

# G++

G++ is the Gebze Technical University programming language with:

- Lisp like syntax
- Imperative, non-object oriented
- Static scope, static binding, strongly typed, ...

# G++ Interpreter

- Starting G++ without an input file...

```
$ g++
```

```
> _
```

[\\READ-EVAL-PRINT](#) loop starts here...

- Starting coffee with an input file...

```
$ g++ myhelloworld.g++
```

\\READ-EVAL-PRINT everything in the file...

```
> _
```

[\\READ-EVAL-PRINT](#) loop starts here...

# G++ – Lexical Syntax

- Keywords: *and, or, not, equal, less, nil, list, append, concat, set, deffun, for, if, exit, load, disp, true, false*
- Operators: *+ - / \* ( ) \*\* “ ” ,*
- Comment: Line starting with *;;*
- Terminals:
  - *Keywords*
  - *Operators*
  - *Value: Any combination of digits with no leading zeros. 0 is considered a value.*
  - *Identifier: Any combination of alphabetical characters and digits with no leading digit.*

# G++ Lexer Tokens

*KW\_AND, KW\_OR, KW\_NOT, KW\_EQUAL, KW\_LESS, KW\_NIL, KW\_LIST,  
KW\_APPEND, KW\_CONCAT, KW\_SET, KW\_DEFFUN, KW\_FOR, KW\_IF,  
KW\_EXIT, KW\_LOAD, KW\_DISP, KW\_TRUE, KW\_FALSE*

*OP\_PLUS, OP\_MINUS, OP\_DIV, OP\_MULT, OP\_OP, OP\_CP,  
OP\_DBLMULT, OP\_OC, OP\_CC, OP\_COMMA*

*COMMENT*

*VALUE*

*IDENTIFIER*

# G++ – Concrete Syntax

- Non-terminals:
  - START, INPUT, EXPLISTI, EXPI, EXPB, ...

# G++ – Concrete Syntax

- START -> INPUT
- INPUT -> EXPI | EXPLISTI

# G++ – Concrete Syntax

- Lists
  - LISTVALUE  $\rightarrow$  '( VALUES ) | '() | null
- VALUES  $\rightarrow$  VALUES IntegerValue | IntegerValue

# G++ – Concrete Syntax

- An expression returns either a binary, integer or integer list (prints the corresponding value, e.g. “true”, “123”, “(12,13,14)”)
- Expressions:
  - EXPI -> (+ EXPI EXPI) |  
(- EXPI EXPI) | (\* EXPI EXPI) |  
(/ EXPI EXPI) | Id | IntegerValue | (Id EXPLISTI)
  - EXPB -> (and EXPB EXPB) |  
(or EXPB EXPB) | (not EXPB) |  
(equal EXPB EXPB) | (equal EXPI EXPI) | BinaryValue
  - EXPLISTI -> (concat EXPLISTI EXPLISTI) | (append EXPI EXPLISTI) | LISTVALUE | null



# G++ – Syntax

- Assignment:
  - EXPI -> (set Id EXPI)
  - Imperative, therefore EXPI will be evaluated first...

# G++ – Syntax

- Functions:
  - Definition:
    - EXPI -> (deffun Id IDLIST EXPLISTI)
  - Call:
    - EXPI -> (Id EXPLISTI)
  - Parameter passing by value
  - Returning the value of the last expression
  - *Note that function definition is an expression always returning 0*

# G++ – Syntax

- Control Statements:
  - EXPI -> (if EXPB EXPLISTI)
  - EXPI -> (if EXPB EXPLISTI EXPLISTI)
  - EXPI -> (while (EXPB) EXPLISTI)
  - EXPI -> (for (Id EXPI EXPI) EXPLISTI)

# G++ – Variables

- EXPI -> (defvar Id EXPI) // defining a variable
- EXPI -> (set Id EXPI) // setting a variable
  - Scope:
    - Static, lexical scope (shadowing)
  - Binding:
    - Static binding
  - Typing:
    - Strong typing...

# Example Programming in G++

```
$ g++
```

```
> (load "helloworld.g++")
```

```
> (sumup 4)
```

```
10
```

```
> (exit)
```

```
$ _
```

```
;; helloworld.g++
```

```
(deffun sumup (x)
```

```
  (if (equal x 0)
```

```
    1
```

```
    (+ x (sumup (- x 1))))
```

```
  )
```

```
)
```