

Design Patterns

Interpreter Pattern

not-matthias

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1 Description

One class for each symbol:

- Terminal
- Nonterminal

1.1 Terminal Symbols

1.2 Nonterminal Symbols

1.3 Abstract Syntax Tree

2 Purpose

2.1 When should it be used?

Should be used when:

- there's a language to interpret.
 - Represent statements as AST
- the grammar is simple.
 - Use parsers for a large class hierarchy.
 - Doesn't use an AST. Saves space and time.
- efficiency is not a critical concern.
 - More efficient when translating the parse tree to another form.

3 UML

4 Example