Dynamic Syntax Checking

Ari Chae, Caitlin Riley, Jazmin Gonzalez-Rivero

The Problem

- Errors don't provide enough information
 - Only return "parsing error" or "evaluation error"
- Error checking only occurs when the person hits enter

The Solution

 Change the parser and the evaluator to carry and present information if an error occurs

 Create a simple Windows Form IDE in C# that checks the user's program when they stop typing and returns error messages

The Structure

- Homework 4 and lecture 10 integration
- Error gathering
- Message production
- Integration with C#

Input:

[3,2,4,]

Output:

Parsing error: error in list- expected expr

[3,2,4,'expr']

Input:

{a=20; b=20}

Output:

Parsing error: cannot tokenize; b=20}

Input:

filter (\x true) [1,2,3,4]

Output:

Parsing error: error in function- expected right arrow (/x'->'true)[1,2,3,4] Function Call Failed

Input:

let max a = if (a<b) then b else a in max 10 20

Output:

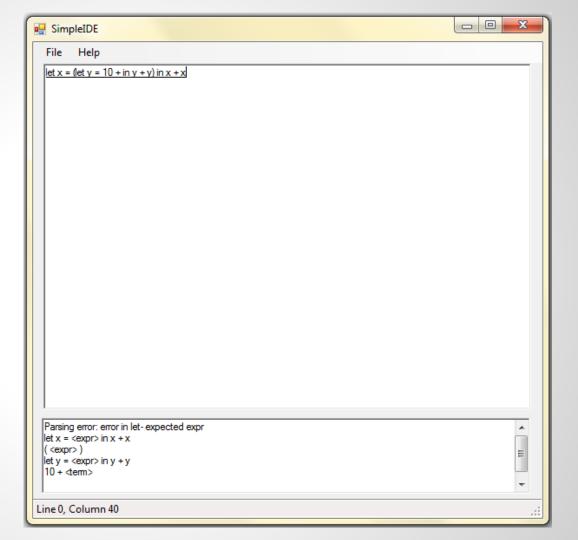
Evaluation error: There is no function called b, please check your spelling or your inputs

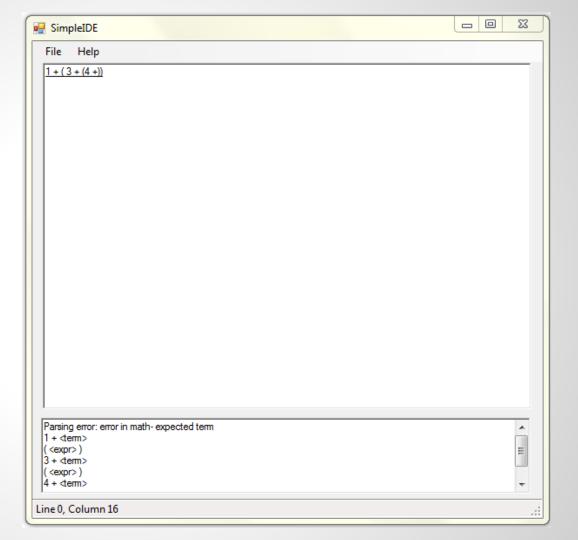
Input:

let double x = x + in double 10

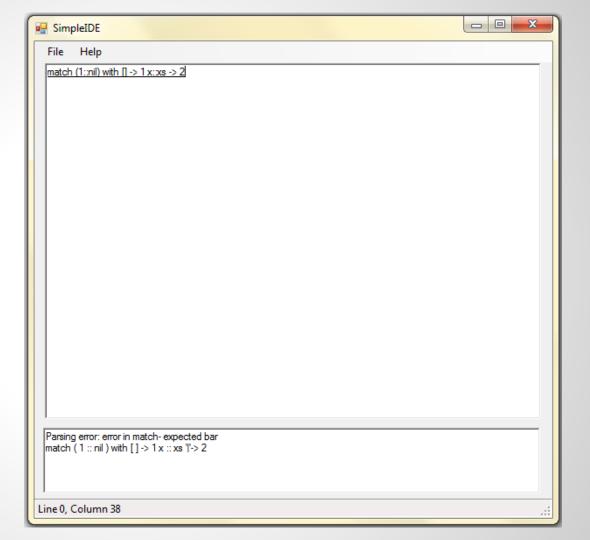
Output:

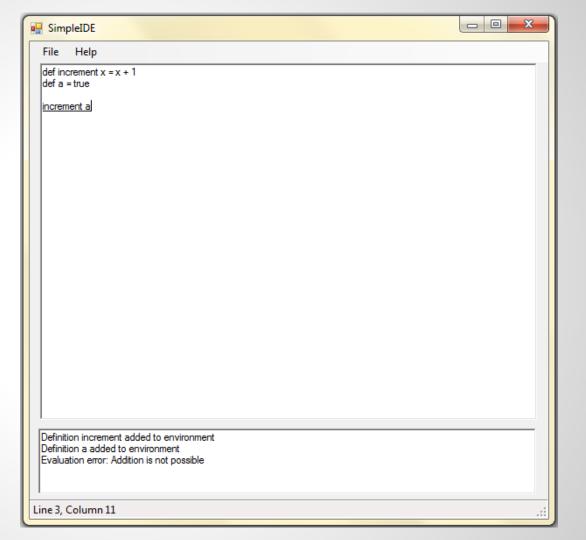
Parsing error: error in let- expected expr let double x = <expr> in double 10 x + <term>











Challenges

 Present errors only relevant to the actual expression entered by the user and not the other ones checked by the program

Example: let x = 10 + in x + x

Challenges

 Functions that are syntactically the same before forking

Example: Map - [e1 | s <- e2] Filter - [e1 | s <- e2, e3]

Challenges

Integrating SML with C#

Next Steps

- Syntax Completion
- Line Numbering

Questions?

