Ants for Dinner Programming an ants strategy

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Approach

Design and implement a DSL, which allows to define a strategy in a natural way.

- Blocks and statements
- For Loop
- ▶ If Then Else
- Scoped bindings (variables and local functions)
- Try Catch
- Top level declarations
- Procedures
- Mutual tail recursion
- Modules

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Example

Parser

- Matches the input file with the grammar of the language
- Constructs the abstract syntax tree (AST).
- Loads and parses recursively any imported module.
- Uses Parsec library.

Compiler

- Compiles the syntax tree into the assembly code
- Inline bindings
- Handles function calls and recursion
- Reports errors

Strategy

Essential strategy:

- 1. Random walk
- 2. Pick up food
- 3. Go back home
- 4. Drop food

Further Work

- Duplicated code elimination
- More syntactic sugar (while, else-if, switch statement)
- Relax recursion constraints (allow parameters)
- Extend variables