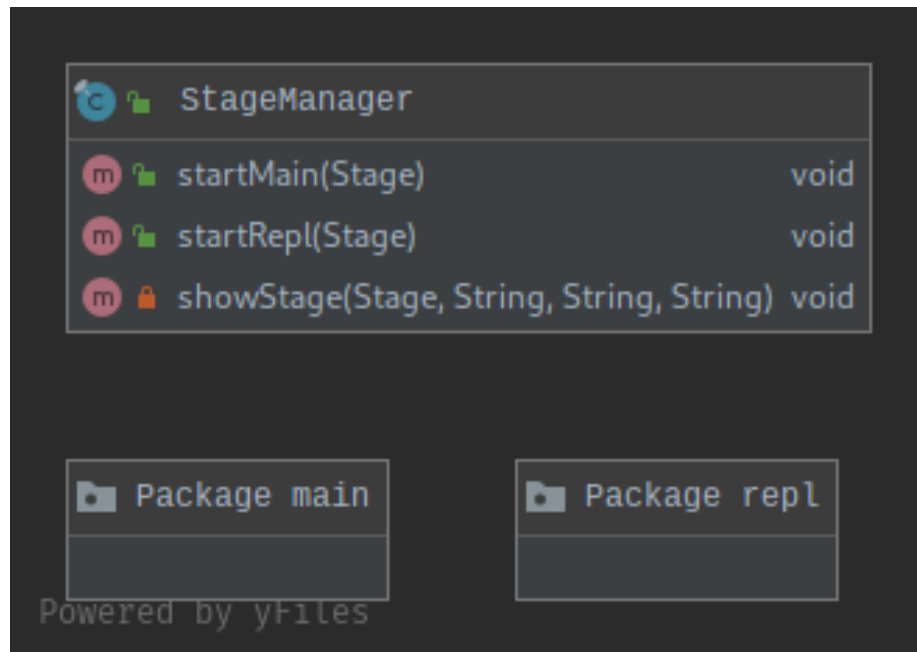
Figure C.12: UI Package
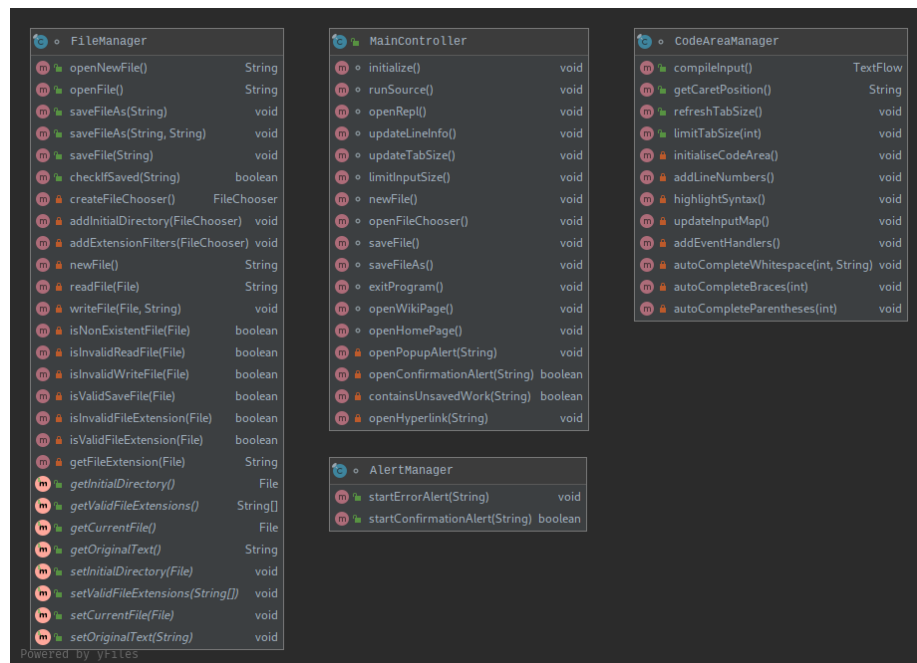
Figure C.13: Main Package

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Figure C.14: REPL Package

Figure C.15: Util Package

```
File   Edit   Run   Help                                          ▶ Run
 1 a = 10
 2 b = 20
 3 c = true
 4 d = false
 5 e = "string"
 6
 7 var = 0
 8
 9 if a <= b AND (c == d OR e == "string")
10 {
11     loop i from 1 to 10 # inclusive
12     {
13         var += i
14         if i == 10 # if loop is at the end
15             var *= 5
16     }
17 }
18 else
19 {
20     var = 10
21 }
22
23 var
```

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Tab Size: 4   1:1

Figure C.16: IDE Overview

Figure C.17: REPL Overview
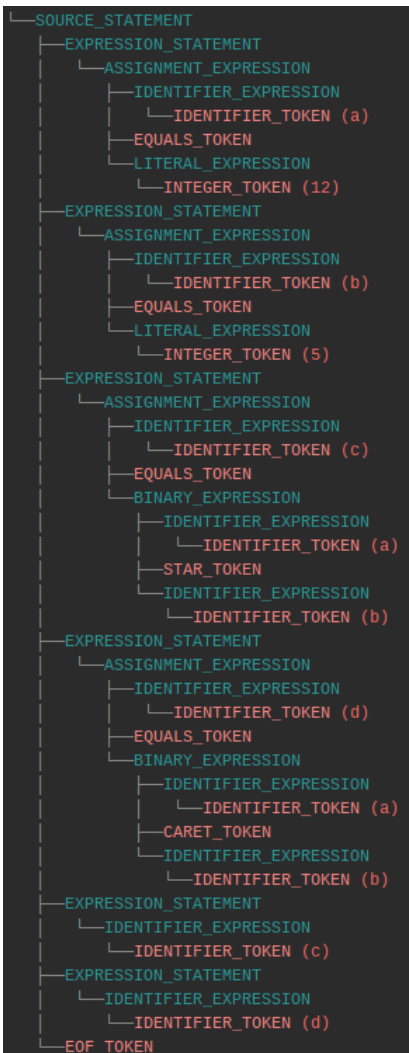
Figure C.18: Expression Statement
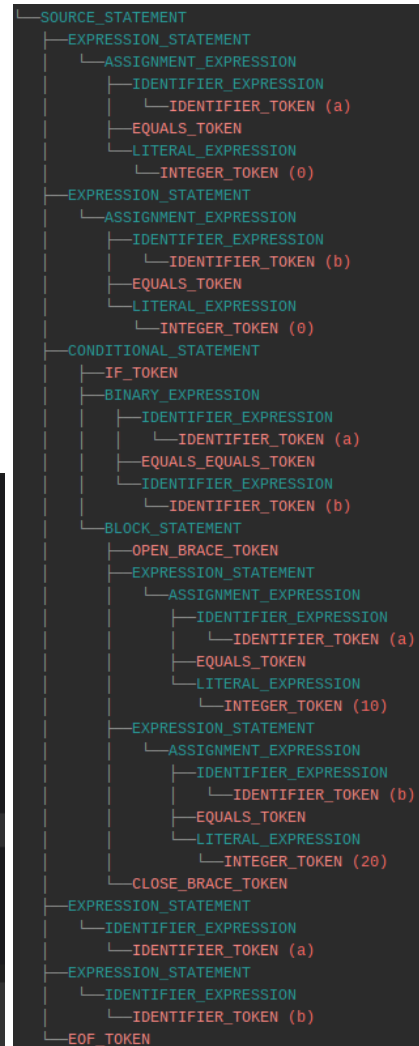
Figure C.19: Block Statement

```
1 a = 0
2
3 if 1 < 2
4     a = 10
5 else
6     a = 5
7 a

10
```

```
└──SOURCE_STATEMENT
    ├──EXPRESSION_STATEMENT
    │   └──ASSIGNMENT_EXPRESSION
    │       ├──IDENTIFIER_EXPRESSION
    │       │   └──IDENTIFIER_TOKEN (a)
    │       ├──EQUALS_TOKEN
    │       └──LITERAL_EXPRESSION
    │           └──INTEGER_TOKEN (0)
    ├──CONDITIONAL_STATEMENT
    │   ├──IF_TOKEN
    │   ├──BINARY_EXPRESSION
    │   │   ├──LITERAL_EXPRESSION
    │   │   │   └──INTEGER_TOKEN (1)
    │   │   ├──LESS_TOKEN
    │   │   └──LITERAL_EXPRESSION
    │   │       └──INTEGER_TOKEN (2)
    │   ├──EXPRESSION_STATEMENT
    │   │   └──ASSIGNMENT_EXPRESSION
    │   │       ├──IDENTIFIER_EXPRESSION
    │   │       │   └──IDENTIFIER_TOKEN (a)
    │   │       ├──EQUALS_TOKEN
    │   │       └──LITERAL_EXPRESSION
    │   │           └──INTEGER_TOKEN (10)
    │   └──ELSE_STATEMENT
    │       ├──ELSE_TOKEN
    │       └──EXPRESSION_STATEMENT
    │           └──ASSIGNMENT_EXPRESSION
    │               ├──IDENTIFIER_EXPRESSION
    │               │   └──IDENTIFIER_TOKEN (a)
    │               ├──EQUALS_TOKEN
    │               └──LITERAL_EXPRESSION
    │                   └──INTEGER_TOKEN (5)
    ├──EXPRESSION_STATEMENT
    │   └──IDENTIFIER_EXPRESSION
    │       └──IDENTIFIER_TOKEN (a)
    └──EOF_TOKEN
```

Figure C.20: Conditional Statement
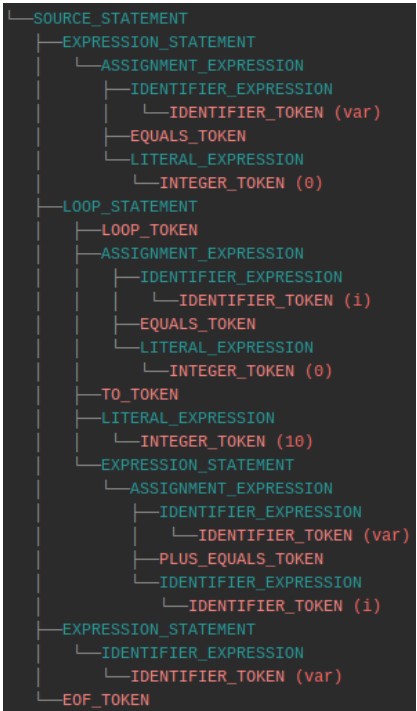
Figure C.21: Loop Statement

Figure C.22: Symbol Table

Figure C.23: Lexical Error

Figure C.24: Syntax Error

Figure C.25: Semantic Error

Figure C.26: Evaluation Exception

```
1 a = 0
2
3 if 1 < 2
4 {
5     a = 10
6 }
```

```
SEMANTIC_EXCEPTION in compilation.analysis.semantic.TypeChecker (line  60):
Unexpected statement 'BLOCK_STATEMENT'
```

Figure C.27: Semantic Exception

```
static HashMap<String, Object> binaryIntegerCollection()
{
    HashMap<String, Object> integerBinaries = new HashMap<>();
    integerBinaries.put("0 + 0", 0);       integerBinaries.put("0 - 0", 0);
    integerBinaries.put("0 * 0", 0);       integerBinaries.put("0 / 0", 0);
    integerBinaries.put("0 % 0", 0);       integerBinaries.put("0 ^ 0", 1);
    integerBinaries.put("0 > 0", false);   integerBinaries.put("0 < 0", false);
    integerBinaries.put("0 >= 0", true);   integerBinaries.put("0 <= 0", true);
    integerBinaries.put("0 == 0", true);   integerBinaries.put("0 != 0", false);
    integerBinaries.put("10 + 15", 25);    integerBinaries.put("20 - 10", 10);
    integerBinaries.put("10 * 15", 150);   integerBinaries.put("90 / 10", 9);
    integerBinaries.put("30 % 8", 6);      integerBinaries.put("5 ^ 5", 3125);
    integerBinaries.put("5 > 4", true);    integerBinaries.put("4 > 5", false);
    integerBinaries.put("5 < 4", false);   integerBinaries.put("4 < 5", true);
    integerBinaries.put("4 >= 5", false);  integerBinaries.put("5 >= 4", true);
    integerBinaries.put("5 >= 5", true);   integerBinaries.put("4 <= 5", true);
    integerBinaries.put("5 <= 4", false);  integerBinaries.put("5 <= 5", true);
    integerBinaries.put("4 == 5", false);  integerBinaries.put("5 == 5", true);
    integerBinaries.put("4 != 5", true);   integerBinaries.put("5 != 5", false);

    return integerBinaries;
}

static HashMap<String, Object> binaryDoubleCollection()
{
    HashMap<String, Object> doubleBinaries = new HashMap<>();
    doubleBinaries.put("0.0 + 0.0", 0.0);       doubleBinaries.put("0.0 - 0.0", 0.0);
    doubleBinaries.put("0.0 * 0.0", 0.0);       doubleBinaries.put("0.0 / 0.0", 0.0);
    doubleBinaries.put("0.0 % 0.0", 0.0);       doubleBinaries.put("0.0 ^ 0.0", 1.0);
    doubleBinaries.put("0.0 > 0.0", false);     doubleBinaries.put("0.0 < 0.0", false);
    doubleBinaries.put("0.0 >= 0.0", true);     doubleBinaries.put("0.0 <= 0.0", true);
    doubleBinaries.put("0.0 == 0.0", true);     doubleBinaries.put("0.0 != 0.0", false);
    doubleBinaries.put("10.5 + 15.5", 26.0);     doubleBinaries.put("20.5 - 10.5", 10.0);
    doubleBinaries.put("10.5 * 15.5", 162.75); doubleBinaries.put("91.8 / 10.2", 9.0);
    doubleBinaries.put("30.2 % 8.6", 4.4);      doubleBinaries.put("5.2 ^ 5.2", 5287.098322295948);
    doubleBinaries.put("5.0 > 4.9", true);      doubleBinaries.put("4.9 > 5.5", false);
    doubleBinaries.put("5.0 < 4.9", false);     doubleBinaries.put("4.9 < 5.5", true);
    doubleBinaries.put("4.5 >= 5.5", false);    doubleBinaries.put("5.5 >= 4.9", true);
    doubleBinaries.put("5.5 >= 5.5", true);     doubleBinaries.put("4.5 <= 5.5", true);
    doubleBinaries.put("5.5 <= 4.0", false);    doubleBinaries.put("5.0 <= 5.0", true);
    doubleBinaries.put("4.0 == 5.5", false);    doubleBinaries.put("5.5 == 5.5", true);
    doubleBinaries.put("4.0 != 5.5", true);     doubleBinaries.put("5.5 != 5.5", false);

    return doubleBinaries;
}
```

Figure C.28: Unit Test Data Example

```java
class ParserTest
{
    @Test
    public void parserIdentifiesLiteralExpression()
    {
        String message = "Failed to identify literal expression: ";
        HashMap<String, Object> literalCollection = TestFactory.literalCollection();

        literalCollection.forEach((input, redundant) -> {
            ExpressionType actual = expressionTypeOf(input);
            ExpressionType expected = ExpressionType.LITERAL_EXPRESSION;
            assertEquals(expected, actual,  message: message + input);
        });
    }

    @Test
    public void parserIdentifiesUnaryExpression()
    {
        String message = "Failed to identify unary expression: ";
        HashMap<String, Object> unaryCollection = TestFactory.unaryCollection();

        unaryCollection.forEach((input, redundant) -> {
            ExpressionType actual = expressionTypeOf(input);
            ExpressionType expected = ExpressionType.UNARY_EXPRESSION;
            assertEquals(expected, actual,  message: message + input);
        });
    }

    @Test
    public void parserIdentifiesBinaryExpression()
    {
        String message = "Failed to identify binary expression: ";
        HashMap<String, Object> binaryCollection = TestFactory.binaryCollection();

        binaryCollection.forEach((input, redundant) -> {
            ExpressionType actual = expressionTypeOf(input);
            ExpressionType expected = ExpressionType.BINARY_EXPRESSION;
            assertEquals(expected, actual,  message: message + input);
        });
    }
```

Figure C.29: Unit Test Example

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