

HOOTIE

Highly Organized & Optimized Trading In Exchanges

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Introduction

Most traders have little or no technical knowledge and rely on software and human interaction to perform complex trading routines. The primary objective of this language is to provide a way for traders to create an automated black box system that is simple enough to understand and use yet robust enough for high volume trading. The language and compiler will handle all of the details leaving the user free from worrying about actual code.

The Language

The HOOTIE language is very simple and those that have the basic knowledge of trading stocks can pick it up very quickly. Each command is written on a single line with no semicolon and each item is separated by spaces. The symbol is in reference to a stock symbol.

Commenting: <code>// COMMENT //</code>	
Looking up a Stock: <code>LOOKUP Symbol [Information]</code>	[Information] VOLUME BETA MCAP RANGE
When trading with stocks: <code>BUY Symbol Quantity [Conditions] [Term]</code> Example: <code>BUY MGM 2000 [LIMIT 15.00] [30DAYS]</code> <code>SELL Symbol Quantity [Conditions] [Term]</code> Example: <code>SELL AIG 2000 [LIMIT 34.00] [60DAYS]</code> When trading with options: <code>Buy2Open Symbol Quantity [Conditions] [Term]</code> <code>Buy2Close Symbol Quantity [Conditions] [Term]</code> <code>Sell2Open Symbol Quantity [Conditions] [Term]</code> <code>Sell2Close Symbol Quantity [Conditions] [Term]</code> <i>Note that the commands above will be queued until the market allows for the buy or sell to complete.</i>	[Conditions] MARKET (this is the default) LIMIT <i>value</i> STOP <i>value</i> STOPLIMIT <i>value</i> TRADESTOP\$ <i>value</i> TRADESTOP% <i>value</i> [Term] NOW (default) TODAY 7DAYS 30DAYS 60DAYS 120DAYS

<p>Logic Keywords & Control Statements:</p> <p>WHEN (Symbol IS Condition) { }</p> <p>OTHERWISE { }</p> <p>LOOP (Symbol IS Condition) { }</p> <p>WAIT <i>time(ms)</i></p> <p>Wait for a Buy or Sell to Execute WAITEXE</p> <p>To exit a control block BREAKOUT</p> <p>Comparisons AND OR NOT GREATER LESS GREATERORE LESSORE</p> <p>Jump to a block GOTO <i>blockname</i></p>	<p>[Condition]</p> <p>VOLUME <i>value</i> BETA <i>value</i> MCAP <i>value</i> RANGE <i>value1 value2</i></p>
<p>Variables</p> <p>SET @variablename UNSET @variablename</p> <p>Example: @NumberOfTrades = 0 @NumberOfTrades = @NumberOfTrades + 1</p>	
<p>Output:</p> <p>PRINT <i>command</i> PRINT <i>string</i></p> <p>Example: PRINT "STOCK IS IN RANGE!"</p>	
<p>Special Blocks:</p> <p>Each execute block is done simultaneously like in VHDL and keeps looping. EXECUTE <i>blockname:</i></p> <p>To exit a execute block STOP</p> <p>To exit the program completely EXIT</p> <p>Example: EXECUTE a_merger { WHEN (BLOAQ IS GREATORE .009) { SELL NFLX 2000 STOP } }</p>	

Exceptions:

**BAD_SYMBOL
NOT_IN_PORTFOLIO
NOT_ENOUGH_MONEY
MARGIN_CALLED
EPIC_FAILURE**

Code Sample

```
PRINT LOOKUP NFLX  
PRINT LOOKUP BLOAQ
```

```
EXECUTE wait_for_range {  
    WHEN (NFLX IS GREATER 210.0) {  
        PRINT "NETFLIX IS TOO EXPENSIVE!"  
        EXIT  
    }  
}
```

```
EXECUTE wait_for_volume {  
    WHEN (NFLX IS VOLUME GREATER 10MIL) {  
        SELL NFLX 2000  
        WAITEXE  
        EXIT  
    }  
}
```

```
EXECUTE a_merger {  
    WHEN (BLOAQ IS GREATORE .009) {  
        SELL NFLX 2000  
        STOP  
    }  
}
```