

Calculator

Announcements

Programming Languages

Programming Languages

A computer typically executes programs written in many different programming languages

Machine languages: statements are interpreted by the hardware itself

- A fixed set of instructions invoke operations implemented by the circuitry of the central processing unit (CPU)
- Operations refer to specific hardware memory addresses; no abstraction mechanisms

High-Level languages: statements & expressions are interpreted by another program or compiled (translated) into another language

- Provide means of abstraction such as naming, function definition, and objects
- Abstract away system details to be independent of hardware and operating system

Python 3		Python 3 Byte Code
<pre>def square(x): return x * x</pre>	<pre>from dis import dis dis(square)</pre>	<pre>LOAD_FAST 0 (x) LOAD_FAST 0 (x) BINARY_MULTIPLY RETURN_VALUE</pre>

Metalinguistic Abstraction

A powerful form of abstraction is to define a new language that is tailored to a particular type of application or problem domain

Type of application: Erlang was designed for concurrent programs. It has built-in elements for expressing concurrent communication. It is used, for example, to implement chat servers with many simultaneous connections

Problem domain: The MediaWiki mark-up language was designed for generating static web pages. It has built-in elements for text formatting and cross-page linking. It is used, for example, to create Wikipedia pages

A programming language has:

- **Syntax:** The legal statements and expressions in the language
- **Semantics:** The execution/evaluation rule for those statements and expressions

To create a new programming language, you either need a:

- **Specification:** A document describe the precise syntax and semantics of the language
- **Canonical Implementation:** An interpreter or compiler for the language

Parsing

Reading Scheme Lists

A Scheme list is written as elements in parentheses:

`(<element_0> <element_1> ... <element_n>)` A Scheme list

Each <element> can be a combination or primitive

`(+ (* 3 (+ (* 2 4) (+ 3 5))) (+ (- 10 7) 6))`

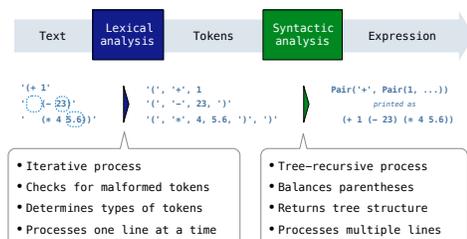
The task of parsing a language involves coercing a string representation of an expression to the expression itself

(Demo)

http://composingprograms.com/examples/salc/scheme_reader.py.html

Parsing

A Parser takes text and returns an expression



Syntactic Analysis

Syntactic analysis identifies the hierarchical structure of an expression, which may be nested

Each call to `scheme_read` consumes the input tokens for exactly one expression

```
'(', '+', 1, '(', '-', 23, ')', '(', '*', 4, 5.6, ')', ')'
```

Base case: symbols and numbers

Recursive call: `scheme_read` sub-expressions and combine them

(Demo)

Scheme-Syntax Calculator

(Demo)

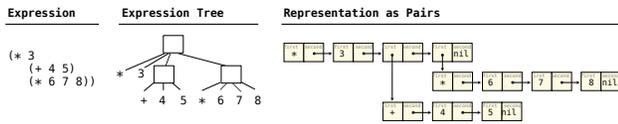
Calculator Syntax

The Calculator language has primitive expressions and call expressions. (That's it!)

A primitive expression is a number: 2 -4 5.6

A call expression is a combination that begins with an operator (+, -, *, /) followed by 0 or more expressions: (+ 1 2 3) (/ 3 (+ 4 5))

Expressions are represented as Scheme lists (Pair instances) that encode tree structures.



Calculator Semantics

The value of a calculator expression is defined recursively.

Primitive: A number evaluates to itself.

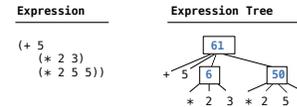
Call: A call expression evaluates to its argument values combined by an operator.

+: Sum of the arguments

***:** Product of the arguments

-: If one argument, negate it. If more than one, subtract the rest from the first.

/: If one argument, invert it. If more than one, divide the rest from the first.



Evaluation

The Eval Function

The eval function computes the value of an expression, which is always a number

It is a generic function that dispatches on the type of the expression (primitive or call)

Implementation	Language Semantics
<pre>def calc_eval(exp): if isinstance(exp, (int, float)): return exp elif isinstance(exp, Pair): arguments = exp.second.map(calc_eval) return calc_apply(exp.first, arguments) else: raise TypeError</pre>	<p>A number evaluates... to itself</p> <p>A call expression evaluates... to its argument values combined by an operator</p>

Applying Built-in Operators

The apply function applies some operation to a (Scheme) list of argument values

In calculator, all operations are named by built-in operators: +, -, *, /

Implementation	Language Semantics
<pre>def calc_apply(operator, args): if operator == '+': return reduce(add, args, 0) elif operator == '-': ... elif operator == '*': ... elif operator == '/': ... else: raise TypeError</pre>	<p>+: Sum of the arguments</p> <p>-: ...</p> <p>*: ...</p> <p>/: ...</p>

(Demo)

Interactive Interpreters

Read-Eval-Print Loop

The user interface for many programming languages is an interactive interpreter

1. Print a prompt
2. **Read** text input from the user
3. Parse the text input into an expression
4. **Evaluate** the expression
5. If any errors occur, report those errors, otherwise
6. **Print** the value of the expression and repeat

(Demo)

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Raising Exceptions

Exceptions are raised within lexical analysis, syntactic analysis, eval, and apply

Example exceptions

- **Lexical analysis:** The token 2.3.4 raises `ValueError("invalid numeral")`
- **Syntactic analysis:** An extra `)` raises `SyntaxError("unexpected token")`
- **Eval:** An empty combination raises `TypeError("() is not a number or call expression")`
- **Apply:** No arguments to `-` raises `TypeError("- requires at least 1 argument")`

(Demo)

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Handling Exceptions

An interactive interpreter prints information about each error

A well-designed interactive interpreter should not halt completely on an error, so that the user has an opportunity to try again in the current environment

(Demo)

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