A Oberon-2 Language Definition

A.1 Introduction

Oberon-2 is a general-purpose language in the tradition of Oberon and Modula-2. Its most important features are block structure, modularity, separate compilation, static typing with strong type checking (also across module boundaries), and type extension with type-bound procedures.

This report is not intended as a programmer's tutorial, but is deliberately kept concise. It serves as a reference for programmers, implementors, and manual writers. What remains unsaid is mostly left so intentionally, either because it can be derived from stated rules of the language, or because it would require commitment to a definition when a general commitment appears as unwise.

Section A.12.1 defines some terms that are used to express the type checking rules of Oberon-2. Where they appear in the text, they are written in italics to indicate their special meaning (e.g., the *same* type).

A.2 Syntax

An extended Backus-Naur Formalism (EBNF) is used to describe the syntax of Oberon-2: Alternatives are separated by |. Brackets [and] denote optionality of the enclosed expression, and braces { and } denote its repetition (possibly 0 times). Nonterminal symbols start with an upper-case letter (e.g., Statement). Terminal symbols either start with a lower-case letter (e.g., ident), or are written all in

upper-case letters (e.g., BEGIN), or are denoted by strings (e.g., ":=").

A.3 Vocabulary and Representation

The representation of (terminal) symbols in terms of characters is defined using the ASCII set. Symbols are identifiers, numbers, strings, operators, and delimiters. The following lexical rules must be observed: Blanks and line breaks must not occur within symbols (except blanks in strings). They are ignored unless they are essential to separate two consecutive symbols. Upper-case and lower-case letters are considered distinct.

1. *Identifiers* are sequences of letters and digits. The first character must be a letter.

```
ident = letter {letter | digit}.
```

   Examples: x Scan Oberon2 GetSymbol firstLetter

2. *Numbers* are (unsigned) integer or real constants. The type of an integer constant is the minimal type to which the constant value belongs (see A.6.1). If the constant is specified with the suffix H, the representation is hexadecimal; otherwise it is decimal.

   A real number always contains a decimal point. Optionally it may also contain a decimal scale factor. The letter E (or D) means "times ten to the power of". A real number is of type REAL, unless it has a scale factor containing the letter D, in which case it is of type LONGREAL.

```
number      = integer | real.
integer     = digit {digit} | digit {hexDigit} "H".
real        = digit {digit} "." {digit} [ScaleFactor].
ScaleFactor = ("E" | "D") ["+" | "-"] digit {digit}.
hexDigit    = digit | "A" | "B" | "C" | "D" | "E" | "F".
digit       = "0" | "1" | "2" | "3" | "4" | "5" | "6" | "7" | "8" | "9".
```

   Examples:

1991	INTEGER	1991
0DH	SHORTINT	13
12.3	REAL	12.3
4.567E8	REAL	456700000
0.57712566D-6	LONGREAL	0.00000057712566

3. *Character constants* are denoted by the ordinal number of the character in hexadecimal notation followed by the letter X.

```
character = digit {hexDigit} "X".
```

4. *Strings* are sequences of characters enclosed in single (') or double (") quotation marks. The opening quotation mark must be the same as the closing one and must not occur within the string. The number of characters in a string is called its *length*. A string of length 1 can be used wherever a character constant is allowed and vice versa.

```
string = ' " ' {char} ' " ' | " ' " {char} " ' ".
```

Examples: "Oberon-2" "Don't worry!" "x"

5. *Operators and delimiters* are the special characters, character pairs, or reserved words listed below. The reserved words consist exclusively of capital letters and cannot be used as identifiers.

+	:=	ARRAY	IMPORT	RETURN
-	^	BEGIN	IN	THEN
*	=	BY	IS	TO
/	#	CASE	LOOP	TYPE
~	<	CONST	MOD	UNTIL
&	>	DIV	MODULE	VAR
.	<=	DO	NIL	WHILE
,	>=	ELSE	OF	WITH
;	..	ELSIF	OR	
|	:	END	POINTER	
(	)	EXIT	PROCEDURE	
[	]	FOR	RECORD	
{	}	IF	REPEAT	

6. *Comments* may be inserted between any two symbols in a program. They are arbitrary character sequences opened by the bracket (* and closed by *). Comments may be nested. They do not affect the meaning of a program.

A.4 Declarations and Scope Rules

Every identifier occurring in a program must be introduced by a declaration unless it is a predeclared identifier. Declarations also specify certain permanent properties of an object, such as whether

it is a constant, a type, a variable, or a procedure. The identifier is then used to refer to the associated object.

The *scope* of an object *x* extends textually from the point of its declaration to the end of the *block* (module, procedure, or record) to which the declaration belongs and hence to which the object is *local*. It excludes the scopes of objects with the same name that are declared in nested blocks. The scope rules are:

1. No identifier may denote more than one object within a given scope (i.e., no identifier may be declared twice in a block).
2. An object may only be referenced within its scope.
3. A type *T* of the form POINTER TO *T1* (see A.6.4) can be declared before the scope of *T1*. In this case, the declaration of *T1* must follow in the same block to which *T* is local.
4. Identifiers denoting record fields (see A.6.3) or type-bound procedures (see A.10.2) are valid in record designators only.

An identifier declared in a module block may be followed by an export mark (an asterisk or a minus sign) in its declaration to indicate that it is exported. An identifier *x* exported by a module *M* may be used in other modules if they import *M* (see A.11). The identifier is then denoted as *M.x* in these modules and is called a *qualified identifier*. Identifiers marked with a minus in their declaration are *read-only* in importing modules.

```
Qualident    = [ident "."] ident.
IdentDef     = ident [" * " | " - "].
```

The following identifiers are predeclared; their meaning is defined in the indicated sections:

ABS	(A.10.3)	LEN	(A.10.3)
ASH	(A.10.3)	LONG	(A.10.3)
BOOLEAN	(A.6.1)	LONGINT	(A.6.1)
CAP	(A.10.3)	LONGREAL	(A.6.1)
CHAR	(A.6.1)	MAX	(A.10.3)
CHR	(A.10.3)	MIN	(A.10.3)
COPY	(A.10.3)	NEW	(A.10.3)
DEC	(A.10.3)	ODD	(A.10.3)
ENTIER	(A.10.3)	ORD	(A.10.3)
EXCL	(A.10.3)	REAL	(A.6.1)
FALSE	(A.6.1)	SET	(A.6.1)
HALT	(A.10.3)	SHORT	(A.10.3)
INC	(A.10.3)	SHORTINT	(A.6.1)
INCL	(A.10.3)	SIZE	(A.10.3)
INTEGER	(A.6.1)	TRUE	(A.6.1)

A.5 Constant Declarations

A constant declaration associates an identifier with a constant value.

```
ConstantDeclaration  = IdentDef "=" ConstExpression.
ConstExpression      = Expression.
```

A constant expression is an expression that can be evaluated by a mere textual scan without actually executing the program. Its operands are constants (A.8) or predeclared functions (A.10.3) that can be evaluated at compile time. Examples of constant declarations are:

```
N = 100
limit = 2*N - 1
fullSet = {MIN(SET) .. MAX(SET)}
```

A.6 Type Declarations

A data type determines the set of values that variables of that type may assume, and the operators that are applicable. A type declaration associates an identifier with a type. In the case of structured types (arrays and records) it also defines the structure of variables of this type.

```
TypeDeclaration = IdentDef "=" Type.
Type = Qualident | ArrayType | RecordType | PointerType | ProcedureType.
```

Examples:

```
Table = ARRAY N OF REAL

Tree = POINTER TO Node
Node =  RECORD
    key : INTEGER;
    left, right: Tree
END

CenterTree = POINTER TO CenterNode
CenterNode = RECORD (Node)
    width: INTEGER;
    subnode: Tree
END

Function = PROCEDURE(x: INTEGER): INTEGER
```

A.6.1 Basic Types

The basic types are denoted by predeclared identifiers. The associated operators are defined in A.8.2 and the predeclared function procedures in A.10.3. The values of the given basic types are the following:

BOOLEAN	truth values TRUE and FALSE
CHAR	characters of the extended ASCII set (0X .. 0FFX)
SHORTINT	integers between MIN(SHORTINT) and MAX(SHORTINT)
INTEGER	integers between MIN(INTEGER) and MAX(INTEGER)
LONGINT	integers between MIN(LONGINT) and MAX(LONGINT)
REAL	real numbers between MIN(REAL) and MAX(REAL)
LONGREAL	real numbers betw. MIN(LONGREAL) and MAX(LONGREAL)
SET	sets of integers between 0 and MAX(SET)

Types SHORTINT, INTEGER, and LONGINT are *integer types*; types REAL and LONGREAL are *real types*; together they are called *numeric types*. They form a hierarchy: each larger type *includes* (the values of) the smaller types:

LONGREAL ⊇ REAL ⊇ LONGINT ⊇ INTEGER ⊇ SHORTINT

A.6.2 Array Types

An array is a structure consisting of a number of elements that are all of the same type, called the *element type*. The number of elements of an array is called its *length*. The elements of the array are designated by indices, which are integers between 0 and the length minus 1.

```
ArrayType  = ARRAY [Length {"," Length}] OF Type.
Length     = ConstExpression.
```

A type of the form

```
ARRAY L0, L1, ..., Ln OF T
```

is understood as an abbreviation of

```
ARRAY L0 OF
   ARRAY L1 OF
   ...
      ARRAY Ln OF T
```

Arrays declared without length are called *open arrays*. They are restricted to pointer base types (see A.6.4), element types of open array types, and formal parameter types (see A.10.1). Examples:

```
ARRAY 10, N OF INTEGER
ARRAY OF CHAR
```

A.6.3 Record Types

A record type is a structure consisting of a fixed number of elements, called *fields*, with possibly different types. The record type declaration specifies the name and type of each field. The scope of the field identifiers extends from the point of their declaration to the end of the record type, but they are also visible within designators referring to fields of record variables (see A.8.1). If a record type is exported, field identifiers that are to be visible outside the declaring module must be marked. They are called *public fields*; unmarked elements are called *private fields*.

```
RecordType  = RECORD ["("BaseType")"] FieldList {";" FieldList} END.
BaseType    = Qualident.
FieldList   = [IdentList ":" Type ].
```

Record types are extensible; i.e., a record type can be declared as an extension of another record type. In the example

```
T0 = RECORD x: INTEGER END
T1 = RECORD (T0) y: REAL END
```

T1 is a (direct) *extension* of *T0* and *T0* is the (direct) *base type* of *T1* (see A.12.1). An extended type *T1* consists of the fields of its base type and of the fields that are declared in *T1* (see A.6). Identifiers declared in the extension must be different from the identifiers declared in its base type(s). The following are examples of record type declarations:

```
RECORD
   day, month, year: INTEGER
END

RECORD
   name, firstname: ARRAY 32 OF CHAR;
   age: INTEGER;
   salary: REAL
END
```

A.6.4 Pointer Types

Variables of a pointer type *P* assume as values pointers to variables of some type *T*. *T* is called the *pointer base type* of *P* and must be a record or array type. Pointer types adopt the extension relation of their pointer base types: if a type *T1* is an extension of *T*, and *P1* is of type POINTER TO *T1*, then *P1* is also an extension of *P*.

```
PointerType = POINTER TO Type.
```

If *p* is a variable of type *P* = POINTER TO *T*, a call of the predeclared procedure NEW(p) (see A.10.3) allocates a nameless variable of type *T* in free storage. If *T* is a record type or an array type with fixed length, the allocation has to be done with NEW(*p*); if *T* is an n-dimensional open array the allocation has to be done with NEW($p, e_0, \ldots, e_{n-1}$), where *T* is allocated with lengths given by the expressions $e_0, \ldots, e_{n-1}$. In either case a pointer to the allocated variable is assigned to *p*. *p* is of type *P* and the *referenced* variable *p*^ (pronounced as *p-referenced*) is of type *T*.

Any pointer variable may assume the value NIL, which points to no variable at all. All pointer variables are initialized to NIL.

A.6.5 Procedure types

Variables of a procedure type *T* have a procedure (or NIL) as their value. If a procedure *P* is assigned to a variable of type *T*, the formal parameter lists (see A.10.1) of *P* and *T* must *match* (see A.12.1). *P* must not be a predeclared or type-bound procedure, nor may it be local to another procedure.

```
ProcedureType = PROCEDURE [FormalParameters].
```

A.7 Variable Declarations

Variable declarations introduce variables by defining an identifier and a data type for them.

```
VariableDeclaration = IdentList ":" Type.
```

Record and pointer variables have both a *static type* (the type with which they are declared—simply called their type) and a *dynamic type* (the type they assume at run time). For pointers and variable

parameters of record type, the dynamic type may be an extension of their static type. The static type determines which fields of a record are accessible. The dynamic type is used to call type-bound procedures (see A.10.2).

The following are examples of variable declarations (refer to examples in A.6):

```
i, j, k: INTEGER
x, y: REAL
p, q: BOOLEAN
s: SET
F: Function
a: ARRAY 100 OF REAL
w: ARRAY 16 OF RECORD
      name: ARRAY 32 OF CHAR;
      count: INTEGER
   END
t, c: Tree
```

A.8 Expressions

Expressions denote rules of computation whereby constants and current values of variables are combined to compute other values by the application of operators and function procedures. Expressions consist of operands and operators. Parentheses may be used to express specific associations of operators and operands.

A.8.1 Operands

With the exception of set constructors and literal constants (numbers, character constants, or strings), operands are denoted by *designators*. A designator consists of an identifier referring to a constant, variable, or procedure. This identifier may possibly be qualified by a module identifier (see A.4 and A.11) and may be followed by selectors if the designated object is an element of a structure.

```
Designator     = Qualident
                 {"." ident | "[" ExpressionList "]" | "^" | "(" Qualident ")"}.
ExpressionList = Expression {"," Expression}.
```

If a designates an array, then $a[e]$ denotes that element of a whose index is the current value of the expression e. The type of e must be an integer type. A designator of the form $a[e_0, e_1, \ldots, e_n]$ stands for

$a[e_0][e_1]...[e_n]$. If r designates a record, then $r.f$ denotes the field f of r or the procedure f bound to the dynamic type of r (see A.10.2). If p designates a pointer, $p^\wedge$ denotes the variable that is referenced by p. The designators $p^\wedge.f$ and $p^\wedge[e]$ may be abbreviated as $p.f$ and $p[e]$; i.e., record and array selectors imply dereferencing. If a or r are read-only, then $a[e]$ and $r.f$ are also read-only.

A *type guard* $v(T)$ asserts that the dynamic type of v is T (or an extension of T); i.e., program execution is aborted if the dynamic type of v is not T (or an extension of T). Within the designator, v is then regarded as having the static type T. The guard is applicable if

1. v is a variable parameter of record type or v is a pointer, and if
2. T is an extension of the static type of v.

If the designated object is a constant or a variable, then the designator refers to its current value. If it is a procedure, the designator refers to that procedure unless it is followed by a (possibly empty) parameter list, in which case it implies an activation of that procedure and stands for the value resulting from its execution. The actual parameters must correspond to the formal parameters as in proper procedure calls (see A.10.1).

The following are examples of designators (refer to examples in A.7):

```
i                          (INTEGER)
a[i]                       (REAL)
w[3].name[i]               (CHAR)
t.left.right               (Tree)
t(CenterTree).subnode      (Tree)
```

A.8.2 Operators

Four classes of operators with different precedences (binding strengths) are syntactically distinguished in expressions. The operator ~ has the highest precedence, followed by multiplication operators, addition operators, and relations. Operators of the same precedence associate from left to right. For example, x-y-z stands for $(x$-$y)$-z.

```
Expression        = SimpleExpression [Relation SimpleExpression].
SimpleExpression  = ["+" | "-"] Term {AddOperator Term}.
Term              = Factor {MulOperator Factor}.
Factor            = Designator [ActualParameters] | number | character
                  | string | NIL | Set | "(" Expression ")" | "~" Factor.
```

```
Set              = "{" [Element {"," Element}] "}".
Element          = Expression [".." Expression].
ActualParameters = "(" [ExpressionList] ")".
Relation         = "=" | "#" | "<" | "<=" | ">" | ">=" | IN | IS.
AddOperator      = "+" | "-" | OR.
MulOperator      = "*" | "/" | DIV | MOD | "&".
```

The available operators are listed in the following tables. Some operators are applicable to operands of various types, denoting different operations. In these cases, the actual operation is identified by the type of the operands. The operands must be *expression compatible* with respect to the operator (see A.12.1).

Logical operators

OR	logical disjunction	*p* OR *q*	≡ "if *p* then TRUE, else *q* end"
&	logical conjunction	*p* & *q*	≡ "if *p* then *q*, else FALSE end"
~	negation	~ *p*	≡ "not *p*"

These operators apply to BOOLEAN operands and yield a BOOLEAN result.

Arithmetic operators

+	sum
-	difference
*	product
/	real quotient
DIV	integer quotient
MOD	modulus

The operators +, -, *, and / apply to operands of numeric types. The type of the result is the type of that operand that includes the type of the other operand, except for division (/), where the result is the smallest real type that includes both operand types. When used as monadic operators, - denotes sign inversion and + denotes the identity operation. The operators DIV and MOD apply to integer operands only. They are related by the following formulas, defined for any x and positive divisor y:

```
x = (x DIV y) * y + (x MOD y)
0 ≤ (x MOD y) < y
```

Examples:

x	y	x DIV y	x MOD y
5	3	1	2
-5	3	-2	1

Set operators

+	union
-	difference (*x* - *y* = *x* * (-*y*))
*	intersection
/	symmetric set difference (*x* / *y* = (*x*-*y*) + (*y*-*x*))

Set operators apply to operands of type SET and yield a result of type SET. The monadic minus sign denotes the complement of x; i.e., $-x$ denotes the set of integers between 0 and MAX(SET) that are not elements of x.

A set constructor defines the value of a set by listing its elements between braces. The elements must be integers in the range 0..MAX(SET). A range *a..b* denotes all integers in the interval $[a, b]$.

Relational operators

=	equal
#	unequal
<	less
<=	less or equal
>	greater
>=	greater or equal
IN	set membership
IS	type test

Relations yield a BOOLEAN result. The relations =, #, <, <=, >, and >= apply to numeric types, CHAR, (open) character arrays, and strings. The relations = and # also apply to BOOLEAN and SET, as well as to pointer and procedure types (including the value NIL). x IN s stands for "x is an element of s". x must be of an integer type and s of type SET. v IS T stands for "the dynamic type of v is T (or an extension of T)" and is called a *type test*. It is applicable if

1. v is a variable parameter of record type or v is a pointer, and if
2. T is an extension of the static type of v.

The following are examples of expressions (refer to examples in A.7):

1991	INTEGER
i DIV 3	INTEGER
~p OR q	BOOLEAN
(i+j) * (i-j)	INTEGER
s - {8, 9, 13}	SET
i + x	REAL
a[i+j] * a[i-j]	REAL

```
(0<=i) & (i<100)          BOOLEAN
t.key = 0                 BOOLEAN
k IN {i..j-1}             BOOLEAN
w[i].name <= "John"       BOOLEAN
t IS CenterTree           BOOLEAN
```

A.9 Statements

Statements denote actions. There are elementary and structured statements. Elementary statements are not composed of any parts that are themselves statements. They are the assignment, the procedure call, the return, and the exit statement. Structured statements are composed of parts that are themselves statements. They are used to express sequencing and conditional, selective, and repetitive execution. A statement may also be empty, in which case it denotes no action. The empty statement is included in order to relax punctuation rules in statement sequences.

```
Statement =
    [ Assignment | ProcedureCall | IfStatement | CaseStatement |
    WhileStatement | RepeatStatement | ForStatement | LoopStatement |
    WithStatement | EXIT | RETURN [Expression] ].
```

A.9.1 Assignments

Assignments replace the current value of a variable with a new value specified by an expression. The expression must be *assignment compatible* with the variable (see A.12.1). The assignment operator is written as ":=" and pronounced as *becomes*.

```
Assignment = Designator ":=" Expression.
```

If an expression e of type T_e is assigned to a variable v of type T_v, the following happens:

1. If T_v and T_e are record types, only those fields of T_e are assigned which also belong to T_v (*projection*); the dynamic type of v must be the same as the static type of v and is not changed by the assignment.
2. If T_v and T_e are pointer types, the dynamic type of v becomes the dynamic type of e.
3. If T_v is ARRAY n OF CHAR and e is a string of length $m<n$, $v[i]$ becomes e_i for $i = 0..m\text{-}1$ and $v[m]$ becomes 0X.

The following are examples of assignments (refer to examples in A.7):

```
i := 0
p := i = j
x := i + 1
k := log2(i+j)
F := log2                    (* see A.10.1 *)
s := {2, 3, 5, 7, 11, 13}
a[i] := (x+y) * (x-y)
t.key := i
w[i+1].name := "John"
t := c
```

A.9.2 Procedure Calls

A procedure call activates a procedure. It may contain a list of actual parameters which replace the corresponding formal parameters defined in the procedure declaration (see A.10). The correspondence is established by the positions of the parameters in the actual and formal parameter lists. There are two kinds of parameters: *variable* and *value parameters*.

If a formal parameter is a variable parameter, the corresponding actual parameter must be a designator denoting a variable. If it denotes an element of a structured variable, the component selectors are evaluated when the formal/actual parameter substitution takes place, i.e., before the execution of the procedure. If a formal parameter is a value parameter, the corresponding actual parameter must be an expression. The value of this expression is assigned to the formal parameter (see also A.10.1).

```
ProcedureCall = Designator [ActualParameters].
```

Examples:

```
WriteInt(i*2+1)      (* see A.10.1 *)
t.Insert("John")     (* see A.11 *)
INC(w[k].count)
```

A.9.3 Statement Sequences

Statement sequences denote the sequence of actions specified by the component statements which are separated by semicolons.

```
StatementSequence = Statement {";" Statement}.
```

A.9.4 If Statements

```
IfStatement =  IF Expression THEN StatementSequence
               {ELSIF Expression THEN StatementSequence}
               [ELSE StatementSequence]
               END.
```

If statements specify the conditional execution of guarded statement sequences. The boolean expression preceding a statement sequence is called its *guard*. The guards are evaluated in sequence of occurrence until one evaluates to TRUE, whereafter its associated statement sequence is executed. If no guard is satisfied, the statement sequence following the symbol ELSE is executed, if there is one. Example:

```
IF (ch >= "A") & (ch <= "Z") THEN ReadIdentifier
ELSIF (ch >= "0") & (ch <= "9") THEN ReadNumber
ELSIF (ch = " ' ") OR (ch = ' " ') THEN ReadString
ELSE SpecialCharacter
END
```

A.9.5 Case Statements

Case statements specify the selection and execution of a statement sequence according to the value of an expression. First the case expression is evaluated; then that statement sequence is executed whose case label list contains the obtained value. The case expression must either be of an integer type that *includes* the types of all case labels, or both the case expression and the case labels must be of type CHAR. Case labels are constants, and no value may occur more than once. If the value of the expression does not match any label, the statement sequence following the symbol ELSE is selected, if there is one; otherwise the program is aborted.

```
CaseStatement    = CASE Expression OF Case {"|" Case}
                       [ELSE StatementSequence] END.
Case             = [CaseLabelList ":" StatementSequence].
CaseLabelList    = CaseLabels {"," CaseLabels}.
CaseLabels       = ConstExpression [".." ConstExpression].
```

Example:

```
CASE ch OF
    "A" .. "Z": ReadIdentifier
|   "0" .. "9": ReadNumber
|   " ' ", ' " ': ReadString
ELSE SpecialCharacter
END
```

A.9.6 While Statements

While statements specify the repeated execution of a statement sequence while the boolean expression (its *guard*) yields TRUE. The guard is checked before every execution of the statement sequence.

```
WhileStatement = WHILE Expression DO StatementSequence END.
```

Examples:

```
WHILE i > 0 DO i := i DIV 2; k := k + 1 END
WHILE (t # NIL) & (t.key # i) DO t := t.left END
```

A.9.7 Repeat Statements

A repeat statement specifies the repeated execution of a statement sequence until a condition specified by a boolean expression is satisfied. The statement sequence is executed at least once.

```
RepeatStatement = REPEAT StatementSequence UNTIL Expression.
```

A.9.8 For Statements

A for statement specifies the repeated execution of a statement sequence for a fixed number of times while a progression of values is assigned to an integer variable called the *control variable* of the for statement.

```
ForStatement =  FOR ident ":=" Expression TO Expression
                [BY ConstExpression] DO StatementSequence END.
```

The statement

```
FOR v := low TO high BY step DO statements END
```

is equivalent to

```
v := low; temp := high;
IF step > 0 THEN
   WHILE v <= temp DO statements; v := v + step END
ELSE
   WHILE v >= temp DO statements; v := v + step END
END
```

low must be *assignment compatible* with *v* (see A.12.1), *high* must be *expression compatible* (i.e., comparable) with *v*, and *step* must be a

nonzero constant expression of an integer type. If *step* is not specified, it is assumed to be 1. Examples:

```
FOR i := 0 TO 79 DO k := k + a[i] END
FOR i := 79 TO 1 BY -1 DO a[i] := a[i-1] END
```

A.9.9 Loop Statements

A loop statement specifies the repeated execution of a statement sequence. It is terminated upon execution of an exit statement within that sequence (see A.9.10).

```
LoopStatement = LOOP StatementSequence END.
```

Example:

```
LOOP
   ReadInt(i);
   IF i < 0 THEN EXIT END;
   WriteInt(i)
END
```

Loop statements are useful to express repetitions with several exit points or cases where the exit condition is in the middle of the repeated statement sequence.

A.9.10 Return and Exit Statements

A return statement indicates the termination of a procedure. It is denoted by the symbol RETURN, followed by an expression if the procedure is a function procedure. The type of the expression must be *assignment compatible* (see A.12.1) with the result type specified in the procedure heading (see A.10).

Function procedures require the presence of a return statement indicating the result value. In proper procedures, a return statement is implied by the end of the procedure body. Any explicit return statement therefore appears as an additional (probably exceptional) termination point.

An exit statement is denoted by the symbol EXIT. It specifies termination of the enclosing loop statement and continuation with the statement following that loop statement. Exit statements are contextually, although not syntactically, associated with the loop statement that contains them.

A.9.11 With Statements

With statements execute a statement sequence depending on the result of a type test and apply a type guard to every occurrence of the tested variable within this statement sequence.

```
WithStatement = WITH Guard DO StatementSequence
    {"|" Guard DO StatementSequence}
    [ELSE StatementSequence] END.
Guard = Qualident ":" Qualident.
```

If *v* is a variable parameter of record type or a pointer variable, and if it is of a static type *T0*, the statement

```
WITH v: T1 DO S1 | v: T2 DO S2 ELSE S3 END
```

has the following meaning: if the dynamic type of *v* is *T1*, then the statement sequence *S1* is executed, where *v* is regarded as if it had the static type *T1*; else if the dynamic type of *v* is *T2*, then *S2* is executed, where *v* is regarded as if it had the static type *T2*; else *S3* is executed. *T1* and *T2* must be extensions of *T0*. If no type test is satisfied and if an else clause is missing, the program is aborted. Example:

```
WITH t: CenterTree DO i := t.width; c := t.subnode END
```

A.10 Procedure Declarations

A procedure declaration consists of a *procedure heading* and a *procedure body*. The heading specifies the procedure identifier and the *formal parameters*. For type-bound procedures it also specifies the *receiver* parameter. The body contains declarations and statements. The procedure identifier is repeated at the end of the procedure declaration.

There are two kinds of procedures: *proper procedures* and *function procedures*. The latter are activated by a function designator as a constituent of an expression and yield a result that is an operand of the expression. Proper procedures are activated by a procedure call. A procedure is a function procedure if its formal parameters specify a result type. The body of a function procedure must contain a return statement that defines its result.

All constants, variables, types, and procedures declared within a procedure body are *local* to the procedure. Since procedures may

be declared as local objects, too, procedure declarations may be nested. The call of a procedure within its declaration implies recursive activation.

Objects declared in the environment of the procedure are also visible in those parts of the procedure in which they are not concealed by locally declared objects with the same name.

```
ProcedureDeclaration  =  ProcedureHeading ";" ProcedureBody ident.
ProcedureHeading      =  PROCEDURE [Receiver] IdentDef
                         [FormalParameters].
ProcedureBody         =  DeclarationSequence
                         [BEGIN StatementSequence] END.
DeclarationSequence   =  {CONST {ConstantDeclaration ";"}
                         | TYPE {TypeDeclaration ";"}
                         | VAR {VariableDeclaration ";"} }
                         {ProcedureDeclaration ";"
                         | ForwardDeclaration ";"}.
ForwardDeclaration    =  PROCEDURE " ^ " [Receiver] IdentDef
                         [FormalParameters].
```

If a procedure declaration specifies a receiver parameter, the procedure is considered to be bound to a type (see A.10.2). A *forward declaration* serves to allow forward references to a procedure whose actual declaration appears later in the text. The formal parameter lists of the forward declaration and the actual declaration must *match* (see A.12.1).

A.10.1 Formal Parameters

Formal parameters are identifiers declared in the formal parameter list of a procedure. They correspond to actual parameters specified in the procedure call. The correspondence between formal and actual parameters is established when the procedure is called. There are two kinds of parameters, *value* and *variable* parameters, indicated in the formal parameter list by the absence or presence of the keyword VAR. Value parameters are local variables to which the value of the corresponding actual parameter is assigned as an initial value. Variable parameters correspond to actual parameters that are variables, and they stand for these variables. The scope of a formal parameter extends from its declaration to the end of the procedure block in which it is declared. A function procedure without parameters must have an empty parameter list. It must be called by a function designator whose actual parameter list is

empty, too. The result type of a function procedure can be neither a record nor an array.

```
FormalParameters  = "(" [FPSection {";" FPSection}] ")" [":" Qualident].
FPSection         = [VAR] ident {"," ident} ":" Type.
```

Let T_f be the type of a formal parameter f (not an open array) and T_a the type of the corresponding actual parameter a. For variable parameters, T_a must be the *same* as T_f, or T_f must be a record type and T_a an extension of T_f. For value parameters, a must be *assignment compatible* with f (see A.12.1).

If T_f is an open array, then a must be *array compatible* with f (see A.12.1). The lengths of f are taken from a. The following are examples of procedure declarations:

```
PROCEDURE ReadInt(VAR x: INTEGER);
   VAR i: INTEGER; ch: CHAR;
BEGIN i := 0; Read(ch);
   WHILE ("0" <= ch) & (ch <= "9") DO
      i := 10*i + (ORD(ch)-ORD("0")); Read(ch)
   END;
   x := i
END ReadInt

PROCEDURE WriteInt(x: INTEGER); (*0 <= x <100000*)
   VAR i: INTEGER; buf: ARRAY 5 OF INTEGER;
BEGIN i := 0;
   REPEAT buf[i] := x MOD 10; x := x DIV 10; INC(i) UNTIL x = 0;
   REPEAT DEC(i); Write(CHR(buf[i] + ORD("0"))) UNTIL i = 0
END WriteInt

PROCEDURE WriteString(s: ARRAY OF CHAR);
   VAR i: INTEGER;
BEGIN i := 0;
   WHILE (i < LEN(s)) & (s[i] # 0X) DO Write(s[i]); INC(i) END
END WriteString;

PROCEDURE log2(x: INTEGER): INTEGER;
   VAR y: INTEGER; (*assume x>0*)
BEGIN
   y := 0; WHILE x > 1 DO x := x DIV 2; INC(y) END;
   RETURN y
END log2
```

A.10.2 Type-Bound Procedures

Globally declared procedures may be associated with a record type declared in the same module. The procedures are said to be *bound* to the record type. The binding is expressed by the type of the

receiver in the heading of a procedure declaration. The receiver may be either a variable parameter of record type *T* or a value parameter of type POINTER TO *T* (where *T* is a record type). The procedure is bound to the type *T* and is considered local to it.

```
ProcedureHeading  = PROCEDURE [Receiver] IdentDef [FormalParameters].
Receiver          = "(" [VAR] ident ":" ident ")".
```

If a procedure *P* is bound to a type *T0*, it is implicitly also bound to any type *T1* that is an extension of *T0*. However, a procedure *P '* (with the same name as *P*) may be explicitly bound to *T1*, in which case it overrides the binding of *P*. *P '* is considered a *redefinition* of *P* for *T1*. The formal parameters of *P* and *P '* must *match* (see A.12.1). If *P* and *T1* are exported (see A. 4), *P* ' must be exported, too.

If *v* is a designator and *P* is a type-bound procedure, then *v.P* denotes that procedure *P* that is bound to the dynamic type of *v* (*dynamic binding*). Note that this may be a different procedure than the one bound to the static type of *v*. *v* is passed to *P*'s receiver according to the parameter passing rules specified in A.10.1.

If *r* is a receiver parameter declared with type *T*, *r.P* ^ denotes the (redefined) procedure *P* bound to the base type of *T*.

In a forward declaration of a type-bound procedure, the receiver parameter must be of the *same* type as in the actual procedure declaration. The formal parameter lists of both declarations must *match* (A.12.1).

Examples:

```
PROCEDURE (t: Tree) Insert (node: Tree);
    VAR p, father: Tree;
BEGIN
    p := t;
    REPEAT father := p;
        IF node.key = p.key THEN RETURN END;
        IF node.key < p.key THEN p := p.left ELSE p := p.right END
    UNTIL p = NIL;
    IF node.key < father.key THEN father.left := node
    ELSE father.right := node
    END;
    node.left := NIL; node.right := NIL
END Insert;

PROCEDURE (t: CenterTree) Insert (node: Tree);  (*redefinition*)
BEGIN
    WriteInt(node(CenterTree).width);
    t.Insert^ (node)  (* calls the Insert procedure bound to Tree *)
END Insert;
```

A.10.3 Predeclared Procedures

The following table lists the predeclared procedures. Some are generic procedures, i.e., they apply to several types of operands. *v* stands for a variable, *x* and *n* for expressions, and *T* for a type.

Function procedures

Name	Argument type	result type	Function
ABS(x)	numeric type	type of x	absolute value
ASH(*x*, *n*)	*x*, *n*: integer type	LONGINT	arithmetic shift ($x * 2^n$)
CAP(*x*)	CHAR	CHAR	*x* is letter: corresp.onding capital letter
CHR(*x*)	integer type	CHAR	character with ordinal number *x*
ENTIER(*x*)	real type	LONGINT	largest integer not greater than *x*
LEN(*v*, *n*)	*v*: array;	LONGINT	length of *v* in dimension *n*
	n: integer constant		(first dim. = 0)
LEN(*v*)	*v*: array	LONGINT	equivalent to LEN(*v*, 0)
LONG(*x*)	SHORTINT	INTEGER	identity
	INTEGER	LONGINT	identity
	REAL	LONGREAL	identity
MAX(*T*)	*T* = basic type	*T*	maximum value of type *T*
	T = SET	INTEGER	maximum element of a set
MIN(*T*)	*T* = basic type	*T*	minimum value of type *T*
	T = SET	INTEGER	0
ODD(*x*)	integer type	BOOLEAN	*x* MOD 2 = 1
ORD(*x*)	CHAR	INTEGER	ordinal number of *x*
SHORT(*x*)	LONGINT	INTEGER	identity
	INTEGER	SHORTINT	identity
	LONGREAL	REAL	identity (truncation possible)
SIZE(*T*)	any type	integer type	number of bytes required by *T*

Proper procedures

Name	Argument types	Function
COPY(*x*, *v*)	*x*: char. array, string; *v*: char. array	*v* := *x*
DEC(*v*)	integer type	*v* := *v* - 1
DEC(*v*, *n*)	*v*, *n*: integer type	*v* := *v* - *n*
EXCL(*v*, *x*)	*v*: SET; *x*: integer type	*v* := *v* - {*x*}
HALT(*x*)	integer constant	terminate program
INC(*v*)	integer type	*v* := *v* + 1
INC(*v*, *n*)	*v*, *n*: integer type	*v* := *v* + *n*
INCL(*v*, *x*)	*v*: SET; *x*: integer type	*v* := *v* + {*x*}
NEW(*v*)	pointer to record or fixed array	allocate *v* ^
NEW(*v*, x_0, ..., x_n)	*v*: pointer to open array; x_i: int. type	allocate *v* ^ with lengths x_0.. x_n

COPY allows the assignment between (open) character arrays with different types. If necessary, the source is shortened to the target length minus one. The target is always terminated by the character 0X. In HALT(x), the interpretation of x is left to the underlying system implementation.

A.11 Modules

A module is a collection of declarations of constants, types, variables, and procedures, together with a sequence of statements for the purpose of assigning initial values to the variables. A module constitutes a text that is compilable as a unit.

```
Module      = MODULE ident ";" [ImportList] DeclarationSequence
              [BEGIN StatementSequence] END ident ".".
ImportList  = IMPORT Import {"," Import} ";".
Import      = [ident ":="] ident.
```

The import list specifies the names of the imported modules. If a module A is imported by a module M and A exports an identifier x, then x is referred to as $A.x$ within M. If A is imported as $B := A$, the object x must be referenced as $B.x$. This allows short alias names in qualified identifiers. Identifiers that are to be exported (i.e., that are to be visible in client modules) must be marked by an export mark in their declaration (see A. 4).

The statement sequence following the symbol BEGIN is executed when the module is added to a system (loaded), which is done after the imported modules have been loaded. It follows that cyclic import of modules is illegal. Individual (parameterless and exported) procedures can be activated from the system, and these procedures serve as *commands* (see A.12.4).

```
MODULE Trees;

   IMPORT Texts, Oberon;
   (* exports: Tree, Node, Insert, Search, Write, Init *)
   (* exports read-only: Node.name *)

   TYPE
      Tree* = POINTER TO Node;
      Node* = RECORD
         name-: POINTER TO ARRAY OF CHAR;
         left, right: Tree
      END;

   VAR w: Texts.Writer;
```

```
    PROCEDURE (t: Tree) Insert* (name: ARRAY OF CHAR);
      VAR p, father: Tree;
    BEGIN p := t;
      REPEAT father := p;
        IF name = p.name^ THEN RETURN END;
        IF name < p.name^ THEN p := p.left ELSE p := p.right END
      UNTIL p = NIL;
      NEW(p); p.left := NIL; p.right := NIL;
      NEW(p.name, LEN(name)+1); COPY(name, p.name^);
      IF name < father.name^ THEN father.left := p
      ELSE father.right := p
      END
    END Insert;

    PROCEDURE (t: Tree) Search* (name: ARRAY OF CHAR): Tree;
      VAR p: Tree;
    BEGIN p := t;
      WHILE (p # NIL) & (name # p.name^) DO
        IF name < p.name^ THEN p := p.left ELSE p := p.right END
      END;
      RETURN p
    END Search;

    PROCEDURE (t: Tree) Write*;
    BEGIN
      IF t.left # NIL THEN t.left.Write END;
      Texts.WriteString(w, t.name^); Texts.WriteLn(w);
      Texts.Append(Oberon.Log, w.buf);
      IF t.right # NIL THEN t.right.Write END
    END Write;

    PROCEDURE Init* (VAR t: Tree);
      VAR t: Tree;
    BEGIN
      NEW(t.name, 1); t.name[0] := 0X; t.left := NIL; t.right := NIL
    END Init;

BEGIN Texts.OpenWriter(w)
END Trees.
```

A.12 Appendices to the Language Definition

A.12.1 Definition of Terms

Integer types SHORTINT, INTEGER, LONGINT
Real types REAL, LONGREAL
Numeric types *integer types, real types*

Same types
Two variables a and b with types T_a and T_b are of the *same type* if
1. T_a and T_b are both denoted by the same type identifier, or
2. T_a is declared to equal T_b in a type declaration of the form $T_a = T_b$, or
3. a and b appear in the same identifier list in a variable, record field, or formal parameter declaration and are not open arrays.

Equal types
Two types T_a and T_b are *equal* if
1. T_a and T_b are the *same* type, or
2. T_a and T_b are open array types with *equal* element types, or
3. T_a and T_b are procedure types whose formal parameter lists *match*.

Type inclusion
Numeric types *include* (the values of) smaller numeric types according to the following hierarchy:

LONGREAL ⊇ REAL ⊇ LONGINT ⊇ INTEGER ⊇ SHORTINT

Type extension (base type)
Given a type declaration T_b = RECORD (T_a) ... END, T_b is a *direct extension* of T_a, and T_a is a *direct base type* of T_b. A type T_b is an *extension* of a type T_a (T_a is a *base type* of T_b) if
1. T_a and T_b are the *same* types, or
2. T_b is a direct extension of an extension of T_a

If P_a = POINTER TO T_a and P_b = POINTER TO T_b, P_b is an extension of P_a (P_a is a base type of P_b) if T_b is an extension of T_a.

Assignment compatibility

An expression e of type T_e is *assignment compatible* with a variable v of type T_v if one of the following conditions holds:

1. T_e and T_v are the *same* type.
2. T_e and T_v are numeric types and T_v includes T_e.
3. T_e and T_v are record types and T_e is an extension of T_v and the dynamic type of v is T_v .
4. T_e and T_v are pointer types and T_e is an extension of T_v.
5. T_v is a pointer or a procedure type and e is NIL.
6. T_v is ARRAY n OF CHAR, e is a string constant with m characters, and $m < n$.
7. T_v is a procedure type and e is the name of a procedure whose formal parameters *match* those of T_v.

Expression compatibility

For a given operator, the types of its operands are expression compatible if they conform to the following table (which also shows the result type of the expression). Type *T1* must be an extension of type *T0*:

Operator	1st Operand	2nd Operand	Result Type
+ - *	numeric	numeric	smallest numeric type including both opd. types
/	numeric	numeric	smallest real type including both opd. types
DIV MOD	integer	integer	smallest integer type including both opd. types
+ - * /	SET	SET	SET
OR & ~	BOOLEAN	BOOLEAN	BOOLEAN
= # < <= > >=	numeric	numeric	BOOLEAN
	CHAR	CHAR	BOOLEAN
	character array, string	character array, string	BOOLEAN
= #	BOOLEAN	BOOLEAN	BOOLEAN
	SET	SET	BOOLEAN
	NIL, pointer type *T0* or *T1*	NIL, pointer type *T0* or *T1*	BOOLEAN
	NIL, procedure type *T*	NIL, procedure type *T*	BOOLEAN
IN	integer	SET	BOOLEAN
IS	type *T0*	type *T1*	BOOLEAN

Array compatibility

An actual parameter a of type T_a is *array compatible* with a formal parameter f of type T_f if

1. T_f and T_a are the *same* type, or

2. T_f is an open array, T_a is any array, and their element types are *array compatible*, or
3. T_f is ARRAY OF CHAR and a is a string.

Matching formal parameter lists

Two formal parameter lists *match* if

1. they have the same number of parameters, and
2. they have either the *same* function result type or none, and
3. parameters at corresponding positions have *equal* types, and
4. parameters at corresponding positions are both either value or variable parameters.

A.12.2 Syntax of Oberon-2

```
Module      = MODULE ident ";" [ImportList] DeclSeq
              [BEGIN StatSeq] END ident ".".
ImportList  = IMPORT [ident ":="] ident {"," [ident ":="] ident} ";".
DeclSeq     = { CONST {IdentDef "=" ConstExpr ";" }
              | TYPE {IdentDef "=" Type ";"}
              | VAR {IdentList ":" Type";"}}
              {ProcDecl ";" | ForwardDecl ";"}.
ProcDecl    = PROCEDURE [Receiver] IdentDef [FormalPars] ";" DeclSeq
              [BEGIN StatSeq] END ident.
ForwardDecl = PROCEDURE "^" [Receiver] IdentDef [FormalPars].
FormalPars  = "(" [FPSection {";" FPSection}] ")" [":" Qualident].
FPSection   = [VAR] ident {"," ident} ":" Type.
Receiver    = "(" [VAR] ident ":" ident ")".
Type        = Qualident
              | ARRAY [ConstExpr {"," ConstExpr}] OF Type
              | RECORD ["("Qualident")"] FieldList {";" FieldList} END
              | POINTER TO Type
              | PROCEDURE [FormalPars].
FieldList   = [IdentList ":" Type].
StatSeq     = Statement {";" Statement}.
Statement   = [ Designator ":=" Expr
              | Designator ["(" [ExprList] ")"]
              | IF Expr THEN StatSeq {ELSIF Expr THEN StatSeq}
                [ELSE StatSeq] END
              | CASE Expr OF Case {"|" Case} [ELSE StatSeq] END
              | WHILE Expr DO StatSeq END
              | REPEAT StatSeq UNTIL Expr
              | FOR ident ":=" Expr TO Expr [BY ConstExpr] DO StatSeq END
              | LOOP StatSeq END
              | WITH Guard DO StatSeq {"|" Guard DO StatSeq}
                [ELSE StatSeq] END
              | EXIT
              | RETURN [Expr] ].
Case        = [CaseLabels {"," CaseLabels} ":" StatSeq].
CaseLabels  = ConstExpr [".." ConstExpr].
Guard       = Qualident ":" Qualident.
ConstExpr   = Expr.
Expr        = SimpleExpr [Relation SimpleExpr].
SimpleExpr  = ["+" | "-"] Term {AddOp Term}.
Term        = Factor {MulOp Factor}.
Factor      = Designator ["(" [ExprList] ")"] | number | character
              | string | NIL | Set | "(" Expr ")" | " ~ " Factor.
Set         = {" [Element {"," Element}] "}".
Element     = Expr [".." Expr].
Relation    = "=" | "#" | "<" | "<=" | ">" | ">=" | IN | IS.
AddOp       = "+" | "-" | OR.
MulOp       = " * " | "/" | DIV | MOD | "&".
Designator  = Qualident {"." ident | "[" ExprList "]" | " ^ " | "(" Qualident ")"}.
ExprList    = Expr {"," Expr}.
IdentList   = IdentDef {"," IdentDef}.
Qualident   = [ident "."] ident.
IdentDef    = ident [" * " | "-"].
```

A.12.3 The Module SYSTEM

The module SYSTEM contains certain types and procedures that are necessary to implement *low-level* operations particular to a given computer and/or operating system. These include, for example, facilities for accessing devices that are controlled by the computer, and facilities to break the type compatibility rules otherwise imposed by the language definition.

It is strongly recommended that the use of the module SYSTEM be restricted to specific modules (called *low-level* modules). Such modules are inherently nonportable and unsafe, but easily recognized due to the identifier SYSTEM appearing in their import list. The following specifications hold for the implementation of Oberon-2 on the Ceres computer.

Module SYSTEM exports a type BYTE with the following characteristics: Variables of type CHAR or SHORTINT can be assigned to variables of type BYTE. If a formal variable parameter is of type ARRAY OF BYTE, then the corresponding actual parameter may be of any type.

Another type exported by module SYSTEM is the type PTR. Variables of any pointer type may be assigned to variables of type PTR. If a formal variable parameter is of type PTR, the corresponding actual parameter may be any pointer type. If the actual parameter is a pointer to a record type T the address of the type descriptor of T is passed as the actual parameter.

The procedures contained in module SYSTEM are listed in the following tables. Most of them correspond to single instructions compiled as in-line code. For details, the reader is referred to the processor manual. v stands for a variable, x, y, a, and n for expressions, and T for a type.

Function procedures

Name	Argument types	Result type	Function
ADR(v)	any	LONGINT	address of variable v
BIT(a, n)	a: LONGINT; n: *integer*	BOOLEAN	bit n of Mem[a]
CC(n)	*integer* constant	BOOLEAN	condition n ($0 \le n \le 15$)
LSH(x, n)	x: *integer*, CHAR, BYTE; n: *integer*	type of x	logical shift
ROT(x, n)	x: *integer*, CHAR, BYTE; n: *integer*	type of x	rotation
VAL(T, x)	T, x: any type	T	x interpreted as of type T

Proper procedures

Name	Argument types	Function
GET(*a*, *v*)	*a*: LONGINT; *v*: any basic type, pointer, procedure type	*v* := M[*a*]
PUT(*a*, *x*)	*a*: LONGINT; *x*: any basic type, pointer, procedure type	M[*a*] := *x*
GETREG(*n*, *v*)	*n*: *integer* constant; *v*: any basic type, pointer, procedure type	*v* := Register$_n$
PUTREG(*n*, *x*)	*n*: *integer* constant; *x*: any basic type, pointer, procedure type	Register$_n$:= *v*
MOVE(*a0*, *a1*, *n*)	*a0*, *a1*: LONGINT; *n*: *integer*	M[*a1*..*a1* +*n*-1] := M[*a0*..*a0* +*n*-1]
NEW(*v*, *n*)	*v*: any pointer; *n*: *integer*	allocate *n* bytes of memory; assign its address to *v*

A.12.4 The Oberon Environment

Oberon-2 programs usually run in an environment that provides *command activation, garbage collection, dynamic loading* of modules, and certain *run-time data structures*. Although not part of the language, this environment contributes to the power of Oberon-2 and is to some degree implied by the language definition. This section describes the essential features of a typical Oberon environment and provides implementation hints. More details can be found in [WiG92], [Rei91], and [PHT91].

Commands

A command is any parameterless procedure *P* that is exported from a module *M*. It is denoted by *M.P* and can be activated under this name from the shell of the operating system. In Oberon, a user invokes commands instead of programs or modules. This gives the user a finer grain of control and allows modules with multiple entry points. When a command *M.P* is invoked, the module *M* is dynamically loaded unless it is already in memory and the procedure *P* is executed. When *P* terminates, *M* remains loaded. All global variables and data structures that can be reached from global pointer variables in *M* retain their values. When *P* (or another command of *M*) is invoked again, it may continue to use these values.

The following module demonstrates the use of commands. It implements an abstract data structure *Counter* that encapsulates a counter variable and provides commands to increment and print its value.

```
MODULE Counter;
IMPORT Texts, Oberon;

VAR
   counter: LONGINT;
   w: Texts.Writer;

PROCEDURE Add*; (*takes a numeric argument from the command line*)
   VAR s: Texts.Scanner;
BEGIN
   Texts.OpenScanner(s, Oberon.Par.text, Oberon.Par.pos);
   Texts.Scan(s);
   IF s.class = Texts.Int THEN INC(counter, s.i) END
END Add;

PROCEDURE Write*;
BEGIN
   Texts.WriteInt(w, counter, 5); Texts.WriteLn(w);
   Texts.Append(Oberon.Log, w.buf)
END Write;

BEGIN counter := 0; Texts.OpenWriter(w)
END Counter.
```

The user may execute the following two commands:

Counter.Add n	adds value *n* to variable *counter*
Counter.Write	writes current value of *counter* to screen

Since commands are parameterless, they have to get their arguments from the operating system. In general, commands are free to take arguments from anywhere (e.g., from the text following the command, from the most recent selection, or from a marked viewer). The command *Add* uses a scanner (a data type provided by the Oberon system) to read the value that follows it on the command line.

When *Counter.Add* is invoked for the first time, the module *Counter* is loaded and its body is executed. Every call of *Counter.Add n* increments the variable *counter* by *n*. Every call of *Counter.Write* writes the current value of *counter* to the screen.

Since a module remains loaded after the execution of its commands, there must be an explicit way to unload it (e.g., when

the user wants to substitute a recompiled version for the loaded version.) The Oberon system provides a command to do that.

Dynamic Loading of Modules

A loaded module may invoke a command of a still unloaded module by calling the loader and passing the name of the desired command as a parameter. The specified module is then dynamically loaded and the designated command is executed. Dynamic loading allows the user to start a program as a small set of basic modules and to extend it by adding further modules at run time as the need becomes evident.

A module *M0* may cause the dynamic loading of a module *M1* without importing it. *M1* may of course import and use *M0*, but *M0* need not know about the existence of *M1*. *M1* can be a module that is designed and implemented long after *M0*.

Garbage Collection

In Oberon-2, the predeclared procedure NEW is used to allocate data blocks in free memory. There is, however, no way to explicitly dispose of an allocated block. Rather, the Oberon environment uses a *garbage collector* to find the blocks that are not referenced by a pointer any more and to make them available for allocation again.

A garbage collector frees a programmer from the nontrivial task of deallocating data structures correctly and thus helps to avoid errors. However, it requires information about dynamic data at run time.

Browser

The interface of a module (the declaration of the exported objects) is extracted from the module by a *browser*, which is a separate tool of the Oberon environment. For example, the browser produces the following interface of the module *Trees* from A.11.

```
DEFINITION Trees;
   TYPE
      Tree = POINTER TO Node;
      Node = RECORD
         name: POINTER TO ARRAY OF CHAR;
         PROCEDURE (t: Tree) Insert (name: ARRAY OF CHAR);
         PROCEDURE (t: Tree) Search (name: ARRAY OF CHAR): Tree;
         PROCEDURE (t: Tree) Write;
      END;
```

```
    PROCEDURE Init (VAR t: Tree);
END Trees.
```

For a record type, the browser also collects all procedures bound to this type and shows their declaration in the record type declaration.

Run-Time Data Structures

Certain information about records has to be available at run time: The dynamic type of records is needed for type tests and type guards. A table with the addresses of the procedures bound to a record is needed for calling them using dynamic binding. Finally, the garbage collector needs information about the locations of pointers in dynamically allocated records. All that information is stored in *type descriptors*, of which there is one for every record type at run time. The following paragraphs show a possible implementation of type descriptors.

The dynamic type of a record corresponds to the address of its type descriptor. For dynamically allocated records, this address is stored in a *type tag*, which precedes the actual record data and is invisible to the programmer. If *t* is a variable of type *CenterTree* (see the example in A.6), Figure A.12.1 shows one possible implementation of the run-time data structures.

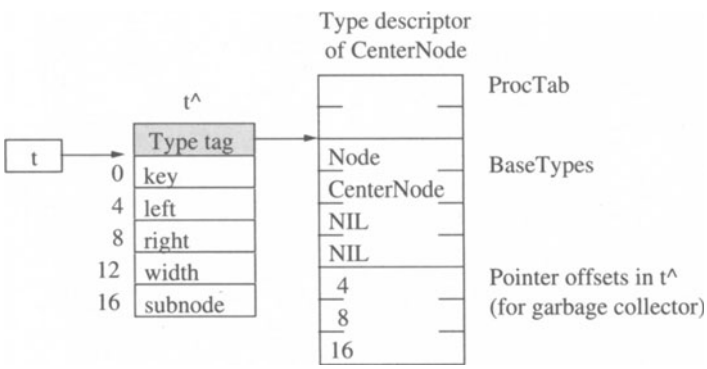

Fig. A.12.1 A variable *t* of type *CenterTree*, the record *t^* of type *CenterNode*, and its type descriptor

Since both the table of procedure addresses and the table of pointer offsets must have a fixed offset from the type descriptor address, and since both may grow when the type is extended and further procedures and pointers are added, the tables are located at the

opposite ends of the type descriptor and grow in different directions.

A type-bound procedure *t.P* is called as *t.tag.ProcTab*[*Index*$_P$]. The procedure table index of every type-bound procedure is known at compile time. A type test *v* IS *T* is translated into *v.tag.BaseTypes*[*ExtensionLevel*$_T$] = *TypeDescrAdr*$_T$. Both the extension level of a record type and the address of its type descriptor are known at compile time. For example, the extension level of *Node* is 0 (it has no base type), and the extension level of *CenterNode* is 1.

B The Module *OS*

OS is a cover module for various constants, types, variables and procedures of the Oberon System that are used in examples throughout this book. It serves to keep the interface between the examples and the Oberon System small and permits us to avoid a description of the complete Oberon module library. (Interested readers are referred to [Rei91].)

Interface of OS

```
DEFINITION OS;
   IMPORT Display, Files, Fonts; (*Oberon modules that are not explained here*)

   CONST
      right = 0; middle = 1; left = 2; (*mouse button codes*)
      ticks = 300; (*OS.Time returns the time in units of 1/ticks seconds*)

   TYPE
      File = Files.File;
      Font = Fonts.Font;
      Message = RECORD END; (*base type for all message records*)
      Object = POINTER TO ObjectDesc;
      Pattern = Display.Pattern;
```

Rider

```
      Rider = RECORD (Files.Rider) (*read/write position in a file*)
         PROCEDURE (VAR r: Rider) Set (f: Files.File; pos: LONGINT);
         PROCEDURE (VAR r: Rider) Read (VAR x: CHAR);
         PROCEDURE (VAR r: Rider) ReadString (VAR s: ARRAY OF CHAR);
         PROCEDURE (VAR r: Rider) ReadInt (VAR x: INTEGER);
         PROCEDURE (VAR r: Rider) ReadLInt (VAR x: LONGINT);
         PROCEDURE (VAR r: Rider) ReadObj (VAR x: Object);
         PROCEDURE (VAR r: Rider) ReadChars
            (VAR x: ARRAY OF CHAR; n: LONGINT);
         PROCEDURE (VAR r: Rider) Write (x: CHAR);
         PROCEDURE (VAR r: Rider) WriteString (s: ARRAY OF CHAR);
         PROCEDURE (VAR r: Rider) WriteInt (x: INTEGER);
         PROCEDURE (VAR r: Rider) WriteLInt (x: LONGINT);
         PROCEDURE (VAR r: Rider) WriteObj (x: Object);
         PROCEDURE (VAR r: Rider) WriteChars
            (VAR x: ARRAY OF CHAR; n: LONGINT);
      END;
```

Object

```
      ObjectDesc = RECORD
```

```
      PROCEDURE (x: Object) Load (VAR r: Rider);
      PROCEDURE (x: Object) Store (VAR r: Rider);
   END;

VAR
   Caret-: Pattern;
   screenH-, screenW-: INTEGER; (*screen height and width in pixels*)

(* Screen operations *)
PROCEDURE CopyBlock (sx, sy, w, h, dx, dy: INTEGER);
PROCEDURE FillBlock (x, y, w, h: INTEGER);
PROCEDURE EraseBlock (x, y, w, h: INTEGER);
PROCEDURE InvertBlock (x, y, w, h: INTEGER);
PROCEDURE DrawPattern (pat: Pattern; x, y: INTEGER);
PROCEDURE DrawCursor (x, y: INTEGER);
PROCEDURE FadeCursor;

(* Font operations *)
PROCEDURE DefaultFont (): Font;
PROCEDURE FontWithName (name: ARRAY OF CHAR): Font;
PROCEDURE GetCharMetric (f: Font; ch: CHAR;
   VAR dx, x, y, w, h: INTEGER; VAR pat: Pattern);

(* Mouse and keyboard operations *)
PROCEDURE AvailChars (): INTEGER;
PROCEDURE ReadKey (VAR ch: CHAR);
PROCEDURE GetMouse (VAR buttons: SET; VAR x, y: INTEGER);

(* File operations *)
PROCEDURE NewFile (name: ARRAY OF CHAR): File;
PROCEDURE OldFile (name: ARRAY OF CHAR): File;
PROCEDURE Register (f: File);
PROCEDURE InitRider (VAR r: Rider);

(* Miscellaneous *)
PROCEDURE NameToObj (name: ARRAY OF CHAR; VAR obj: Object);
PROCEDURE Move (VAR fromBuf: ARRAY OF CHAR; from: LONGINT;
   VAR toBuf: ARRAY OF CHAR; to, n: LONGINT);
PROCEDURE Time (): LONGINT;
PROCEDURE Call (command: ARRAY OF CHAR);

END OS.
```

Screen operations

CopyBlock (*sx, sy, w, h, dx, dh*)
copies the rectangular screen area (*sx, sy, w, h*) to (*dx, dy, w, h*).

FillBlock (*x, y, w, h*)
fills the rectangular screen area (*x, y, w, h*).

EraseBlock (*x, y, w, h*)
deletes the rectangular screen area (*x, y, w, h*).

InvertBlock (*x, y, w, h*)
inverts the rectangular screen area (*x, y, w, h*).

DrawPattern (*pat, x, y*)
copies the rectangular bit pattern *pat* to the screen position with left bottom corner (*x, y*).

DrawCursor (x, y)
moves the mouse pointer to position (*x*, *y*).
FadeCursor
hides the mouse pointer.

Font operations

f := *DefaultFont ()*
returns the standard font.
f := *FontWithName (n)*
returns the font with the name *n*.
GetCharMetric (fnt, ch, dx, x, y, w, h, pat)
returns the character metrics (*x*, *y*, *w*, *h*, *dx*) and the bit pattern *pat* of the character *ch* in font *fnt*. The meaning of the metrics is shown in Fig. 11.22.

Mouse and keyboard operations

n := *AvailChars ()*
returns the number of characters in the keyboard buffer.
ReadKey (ch)
reads and removess the next character *ch* from the keyboard buffer. If the buffer is empty, the method stalls until a character is typed in.
GetMouse (b, x, y)
returns the mouse coordinates (*x*, *y*) relative to the lower left corner of the screen as well as the set *b* of pressed mouse buttons (0 = *right*, 1 = *middle*, 2 = *left*).

File operations

f := *NewFile (n)*
creates a new (temporary) file *f* with name *n* and opens it.
f := *OldFile (n)*
opens an existing file *f* with name *n*. If no such file exists, *f* = NIL.
Register (f)
transforms the temporary file *f* created with *NewFile* into a permanent file.
InitRider (r)
initializes the rider *r* (see Section 8.3).

Methods of class Rider

r.Set (f, pos)
sets rider *r* to position *pos* in file *f*.
r.Read (ch)
reads character *ch* from rider *r*.
r.ReadInt (x)
reads integer *x* from rider *r*.

r.ReadLInt (x)
reads long integer *x* from rider *r*.
r.ReadString (s)
reads string *s* (stored in compressed form) from rider *r*.
r.ReadChars (buf, len)
reads *len* characters from rider *r* into buffer *buf*.
r.ReadObj (obj)
creates and reads an arbitrary object written with *WriteObj* and returns it in *obj* (see Section 8.3).
r.Write (ch)
writes character *ch* to rider *r*.
r.WriteInt (x)
writes integer *x* to rider *r*.
r.WriteLInt (x)
writes long integer *x* to rider *r*.
r.WriteString (s)
writes string *s* in compressed form to rider *r*.
r.WriteChars (buf, len)
writes *len* characters from buffer *buf* to rider *r*.
r.WriteObj (obj)
writes an arbitrary object *obj* to rider *r* (see Section 8.3).

Other operations

NameToObj (name, obj)
The parameter *name* is a string of the form "M.T". *NameToObj* creates a record of type *T* exported by module *M* and returns a pointer to it in *obj*. If the module or type name is incorrect or the created object is not assignment compatible with *obj*, NIL is returned.
Move (buf0, pos0, buf1, pos1, len)
copies *len* bytes from *buf0[pos0]* to *buf1[pos1]*.
t := Time ()
returns the elapsed time since system start in 1/*ticks* seconds (*ticks* being a constant declared in *OS*).
Call (cmd)
activates the command *cmd* and loads the module containing the command if it is not already loaded.

C The Module *IO*

Module *IO* handles simple input/output of numbers, characters and strings. Input is handled via a scanner that is able to read various symbols in a text. Output is via procedures.

To read a text, a scanner *s* is set to the desired text position via *s.Set*. Successive symbols can be read via *s.Read*.

For output, a text *t* must be assigned to the variable *out* and its write position must be set via *t.SetPos*. Output routines write to the text *out* starting at position *out.pos*.

Interface of IO

```
DEFINITION IO;
   IMPORT Texts0;

   CONST none = 0; integer = 1; name = 2; string = 3; char = 4;
```

Scanner

```
   TYPE
      Scanner = RECORD
         text-: Texts0.Text;              (*text to which scanner is set*)
         class-: INTEGER;                 (*class of recognized symbol*)
         int-: LONGINT;                   (*filled if class=integer*)
         str-: ARRAY 32 OF CHAR;          (*filled if class=string or name*)
         ch-: CHAR;                       (*filled if class=char*)
         PROCEDURE (VAR s: Scanner) Set (t: Texts0.Text; pos: LONGINT);
         PROCEDURE (VAR s: Scanner) SetToParameters;
         PROCEDURE (VAR s: Scanner) Read;
         PROCEDURE (VAR s: Scanner) Eot (): BOOLEAN;
         PROCEDURE (VAR s: Scanner) Pos (): LONGINT;
      END ;

   VAR out: Texts0.Text;  (*output procedures write to this text*)
```

Output routines

```
   PROCEDURE Ch (ch: CHAR);
   PROCEDURE Str (s: ARRAY OF CHAR);
   PROCEDURE Int (x: LONGINT; w: INTEGER);
   PROCEDURE Real (x: REAL; w: INTEGER);
   PROCEDURE NL;

END IO.
```

Scanner messages

s.Set(t, pos)
sets the scanner *s* to position *pos* in text *t*.

s.SetToParameters
sets the scanner *s* to the text after the last command clicked. This permits reading of command parameters.

s.Read
reads the next symbol from the current scanner position and returns its value in *s.int*, *s.str* or *s.ch*. *s.class* specifies the kind of symbol read. Blanks are skipped. Examples:

Input	*Kind of Symbol*	*Value in*
<eot>	s.class = none	–
123	s.class = integer	s.int
-123	s.class = integer	s.int
xxx	s.class = name	s.str
xxx.yyy	s.class = name	s.str
"xxx"	s.class = string	s.str (no quotes)
other	s.class = char	s.ch

bool := s.Eof ()
returns TRUE if no more symbols can be read from the scanner *s*, otherwise FALSE.

pos := s.Pos ()
returns the current text position of the scanner *s*.

Output routines

Str(s)
outputs the string *s*.

Ch(ch)
outputs the character *ch*.

Int(i, w)
outputs the signed integer *i* right-justified in a character field of width *w*.

Real(r, w)
outputs the real number *r* in a character field of width *w* (e.g., *Real*(123.45, 7) = 0.12E02).

NL
causes a line feed.

D How to Get Oberon

Oberon

The Oberon System, including the Oberon-2 compiler and various tools such as a text editor, a graphics editor and a browser, is available at no cost. It can either be obtained via *ftp* from ETH Zurich or ordered from Springer-Verlag on diskette.

Platforms

The Oberon System is currently available for Sun SPARC-Station, DECstation, IBM RS/6000, Apple Macintosh II and IBM-PC (MS-DOS). Oberon-2 compilers are currently available for Sun SPARCStation, DECstation and IBM RS/6000.

ftp

The parameters for the ftp program are:

Ftp host name:	neptune.inf.ethz.ch
Internet address:	129.132.101.33
Login name:	ftp
Password:	<your e-mail address>
Ftp directory:	Oberon

Diskette

Oberon can also be purchased from Springer-Verlag on diskette. Please specify the computer version.

Documentation

In addition to this book on Oberon-2 and its application in object-oriented programming, the following books serve as a documentation of Oberon:

- *N. Wirth and M. Reiser Programming in Oberon. Steps beyond Pascal and Modula-2. Addison-Wesley 1992*
  Tutorial for the Oberon programming language and concise language reference.

- *M. Reiser: The Oberon System. User Guide and Programmer's Manual. Addison-Wesley, 1991*
  User manual for the programming environment and reference for the standard module library.

- *N. Wirth and J. Gutknecht: Project Oberon. Addison-Wesley, 1992*
  Program listings with explanations for the whole Oberon System, including the compiler for the NS32000.

Oberon0

The source code for Oberon0 described in Chapter 11 can also be obtained at no cost so that the reader can play with it and extend it. The source code is available via the same ftp address as specified above. It is in the subdirectory Oberon0. If the Oberon System is purchased on diskette, the source code of Oberon0 is included.

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