

ComPyled

A statically-checked adaptation of Python

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Agenda

1. ComPyled Overview - Daniel
2. Types, Operators - Daniel
3. Compiler Architecture - Gabriel
4. Syntax and Grammar - Gabriel
5. Language Features (implementation) - Cameron
6. Testing - George

Language Overview

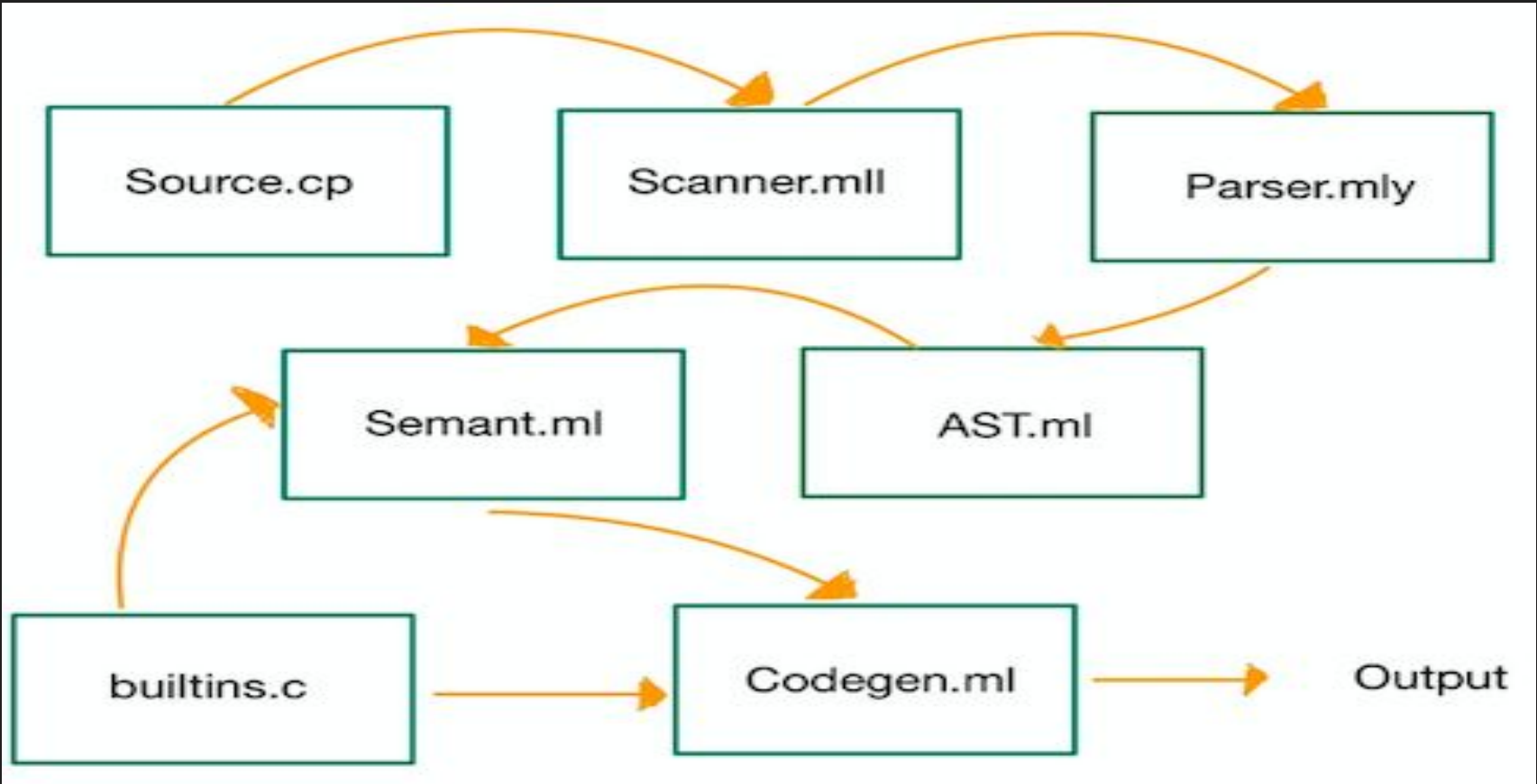
- Python + C = ComPyled
 - Statically-check language \neq dynamically typed
 - Follows Python
 - C language - semicolon, curly braces
- Motivation:
 - Avoid indentation errors
 - Scoping ambiguities
 - User-friendly, general purpose language



Types, Operators, and Syntax

- Data Types:
 - Primitive: integer, float, boolean, string, void
 - Array data type
- Operators:
 - Assignment: =
 - Unary: not
 - Arithmetic: -, +, *, %, /
 - Comparison: <, >, ≤, ≥, ==, and, or
 - + operator is overloaded for string concatenation
- Built-in functions: len(object), print(object), overload of string concat (+) & string comparison (==)

Architecture Design



Syntax and Grammar

- Syntax - emulates a python style syntax mixed with C
- Brackets and semi-colons instead of indentation to signal expressions and end of statements
- Static typing instead of dynamic
- Types are determined at compile time

```
3 def void foo() {}
4
5 def int bar(int a, bool b, int c) {
6     if (b) {
7         return c - a;
8     } else {
9         return a + c;
10    }
11 }
12
13 print(bar(8, False, 10));
```

- No main but main is Ok
- Return or don't return
- Assignment on declaration
- C for loops are just better

```
1 int i;  
2 for (i = 0 ; i < 5 ; i = i + 1) {  
3     print(i);  
4 }
```

```
1 def int gcd(int a, int b)  
2 {  
3     while (a != b)  
4     {  
5         if (a < b)  
6         {  
7             b = b - a;  
8         }  
9         else  
10        {  
11            a = a - b;  
12        }  
13    }  
14    return a;  
15 }  
16 }  
17  
18 def int main()  
19 {  
20     int a;  
21     a = gcd(12, 18);  
22  
23     print(a);  
24     return 0;  
25 }  
26  
27 main();
```

- Recursion is a must
- Functions can be passed as arguments
- Strings are just arrays
- No memory management (no garbage collection either)

```
1  def int fib(int n) {  
2      if (n < 2) {  
3          return n;  
4      }  
5      return fib(n-1) + fib(n-2);  
6  }
```


Language Features

- “Hoisting” like javascript
- String Concatenation
- Arrays, len()
- Modulo

Language Features: Hoisting

```
1 print(x);  
2  
3 int x = 1;
```

Language Features: String Concatenation

```
1 string s1;  
2 s1 = "hello ";  
3  
4 string s2;  
5 s2 = " world!";  
6  
7 string s3;  
8 s3 = s1 + s2;  
9  
10 print(s3);
```

```
11 char *string_concat(const char *s1, const char *s2)  
12 {  
13     char *result = malloc(strlen(s1) + strlen(s2) + 1);  
14     strcpy(result, s1);  
15     strcat(result, s2);  
16     return result;  
17 }
```

```
1 hello world!
```

Language Features: Arrays, len()

```
1 array x [int 3];  
2 x[1] = 2.2;  
3 print(x[1]);
```

Language Features: Modulo

```
1 print(3 % 3);
```

Testing

- Interesting Tests Examples

Interesting Test 1 (Hoisting Declarations and Initializations)

```
1
2  ## to ensure that evaluating x works regardless of
3  where it is declared/initialized ##
4
5  print(x);
6
7  int x = 1;
```

Outputs 1

```
1
2  ## to ensure that evaluating x works regardless of
3  where it is declared/initialized ##
4
5  print(x);
6
7  int x;
```

Outputs 0

Interesting Test 2: Declaring a Main Function

```
1  ## test for ensuring the user can still declare some main function ##
2
3  def int add(int x, int y)
4  {
5      return x + y;
6  }
7
8  def int main()
9  {
10     int a;
11     a = add(1, 3);
12
13     print(a);
14     return 0;
15 }
16
17 main();
```

Outputs

4

CodeGen Main
Function Name

“main0”

Interesting Test 3: Initializations inside of Functions

```
1  ## purpose of this test is to initialize a local string var in a function ##
2
3  def string gen_str(int a) {
4      string c = "hello";
5      return c;
6  }
7
8  string s;
9  s = gen_str(3);
10 print(s);
```

Outputs

Hello

```
1  ## purpose of this test is to initialize a local var in a function ##
2
3  def int add_3_to(int a, int b) {
4      int c = 3;
5      return a + b + c;
6  }
7
8  int a;
9  a = add_3_to(39, 3);
10 print(a);
```

Outputs

45

Interesting Test 4: Initializing a Variable to Function Output

```
1 def int add(int a, int b) {  
2     return a + b;  
3 }  
4  
5  
6 int x = add(1, 2);  
7 print(x);
```

Outputs

3

Interesting Test 5: No Returns Outside of a Function

```
1  ## ensure user cannot return from a statement
2  outside of a function definition ##
3
4  int x;
5  x = 3;
6  return x;
```

Outputs

Fatal error: exception
Failure("Return should not be
specified without a function
definition")

Interesting Test 6: Print Any Type Using “Print()”

- `print(“hello world”);`
 - Output: hello world
- `print(1);`
 - Output: 1
- `int x = 1; print(x);`
 - Output: 1
- `print(True);`
 - Output: 1
- `print(4.2);`
 - Output: 4.2

Interesting Test 7: if-else if-else - Nesting

```
1  ## test that the if, else if, else can go to a sub-branch ##
2
3  int x;
4  int y;
5  y = 3;
6  x = 1;
7  if (x > 10) {
8      print("went to if branch");
9  }
10 else if (x == 1) {
11
12     if (y == 3) {
13         print("went to the inner if in the elif branch");
14     }
15 }
16 else if (x == 2) {
17     print("went to second elif branch");
18 } else {
19     print("went to else branch");
20 }
```

Outputs

went to the inner if in the elif branch

Interesting Test 8: if-else if-else - Dangling Else

```
1  ## test that the dangling else does not occur ##
2
3  int x;
4  int y;
5  y = 3;
6  x = 1;
7  if (x > 10) {
8      print("went to if branch");
9  }
10 else if (x == 1) {
11
12     if (y == 2) {
13         print("went to the inner if in the elif branch");
14     }
15 }
16 else if (x == 2) {
17     print("went to second elif branch");
18 } else {
19     print("went to else branch");
20 }
```

Outputs

Nothing

Future work

Garbage collection

String functions such as equality and splicing

Multi dimensional arrays

Thank you!