

# A Basic Interpreter in Common Lisp

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- Design a basic interpreter in Common Lisp

- Line numbers
- Gotos
- For-loops
- No block structures
- Sub-routines

# Small basic program

```
10 FOR i=1 to 10  
20 GOSUB 1000  
30 NEXT i  
40 END  
1000 PRINT i  
2000 RETURN
```

## Same program in parsed form

```
(defvar *example*  
  '(((line 10 (for i (icon 1) (icon 10) nil))  
    (line 20 (gosub 1000))  
    (line 30 (next i))  
    (line 40 (end))  
    (line 1000 (print (:var i)))  
    (line 2000 (return)))))
```

- Evaluate one line at a time
- A line can have several statements
- A statement can have several sub-expressions
- Evaluation of a line goes through three functions
  - eval-line, evaluates all statements in a line sequentially
  - b-eval, evaluates all subexpressions in a statement
  - call, executes lisp functions that correspond to their basic equivalents

- GOTO, stores a line number in a global variable. When a line is to be executed we check if there is a value in the goto variable, and execution continues from that point
- FOR, stores the current line number, from, to, step in a table
- NEXT i, checks the table entry that corresponds to the symbol i, performs a check and either sets the goto variable or continues the execution from the current line
- GOSUB, sets the goto variable to the specified line and pushes its current line number on a stack which is then read by return
- RETURN, sets the goto variable to the top of the gosub stack

- Library functions and custom functions (DEF) are stored in a separate table since they are not based on line numbers
- Variables are stored in a variable table
- Arrays are stored in an array table



- Use of global variables

```
(defun b-eval (item acc lnum)
  (cond
    ((and (null item) (not (null acc)))
     (call (reverse acc) lnum))
    ((consp (car item))
     (b-eval (cdr item)
              (cons (b-eval (car item) nil lnum) acc)
              lnum))
    (t
     (b-eval (cdr item) (cons (car item) acc) lnum))))
```

Example