

# Emotica

Entwurf einer Programmiersprache mit Instruktionen,  
basierend auf dem Unicode Emoji-Zeichensatz

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Samuel Blattner  
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## Spezifikation der kontextfreien Grammatik

### Allgemeine Definition

$G = \{\Sigma, N, S, P\}$

### Terminale ( $\Sigma$ )

Die Menge der Terminale besteht aus dem Unicode-Zeichensatz. Dies schliesst zahlreiche Symbole (sog. «Emoticons» oder «Emojis») mit ein.

$\Sigma$  = Menge der Zeichen des Unicode-Zeichensatz

### Nicht-Terminale ( $N$ )










$N = \{\text{instruction, assignment, conditional, function, loop, functioncall, value, condition, block, variable, string, number, operation, comparison, operator, comparator, built-in}\}$

### Startsymbol ( $S$ )

$S = \text{instruction}$

### Produktionen ( $P$ )

instruction	→	instruction ";" instruction
instruction	→	conditional instruction
instruction	→	function instruction
instruction	→	conditional
instruction	→	function
instruction	→	assignment
instruction	→	loop
instruction	→	functioncall
instruction	→	built-in
assignment	→	value ➡ variable
conditional	→	? condition 😊 block
conditional	→	? condition 😊 block 😞 block
function	→	⚡ variable 📁 varlist block
loop	→	♻️ condition block   ♻️ variable range block
functioncall	→	🌀 variable 📁 valuelist
value	→	variable   string   number   operation   functioncall
condition	→	comparison   operation

range	→	 number  number    number  number
block	→	 instruction 
varlist	→	$\epsilon$   variable   variable "," varlist
valuelist	→	$\epsilon$   value   value "," valuelist
variable	→	Regex: [A-Za-z_][A-Za-z0-9_]*
string	→	 $\Sigma^*$ 
number	→	Regex: \d*\.\? \d+
operation	→	value operator value
comparison	→	value comparator value
operator	→	"+"   "-"   "*"   "/"   "^"   "%"
comparator	→	">"   ">="   "<"   "<="   "=="   "!="
built-in	→	 value

## Beispielprogramme

### Hello World

 Hello World  myString;

 shoutToTheWorld  count   myString +  for the  + count +  . time  

 counter  0  100 

 shoutToTheWorld  counter;

