











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





Syntactic Analysis

Syntactic analysis identifies the hierarchical structure of an expression, which may be nested $% \left({{{\boldsymbol{x}}_{i}}} \right)$

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



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

 $\ast:$ 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.





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 == '-':</pre>	+: Sum of the arguments -:
elif operator == '*':	
<pre>elif operator == '/': else: raise TypeError</pre>	
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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)

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)

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)