# **ZUMA**

Language Specification

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# 1 Language constructs

### 1.1 Datatypes and constants

ZUMA is strongly typed.

Following datatypes can be declared using literals:

Bool has one of values true or false.

Number is a single precision floating point, i.e. f32: 1.5464.

Point is declared using two numbers inside square brackets like [4.45,6.06].

Color can be declared using sharp followed by hexadecimal value: #ff00a1. Additionally few basic colors can be declared by their name: black, white, red, green, blue or yellow.

**Text** is delimited by double quotes.

We can declare constant *name* with value *literal* using keyword let:

```
let <name> = <literal>;
```

### 1.2 Arithmetic and logical operations

ZUMA is not intended to be general purpose programming language, therefore design goal is to **minimize** amount of supported data types, operations and language constructs.

However for generating complex structures, such as ones consisting of repeated elements (for loops) or of parts rendered conditionally (if statements), we have to support these language constructs. And these constructs require support for aritmetic (loops) and logical (ifs) operations.

ZUMA understands these aritmetic operations:

Arithmetic addition expressed by symbol +.

Subtraction expressed by symbol -.

**Arithmetic multiplication** expressed by symbol \*.

**Division** expressed by symbol /.

And following logical ones:

**Less than** expressed by symbol <.

Greater than expressed by symbol >.

**Equality** expressed by symbol == (double equal sign).

Logical addition (or) expressed by symbol |.

Logical multiplication (and) expressed by symbol &.

**Negation** expressed by symbol!.

Additionally, left and right parenthesis ( ) can be used to group operations into higher level units and set precedence of operations.

**QUESTION:** Is it possible to have NO operators precedence and rely on parentheses exclusively?

### 1.3 Expressions

Expressions are delimited using semicolon.

```
line start = [0,10] end = [25,50] color = #ff00a1;
```

Expressions are following constructs:

- constant declaration
- function call
- scope

### 1.4 Scopes

Scope is delimited by { and }. There is list of expressions between braces. Scope is an expression.

## 1.5 Comments

```
Single line:

// this is comment

Part-line / multiline:

/* multiline comment */

Comments can be nested:

/* /* */ */

/* /* /* */
```

Anything inside comments shouldn't break compilation.

# 2 Notes

### 2.1 Coordinate system

Origin point is left upper corner. x is vertical axis, y is horizontal axis.

Therefore [0,500] describes upper right corner, while [500,0] describes lower left corner.

#### 2.2 Reserved words

Color literals: black white red green blue yellow

Boolean literals: true false

Pre-defined functions: line rectangle text

Constant declaration keyword: let

#### 2.3 Architecture

Parser

Abstract Syntax Tree

Evaluation: remove comments, eval variables, ifs and for loops...

**Translation**: ZUMA IR is basically in-memory OOP model of SVG to be generated.

It is result of evaluation step and used to generate SVG.

Generate SVG

## 2.4 Performance goals

1ms - good

 $10 \mathrm{ms}$  - acceptable

 $100 \mathrm{ms}$  - bad

 $1000 \mathrm{ms}$  - unacceptable