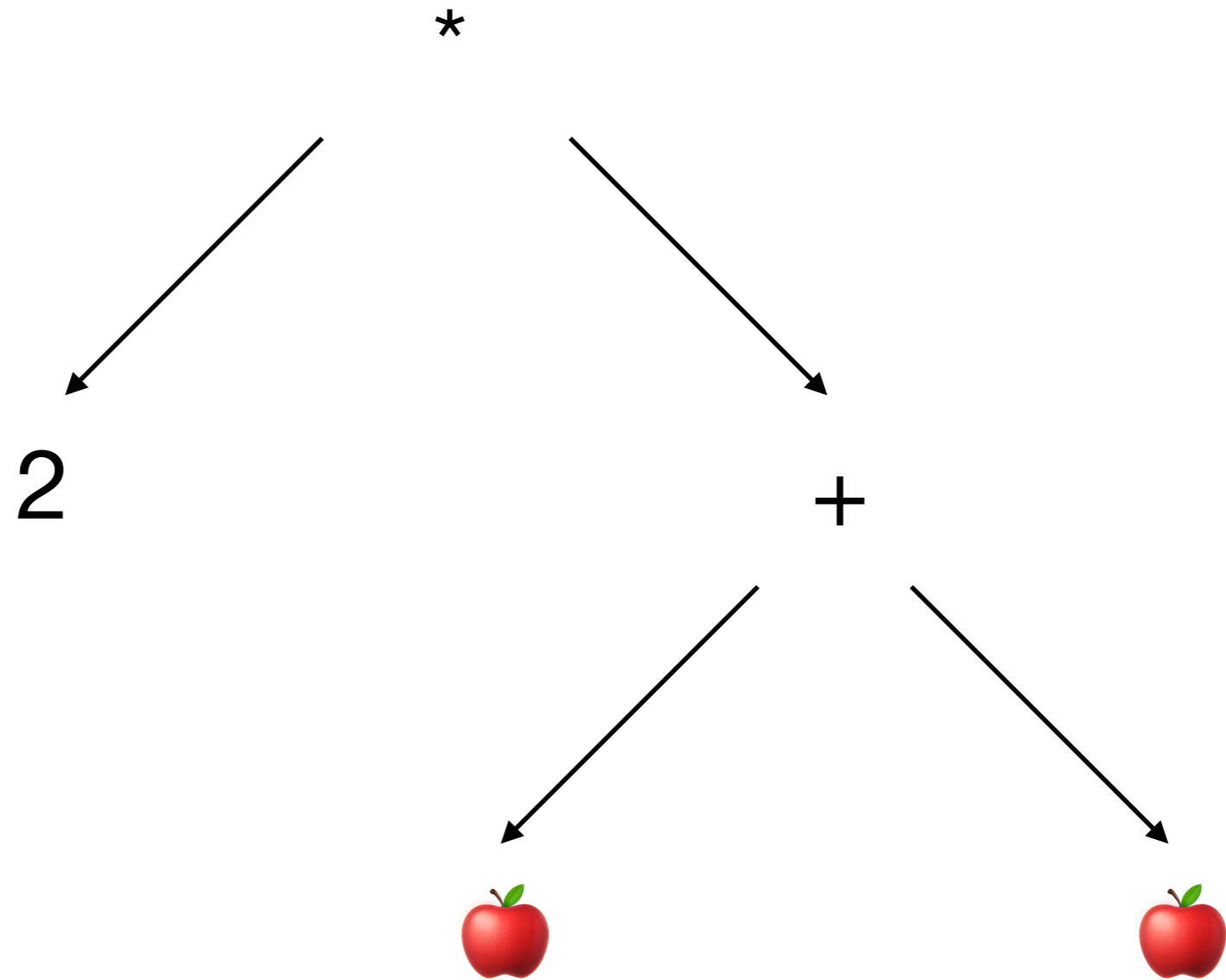


Language Parsing in Action

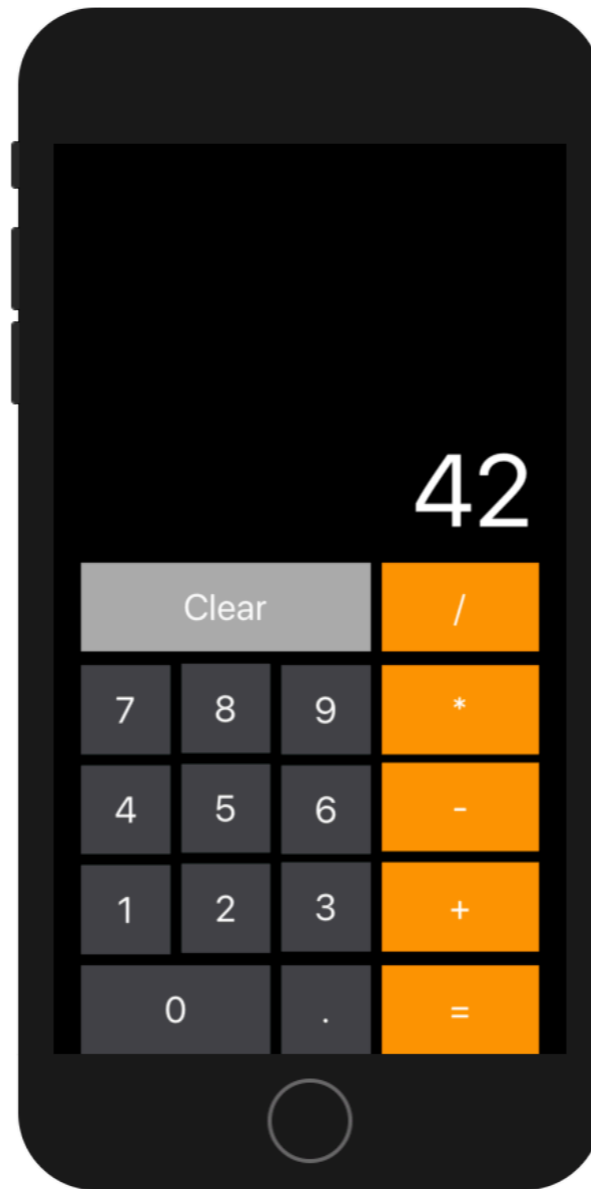
$$2(\text{🍏} + \text{🍏}) \longrightarrow 4 \text{🍏}$$

Syntax Tree



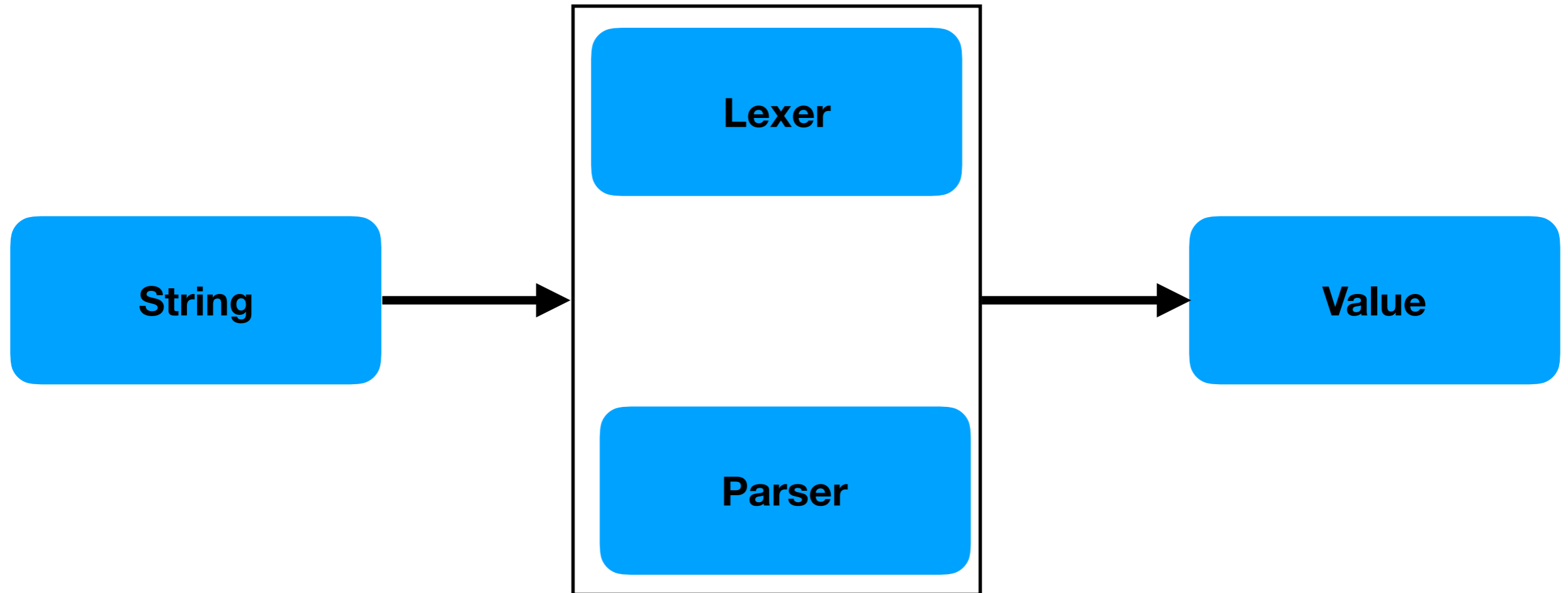
Demo

How to build a calculator ...



... without using NSExpression

So, how do we write our own lexer and parser?



We don't need to - We can use a parser generator

Grammar - Our set of rules

Number:

Any combination of string
„0“...“9“

Expression:

Number
Expression + Expression
Expression - Expression
Expression * Expression
Expression / Expression

Parser Generator

- Yacc - Yet another Compiler-Compiler

```
expr : number { $$ = $1; }  
| expr '*' expr { $$ = $1 * $3; }  
| expr '/' expr { $$ = $1 / $3; }  
| expr '+' expr { $$ = $1 + $3; }  
| expr '-' expr { $$ = $1 - $3; }  
  
number : INTEGER { $$ = $1; }  
| FLOAT { $$ = $1; }
```

- Lex - lexical analyzer

```
[0-9]+\.[0-9]* { yylval.value = atof(yytext); return FLOAT; }  
[0-9]+ { yylval.value = atof(yytext); return INTEGER; }
```

Demo

<https://github.com/jraufeisen/Language-Parsing-in-Action>

What else can we do?

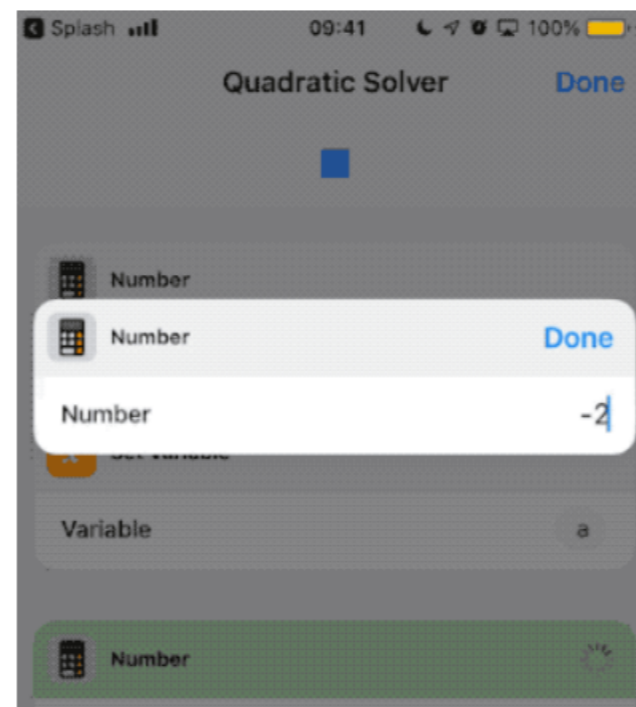
SPLASH : Simple Programming LAnguage for SHortcuts

```
Done Quadratic Solver.splash ▶
answer := x = \x/
} else if delta == 0 {
  x := -b / (2 * a)

  answer := "x1 = x2 = {x}"
} else if delta > 0 {
  x1 := (-b + delta^(1/2))/(2 * a)
  x2 := (-b + -delta^(1/2))/(2 * a)

  answer := "x1 = {x1}\nx2 = {x2}"
} else {
  xr := -b / (2 * a)
  xi := (-delta)^(1/2) / (2 * a)
  nxi := -xi

  answer := "x1 = {xr} + {xi}i\nx2 = {xr}
+ {nxi}i"
}
```



My current project: Budget!

| | |
|------------------------|----------|
| 2015/10/12 Exxon | |
| Expenses:Auto:Gas | \$10.00 |
| Liabilities:MasterCard | \$-10.00 |

