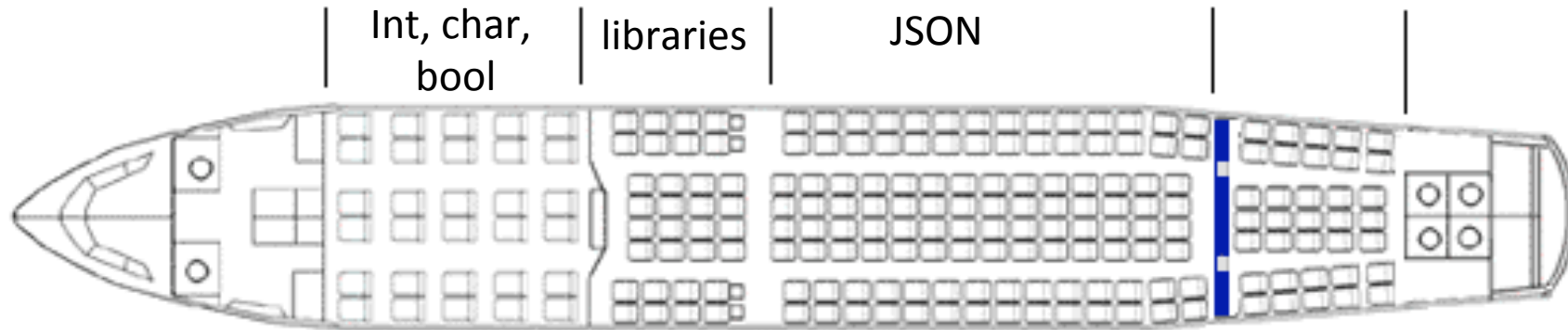


# JO

```
[ { "Name" : "Abhinav Bajaj", "UNI" : "ab3900", "Role" : "System Architect" },  
  { "Name" : "Arpit Gupta", "UNI" : "ag3418", "Role" : "Language Guru" },  
  { "Name" : "Chase Larson", "UNI" : "col2107", "Role" : "Manager" },  
  { "Name" : "Sriharsha Gundappa", "UNI" : "sg3163", "Role" : "Verification & Validation" } ]
```

# Overview and Motivation



Other Languages' , Seating  
Arrangement



# Operations on Json and Lists

- `json1["Name"] = "Arpit"` , stores value "Arpit" for attribute "Name"
- `a = json1["Name"]` , returns the value at the attribute.
- `<json1> - <string>= <json>` : removes the key denoted by<string>
- `print(<json>)` : prettyPrints Json
- `<json1> == <json2>` : returns true if the json match perfectly
- `<list1> ++ <list2> = <list1+list2>`
- `<object1> + <object2>` returns a list : [ <object1> , <object2> ]

# In-Built functions

- `typeStruct()` : Structure of json
  - `a = #{"info" : {"name" : "arpit" , "subjects" : ["plt","algo"]}}#`
  - `a.typeStruct()` returns the string :
    - `{string : { string: string, string : list } }`
- `attrList()` : returns an attribute list of Json
- `makeString()`
- `read()` : directly reads a json

# Too many API calls!

```
func returnOneMillionCalls()  
    json1 = read("json1.txt")  
    json2 = read("json2.txt")  
    json3 = read("json3.txt")  
    json4 = read("json4.txt")  
    jsonList = json1 + json2 + json3 + json4  
    jsonFinal = #{}#  
    jsonFinal[" all"] = jsonList  
    return jsonFinal  
end
```

# Tutorial

- Program Execution – Starts in main()

```
func main ()  
    [your code]  
end
```

- Variable Declaration – Type Inferred

Type	Declaration
String	a = "Hello World"
Number	b = 10
JSON	c = #{"name":"harsha"}#
List	d = [4,6,"seven"]
Boolean	e = true
null	f = null

# • Operators

Comparison operators work on any type. For e.g if a = 3 and b = 2

Equality	<code>a == b</code>	returns false
Not Equals	<code>a != b</code>	returns true

## • Operation on Numbers

Addition	<code>a ++ b</code>	returns 5
Subtraction	<code>a -- b</code>	returns 1
Multiplication	<code>a ** b</code>	returns 6
Division	<code>a // b</code>	returns 1.5
Modulo	<code>a %% b</code>	returns 1
Greater Than	<code>a &gt; b</code>	returns true
Less Than	<code>a &lt; b</code>	returns false
Greater Than Equal To	<code>a &gt;= b</code>	return true
Less Than Equal To	<code>a &lt;= b</code>	return false



- Concatenation

Concatenation Type	Example	Result
String Concatenation	If a = "Hello " and b = "World" a ++ b	"Hello World"
List Concatenation	If a = ["a", "b", "c"] and b = ["d"] a ++ b	["a", "b", "c", "d"]
List Concatenation with other types	If a = "a" and b = ["b", "c"] a + b	["a", ["b", "c"]]

- Print – prints any type – print(obj)

If a = 5 and b = #{"name":"harsha","courses":[1,"PLT",true]}#

Print Type	Usage	Output
Print Number, String, Bool	print(a)	5
Print JSON (Pretty Prints)	print(b)	{ "courses":[ 1, "PLT", true ], "name":"harsha" }
Print List	print([1,2,3])	[1,2,3]

- Operations on Non-Primitive Types and its function

Type	Example	Result
Json Element Access	If a = #{"name":"harsha","courses":[1,"PLT",true]}# a["name"]	"harsha"
List Element Access	If a = [1,2,3,4] a[1]	2
Json Element Assignment	If a = #{"a":"b"}# a["c"] = "d"	{"a":"b", "c":"d"}
List Element Assignment	If a = [1,2,3] a[1] = 3	[1,3,3]
Json Element Removal	#{"a":"b", "c":"d"}# a - "c"	{"a":"b"}
List Element Removal	If a = ["a", "b", "c"], b = ["b", "c"], d = "c" a - d	["a", "c"]
List Element Removal from List	If a = ["a", "b", "c"], b = ["b", "c"], d = "c" a - b	["a"]
typeStruct() Method	If a = #{"name":"harsha", "number":12223, "list":[], "json": {"name":"harsha"}, "boolean":true}# a.typeStruct()	

## • Control Flow

**If... else** - if..else.. Statements closes with the keyword " end".

Supports In and Not In

**For loop** – to iterate over a list, closes with keyword “end”

Supports In and Not In

## Function Declaration

Use the "func" keyword to define a function.

The format is: func functionName(arguments).

Close functions with the keyword " end"

GCD Example	<pre>func findGCD(a,b)   if(b == 0)     return a   end   return findGCD(b, a%%b) end</pre>
-------------	--

<pre>e.g. if ( 5 == 5 )   print ("true") else   print ("false") End</pre>	true
<pre>l = [1,2,3,4] if (5 in l)   print ("true") else   print ("false") end</pre>	false

<pre>If a = [2,3,4] for i in a   print (i) end</pre>	234
--	-----

# Evolution of the language (Stage 1)

```
decl a = "Hello World"  
func main ()  
print(a)  
return mainfunc  
end
```

- All variable declaration started with "decl"
- Print in-built function was implemented

## Evolution of the language (Stage 2)

```
decl x = 5;
decl y = "abhinav";
decl a = #{"class":["PLT","OS"]}#;
decl b = [34,45,56];
decl c = true;
```

- Added support for json and list and bool and Number types
- Json and List were treated as string
- All parsing of Json and List left to backend C++
- Used an open source library to parse and create json object

# Evolution of the language (Stage 3)

```
decl a= 45
decl b= 81

func findGCD( a ,b)
if( b == 0)
  return a
end
return findGCD(b, a%%b)
end

func main ()
print( findGCD(a,b) )
end
```

- GCD works. Awesome!!!
- Almost all operators working
- weird "return mainfunc" removed
- Parser now parses Json and List
- C++ backend reduced use of library to only parse the json string

# Evolution of the language (Stage 4)

```
func test(l)
    print (l - "d")
    return null
end

func main ()
    e = ["a", "c", 'd']
    print(type(e)) /* List */
    test(e)
    e = 5
    print(type(e)) /* Number */
end
```

- Dynamic Typing by updating the Symbol table
- Removed "decl" used in declaration
- assignment operation becomes variable declaration

# Evolution of the language (Stage 5)

```
func main()

  input = read("testfiles/yelpPlaces.json")
  datalist = input["data"]

  c      = #{"business_id": "Iu-
oeVzv8ZgP18NIB0UMqg", "full_address": "3320 S
Hill StSouth East LALos Angeles, CA 90007",
"schoools": ["University of Southern California"],
"open": true, "categories": ["Medical Centers",
" Health and Medical"], "photo_url": "http: :://
s3-medial.ak.yelpcdn.com/bphoto/
SdUWxREuWuPvvot6faxfXg/ms.jpg", "city": "Los
Angeles", "review count": 2, "name": "Southern
California Medical Group", "neighborhoods": ["South
East LA"], "url": "http: ://www.yelp.com/biz/
southern-california-medical-group-los-angeles",
"longitude": -118.274281, "state": "CA", "stars":
3.5, "latitude": 34.0197100000000003, "type":
"business"}#

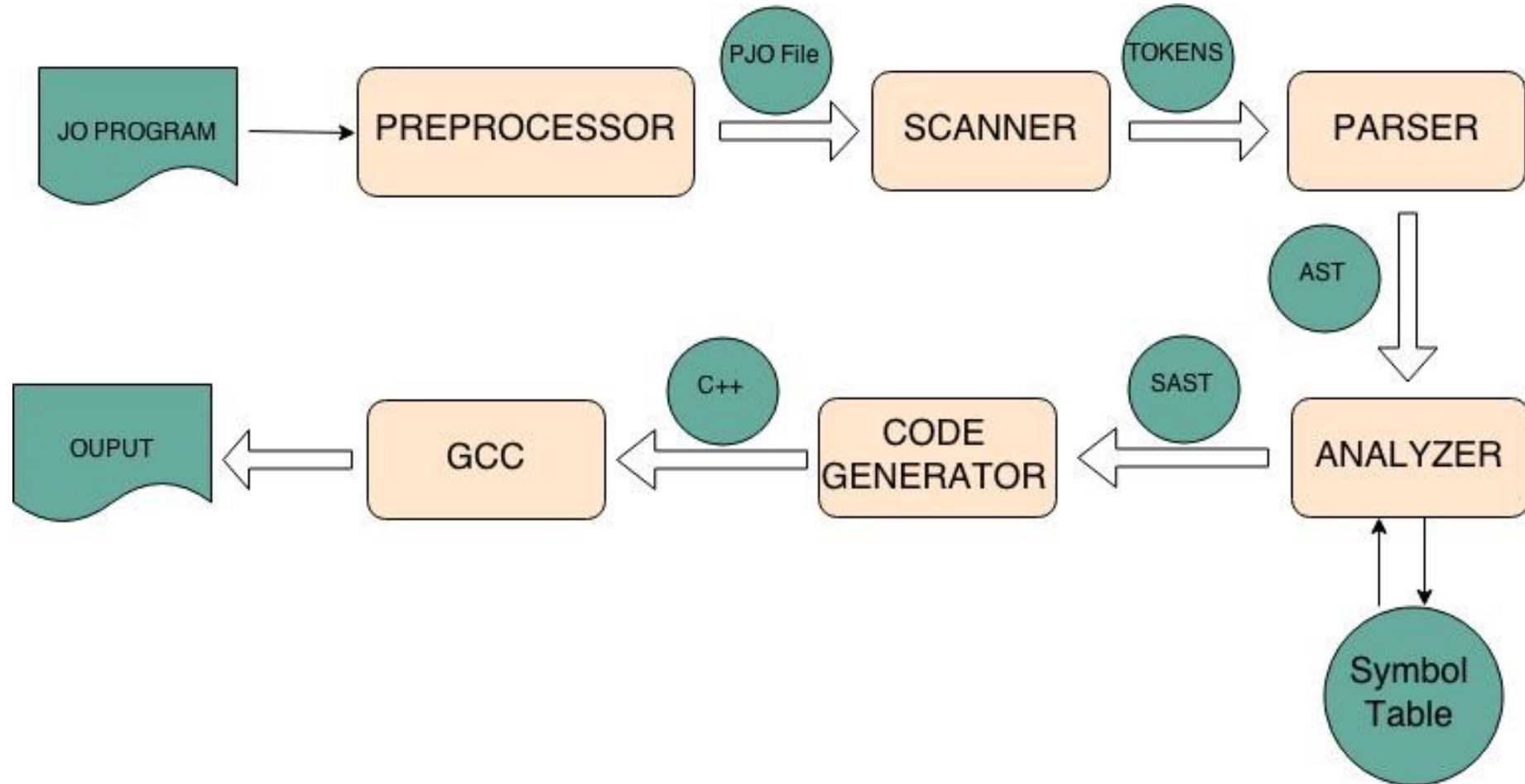
  if ((c in datalist)
      print("found")
  end
end
```

- Realized we dont have support for negative or decimal number ( Last night!!! )
- Ocaml string\_of\_float gives 5.0 => "5." and killed us





# Architecture Design



# Key Lessons

Judge a language by its size, you must not .(# of features)

Git rocks



# Key Lessons

Let use OCaml

Time/Team Management



# Summary



**99 little bugs in the code.**

**99 little bugs in the code.**

**Take one down, patch it around.**

**127 little bugs in the code...**