Module 21: "Interpreter"



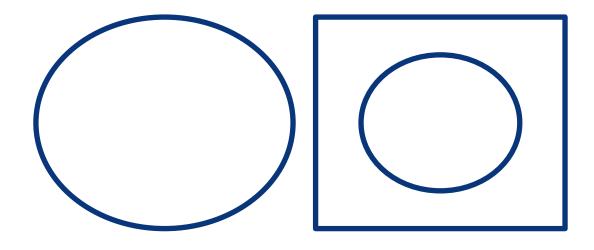


Agenda

- ▶ Introductory Example: A Graphical Language
- Challenges
- Background
- Implementing the Interpreter Pattern
- Pattern: Interpreter
- Overview of Interpreter Pattern
- ▶ .NET Framework Example: C# Expression Trees



Introductory Example: A Graphical Language



" ellipse next to ellipse inside box "



Challenges

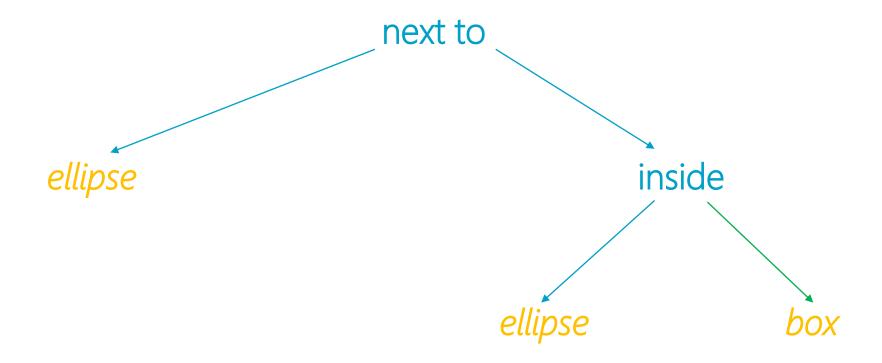
► How could we possibly write programs to interpret such graphical languages..??



Background: BNF Grammars



Abstract Syntax Tree (AST)



" ellipse next to ellipse inside box "

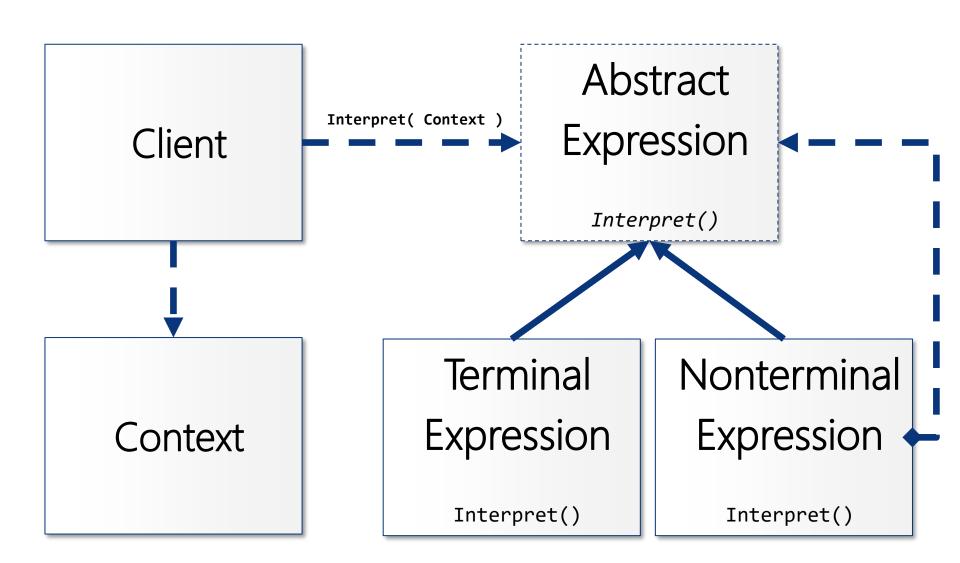


Pattern: Interpreter

- Given a language, define a representation for its grammar along with an interpreter that uses the representation to interpret sentences in the language.
- Outline
 - Define a grammar as a Composite **IExpression** class hierarchy
 - Represent sentences as abstract syntax trees of IExpression objects
 - Interpret sentence by calling the Interpret() method of IExpression with a specified Context
- Origin: Gang of Four



Overview of Interpreter Pattern





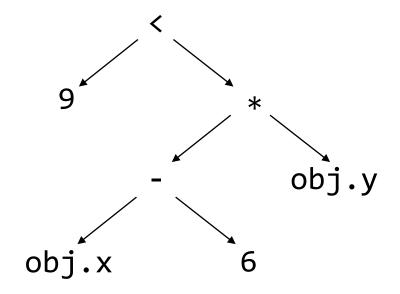
Overview of Interpreter Pattern

- Abstract Expression
 - Interface or abstract base class for elements of AST classes
- Terminal Expression
 - Concrete class capturing a Leaf (without subexpressions) of the AST
 - Provides concrete Interpret() method
- Nonterminal Expression
 - Concrete class capturing a Composite (with subexpressions) of the AST
 - Provides Interpret() method invoking Interpret() on subexpressions
- Context
 - Implements the infrastructure needed to interpret nodes of the AST
- Client
 - Invokes the Interpret() method on the root expression with some Context



.NET Framework Example: C# Expression Trees

▶ The expression 9 < (obj.x - 6) * obj.y is



Expression class captures abstract syntax trees for C# expressions



Compiling Lambda Expression Trees

Expression trees can be compiled to the underlying delegate type <u>at runtime!</u>

```
Expression<Func<int, int, int>> addTree = ( x, y ) => x + y;

Func<int, int, int> add = addTree.Compile();
Console.WriteLine(add(5, 7));
```



