

bI dynamic language system

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January 4, 2016

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Intro

Any program **must have** scripting ability for **configs** and **user extensions**. *bI* system provides universal script engine for *bI* language dialect and dynamic data types *C++* class tree for internal use in generated program. I was impressed by *SmallTalk* system ideology, *bI* system follows this way to gui-powered interactive system for translators design, symbolic computations and CAD/CAM/EDA environment.

Goals

- metaprogramming, computer language design and translator development
- symbolic and numeric computations
- clustering and cloud computing
- complex engineering systems design
- statical translation to *C++/Java* for multiplatform software development (☐*Windows/Linux/Android*)

Files

ypp.ypp	flex	parser ??
lpp.lpp	bison	lexer ??
hpp.hpp	<i>C++</i>	headers ??
cpp.cpp	<i>C++</i>	core ??
Makefile	make	build script
rc.rc	windres	win32 resource description
bat.bat		win32 (g)gvim helper
doc/	ℒ _A T _E X	manual
doc/Makefile		
doc/bl.pdf		

Compiler structure

