G++

G++ is a Gebze Technical University programming language with:

- Lisp like syntax
- Imperative, non-object oriented
- Static scope, static binding, strongly typed, ...

## G++ Interpreter

- Starting coffee without an input file...
  - \$ g++
  - >\_

\\READ-EVAL-PRINT loop starts here...

- Starting coffee with an input file...
  - \$ g++ myprogram.coffee

\\READ-EVAL-PRINT everything in the file

>\_

\\READ-EVAL-PRINT loop starts here...

## G++ – Syntax

- Keywords: and, or, not, equal, append, concat, set, deffun, for, while, if, exit
- Operators: +, -, /, \*, (, ), \*\*
- Terminals:
  - Keywords, operators, 0-9
  - BinaryValue -> true | false
  - IntegerValue -> [-]\*[1-9]\*[0-9]+
  - Id [a-zA-z]+

- Non-terminals:
  - START, INPUT, EXPLISTI, EXPI, EXPB, ...

- START -> INPUT
- INPUT -> EXPI | EXPLISTI

- Lists
  - LISTVALUE -> '( VALUES ) | '() | null
- VALUES -> VALUES IntegerValue | IntegerValue

- An expression returns either a binary, integer or integer list (prints the corresponding value, e.g. "true", "123", "(12,13,14)")
- Expressions:
  - EXPI -> (+ EXPI EXPI) | (- EXPI EXPI) | (\* EXPI EXPI) | (/ EXPI EXPI) | Id | IntegerValue | (Id EXPLISTI)
  - EXPB -> (and EXPB EXPB) |(or EXPB EXPB) | (not EXPB) |(equal EXPB EXPB) | (equal EXPI EXPI) | BinaryValue
  - EXPLISTI -> (concat EXPLISTI EXPLISTI) | (append EXPLISTI) | LISTVALUE | null

- Assignment:
  - EXPI -> (set Id EXPI)
  - Imperative, therefore EXPI will be evaluated first...

### G++ – Syntax

- Functions:
  - Definition:
    - EXPI -> (deffun Id IDLIST EXPLISTI)
  - Call:
    - EXPI -> (Id EXPLISTI)
  - Parameter passing by value
  - Returning the value of the last expression
  - Note that function definition is an expression always returning 0

# G++ – Syntax

- Control Statements:
  - EXPI -> (if EXPB EXPLISTI)
  - EXPI -> (if EXPB EXPLISTI EXPLISTI)
  - EXPI -> (while (EXPB) EXPLISTI)
  - EXPI -> (for (Id EXPI EXPI) EXPLISTI)

#### G++ – Variables

- EXPI -> (defvar Id EXPI) // defining a variable
- EXPI -> (set Id EXPI) // setting a variable
  - Scope:
    - Static, lexical scope (shadowing)
  - Binding:
    - Static binding
  - Typing:
    - Strong typing...

## Example Programming in G++