Sucuri

Uma linguagem baseada em Python

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A linguagem

A linguagem é planejada tendo como base algumas ideias de Python. Para geração do analisador léxico, foi utilizada as ferramentas FLEX (para especificação do léxico) e BISON (para gerar o código-fonte do analisador).

Exemplo de código válido na linguagem Sucuri:

```
# Geometry example module.

# Simple Point class
export class Point
    let x = 0
    let y = 0

    let new(self, x, y)
        self.x = x
        self.y = y

    let __sub__(self, b)
        return Vector(b.x - self.x, b.y - self.y)


# Alias example
export let Vector = Point

# Distance from a to b
export let distance(a, b)
    return b - a

# Simple Rectangle class
export class Rectangle
    let top_left = Point(0, 0)
    let bottom_right = Point(0, 0)

    let new(self, top_left, bottom_right)
        self.top_left = top_left
        self.bottom_right = bottom_right

    let width(self)
        return (self.bottom_right - self.top_left).x

    let height(self)
        return (self.bottom_right - self.top_left).y
```

Especificação Léxica

Inicialmente são definidas algumas regex de apoio:

```
D [0-9]                          % Reconhece dígitos

L [a-zA-Z_!@$?]                  % Reconhece qualquer símbolo
                                 % possível em um identificador

NO_SQUOTE_STRING_LITERAL [^']*   % Qualquer _string literal_
                                 % que não possua aspas simples

NO_DQUOTE_STRING_LITERAL [^"]*   % Qualquer _string literal_
                                 % que não possua aspas duplas
```

Além de duas funções, `count()`, que realiza contagem de colunas para gerar uma melhor mensagem de erro (caso ocorra), e `indent_level()`, que informa o nível de identação atual.

Identificadores

Identificadores são compostos por qualquer sequência de `L` ou `D` não separados por espaços, podendo conter "." (não no início, no final nem sucedidos por dígitos).

Literais

São assumidos como literais de inteiros qualquer construção de somente dígitos:

```
# Inteiros válidos:

1
10
0
0000  % Tratado como 0
300
-10   % É reconhecido o "10" como literal inteiro e o "-" como operador unário
      % operado sobre o "10"
```

Assim, sua *regex* se torna `{D}+` (1 ou mais dígitos consecutivos).

São assumidos como ponto-flutuante todo literal composto por números e que tenha um "." no início, meio ou fim do literal:

```
1   % Inteiro
1.  % Float
.1  % Float
-1. % "1." reconhecido como literal float, unário "-" operado em "1."

.   % Erro léxico
```

Assim, sua *regex* é separada em duas:

- `"."{D}+` — Reconhece *floats* iniciados em ".";
- `{D}+"."{D}*` — Reconhece *floats* com "."no meio ou final;

String literals são compostos de qualquer sequência de caracteres que:

- Estão entre aspas simples (') e não possuem outra aspa simples no meio (reconhecido pela *regex* `"'"{NO_SQUOTE_STRING_LITERAL}"'"`).
- Estão entre aspas dupla (") e não possuem outra aspa dupla no meio (reconhecido pela *regex* `"\""{NO_DQUOTE_STRING_LITERAL}"\""`).

Operadores:

```
% Unários
not
-

% Comparativos
!=
=
<
<=
>
>=


% Matemáticos
+
-
*
**
/

% Lógicos
and
or
xor

% Outros
(
)
```

Palavras reservadas:

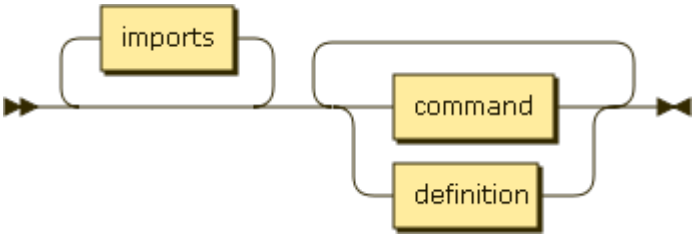
```
% Estruturas de controle
class  % Define um novo tipo
if
else
for
while

% Retornos
return
throw

as     % Serve para alias
export % Define o elemento como público
from   % Para importação parcial de um módulo
```

```
import % Para importar um módulo
in     % Para iteração (for i in set)
let    % Definição
```

Há também a definição de elipse (`...`) para parâmetros variádicos.

Grafo de sintaxe e especificação EBNF

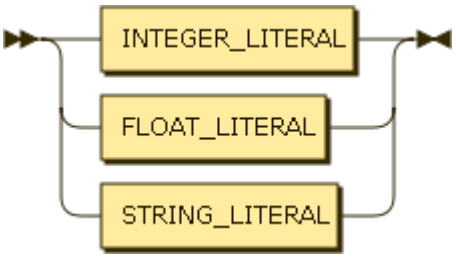
code:




```
code     ::= imports* ( command | definition )+
```

Sem referências

literal:




```
literal  ::= INTEGER_LITERAL
           | FLOAT_LITERAL
           | STRING_LITERAL
```

Referenciado por:

- function_call
- operator

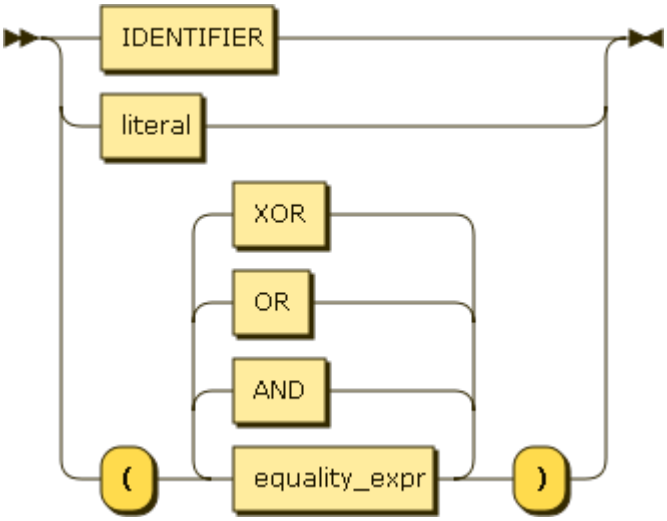
condition:


```
condition
         ::= operator
```

Referenciado por:

- if_statement
- while_statement

operator:

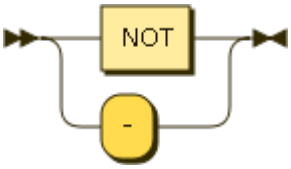



```
operator ::= IDENTIFIER
           | literal
           | '(' equality_expr ( ( AND | OR | XOR ) equality_expr )* ')'
```

Referenciado por:

- assignment_expr
- attr_decl
- command
- condition
- for_statement
- unary_expr

unary_operator:

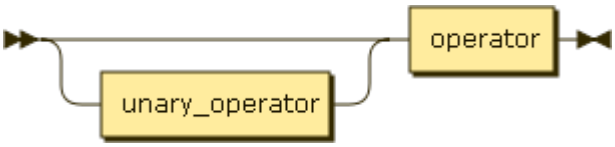



```
unary_operator
          ::= NOT
            | '-'
```

Referenciado por:

- unary_expr

unary_expr:

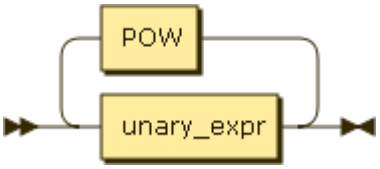



```
unary_expr
          ::= unary_operator? operator
```

Referenciado por:

- exponential_expr

exponential_expr:

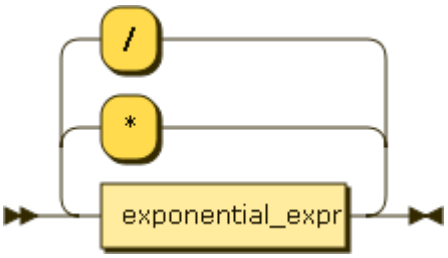



```
exponential_expr
        ::= unary_expr ( POW unary_expr )*
```

Referenciado por:

- multiplicative_expr

multiplicative_expr:

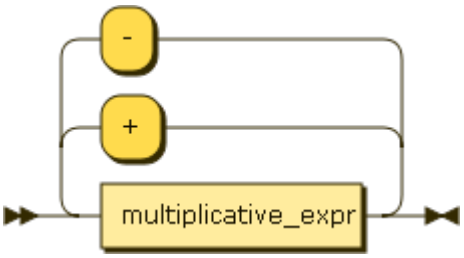



```
multiplicative_expr
        ::= exponential_expr ( ( '*' | '/' ) exponential_expr )*
```

Referenciado por:

- additive_expr

additive_expr:

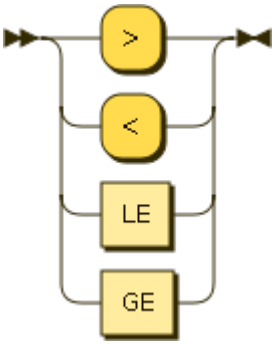



```
additive_expr
        ::= multiplicative_expr ( ( '+' | '-' ) multiplicative_expr )*
```

Referenciado por:

- relational_expr

REL_OP:

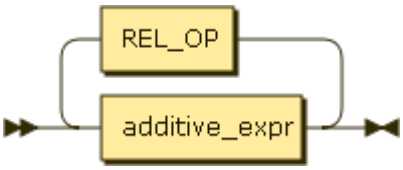


```
REL_OP   ::= '>'
           | '<'
           | LE
           | GE
```

Referenciado por:

- relational_expr

relational_expr:

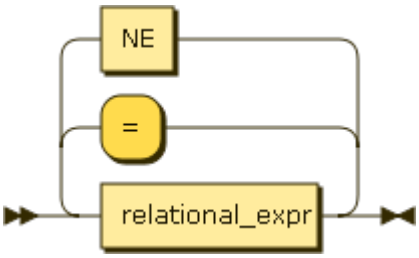



```
relational_expr
         ::= additive_expr ( REL_OP additive_expr )*
```

Referenciado por:

- equality_expr

equality_expr:

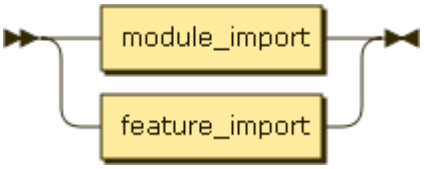



```
equality_expr
         ::= relational_expr ( ( '=' | NE ) relational_expr )*
```

Referenciado por:

- operator

imports:

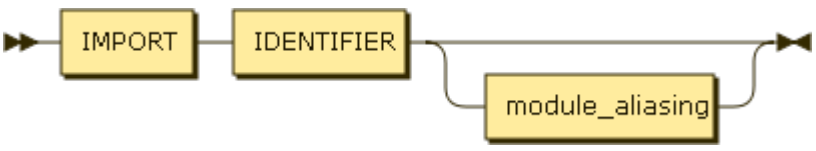



```
imports  ::= module_import
           | feature_import
```

Referenciado por:

- code

module_import:

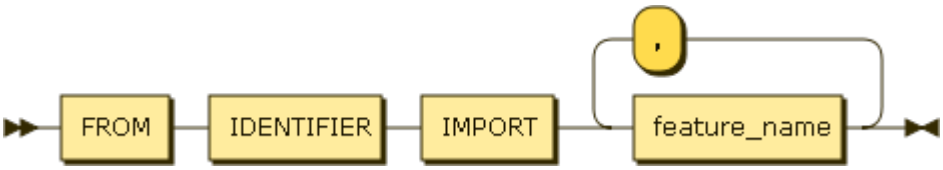


```
module_import
        ::= IMPORT IDENTIFIER module_aliasing?
```

Referenciado por:

- imports

feature_import:

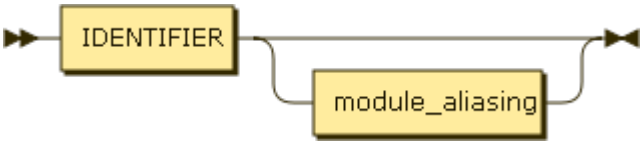



```
feature_import
        ::= FROM IDENTIFIER IMPORT feature_name ( ',' feature_name )*
```

Referenciado por:

- imports

feature_name:

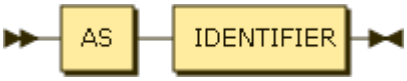



```
feature_name
        ::= IDENTIFIER module_aliasing?
```

Referenciado por:

- feature_import

module_aliasing:

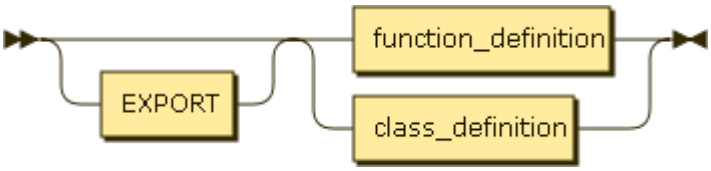



```
module_aliasing
        ::= AS IDENTIFIER
```

Referenciado por:

- feature_name
- module_import

definition:

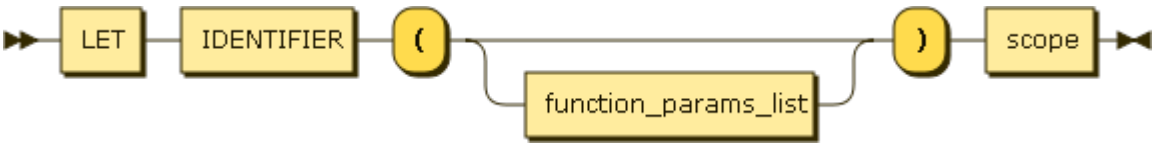



```
definition
        ::= EXPORT? ( function_definition | class_definition )
```

Referenciado por:

- code

function_definition:

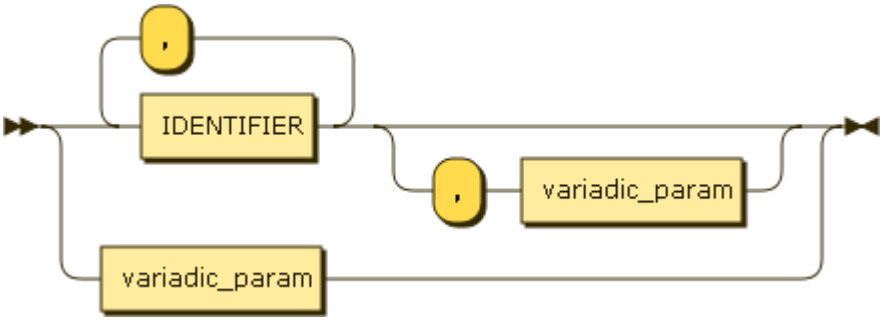



```
function_definition
         ::= LET IDENTIFIER '(' function_params_list? ')' scope
```

Referenciado por:

- class_scope
- definition

function_params_list:

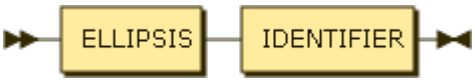



```
function_params_list
         ::= IDENTIFIER ( ',' IDENTIFIER )* ( ',' variadic_param )?
           | variadic_param
```

Referenciado por:

- function_definition

variadic_param:

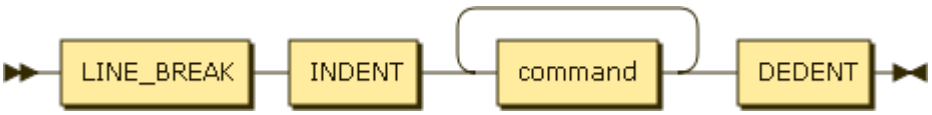



```
variadic_param
         ::= ELLIPSIS IDENTIFIER
```

Referenciado por:

- function_params_list

scope:




```
scope    ::= LINE_BREAK INDENT command+ DEDENT
```

Referenciado por:

- for_statement
- function_definition
- if_statement
- while_statement

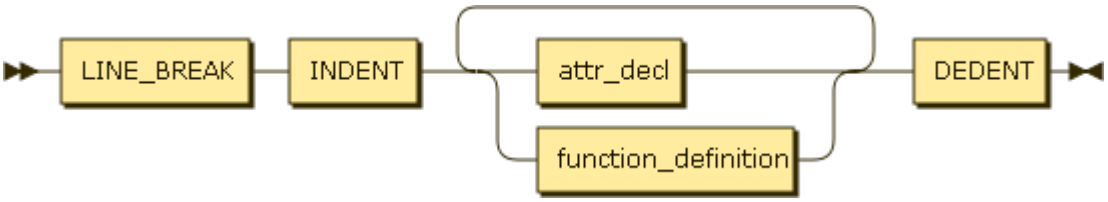
class_definition:


```
class_definition
        ::= CLASS IDENTIFIER class_scope
```

Referenciado por:

- definition

class_scope:

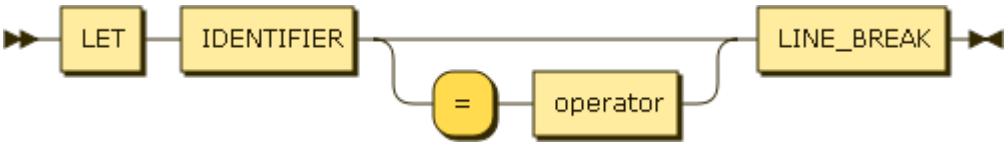



```
class_scope
        ::= LINE_BREAK INDENT ( attr_decl | function_definition )+ DEDENT
```

Referenciado por:

- class_definition

attr_decl:

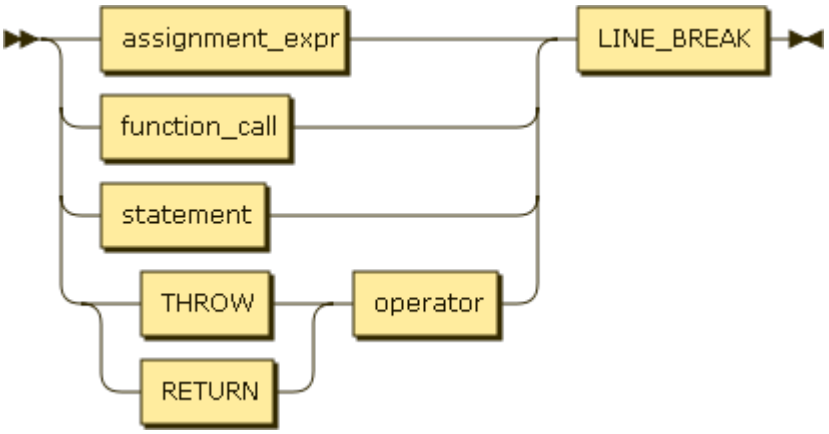



```
attr_decl
        ::= LET IDENTIFIER ( '=' operator )? LINE_BREAK
```

Referenciado por:

- class_scope

command:



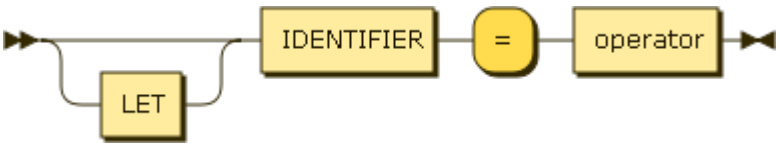

```
command  ::= ( assignment_expr | function_call | statement | ( THROW | RETURN ) operator
```

Referenciado por:

- code

- scope

assignment_expr:

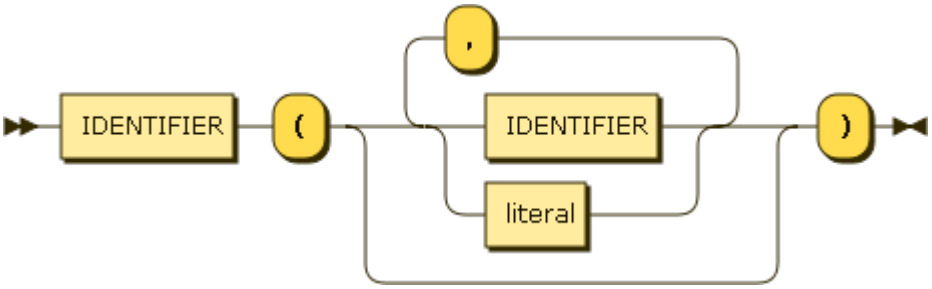



```
assignment_expr
        ::= LET? IDENTIFIER '=' operator
```

Referenciado por:

- command

function_call:

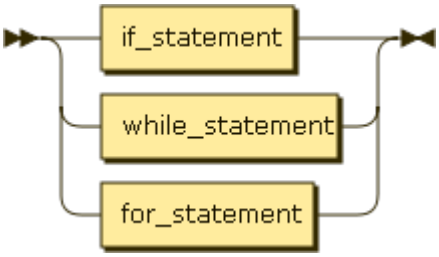



```
function_call
        ::= IDENTIFIER '(' ( ( IDENTIFIER | literal ) ( ',' ( IDENTIFIER | literal ) )*
```

Referenciado por:

- command

statement:

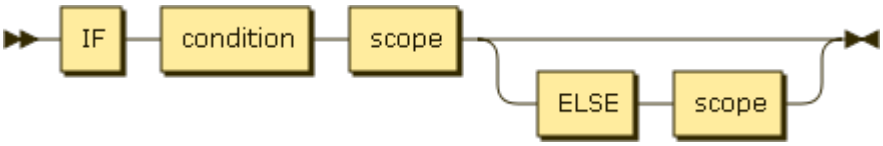



```
statement
        ::= if_statement
          | while_statement
          | for_statement
```

Referenciado por:

- command

if_statement:




```
if_statement
```

```
        ::= IF condition scope ( ELSE scope )?
```

Referenciado por:

- statement

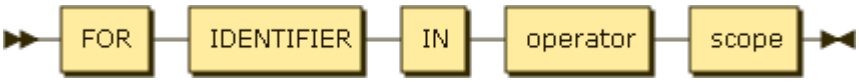
while_statement:


```
while_statement
        ::= WHILE condition scope
```

Referenciado por:

- statement

for_statement:




```
for_statement
        ::= FOR IDENTIFIER IN operator scope
```

Referenciado por:

- statement

Arquivos

Os arquivos FLEX e BISON são respectivamente `sucuri.l` e `sucuri.y`. Exemplos de programas válidos se encontram na pasta `examples/`. O código fonte do analisador é `sucuri.yy.c`. Os logs de saída aplicados no exemplo `examples/geometry.scr` estão no arquivo `geometry-parse.ylog`.