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About the Language



Language Overview

Shoo is a general-purpose programming language that is statically scoped and strongly typed. It has imperative and functional programming features with C-like syntax. Supporting first class functions, structs, and arrays, it can perform reasonably complex tasks in a single-threaded setting.

Language Evolution

Iteration 0 Iteration 1 **Current iteration** Focus on first Inspired by the Discard class functions Go language concurrent Vision: concurrent programming, (discard programming, locks "shoo-routine" parallelizable Discussion of name) problem solving, linking a C library Discard channels Go-routines for Go's channels Implement "Shoo-routines" Channels, locks, structs and threads, and first nested arrays class functions.

Key Language Features

- First-class Functions
- Structs
- Arrays



First-Class Functions

- Functions are treated like variables
- Can be fields in structs or elements in arrays
- Can be arbitrarily nested
- Can have recursive function



Arrays And Structs

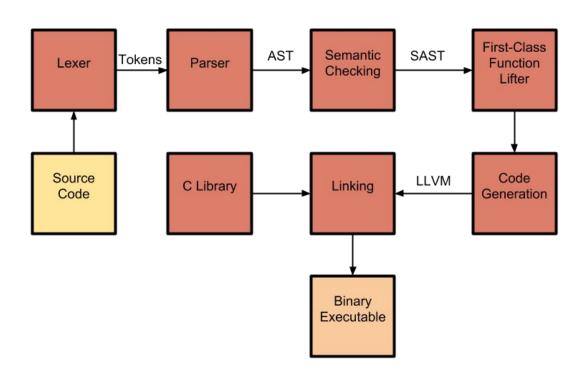
- Arrays can hold any type including arrays, user defined structs and functions
- Struct fields can have default values and can have any number and type of member fields



About the Compiler



Compiler Architecture

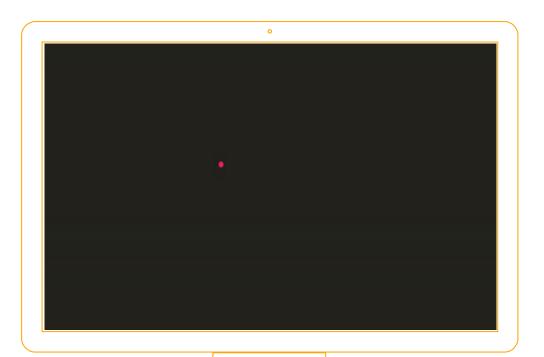


Code



Demo Sample Projects

Demonstration of interesting features in our languages such as first-class functions, structs, and arrays.





Demo 1

- Choose your own adventure with structs, functions and arrays:
 - Choose an array size (for the array of structs)
 - Choose a struct type (BankAccount, Rectangle, Point, Student)
 - The current array of these objects prints (initial values are randomly generated)
 - Choose a function to apply to the array of structs (these functions are stored in an array as well)
 - The array after the function application is printed

Demo 2: Bubble Sort

Array of Structs

Index : 1 Data: 106

Index: 3 Data: 101 Index: 8 Data: 104 Index: 4 Data: 107 Index : 5 Data: 100

```
struct Object { /* ... */ }
function compareData(Object a, Object b) bool { /* ... */ }
function compareIndex(Object a, Object b) bool { /* ... */ }
/* printIndex() and printData() definitions here */
function bubbleSort(array<Object> arr, int n, func(Object, Object; bool) compare) array<Object> { /* ... */ }
/* Some initializations here */
printIndex(objects, n);
                                                         // prints: 1 3 8 6 9 7 0 2 4 5
                                                          // prints 106 101 104 108 105 103 102 109 107 100
printData(objects, n);
bubbleSort(objects, n, compareIndex);
printIndex(objects, n);
                                                         // prints: 0 1 2 3 4 5 6 7 8 9
bubbleSort(objects, n, compareData);
printData(objects, n);
                                                         // prints: 100 101 102 103 104 105 106 107 108 109
```

Demo 3: Sudoku Solver

8			>			Г		
		3	6					
	7					2		
	5				7			
				4	5	7		
			1				3	
		1						8
		8	5				1	
	9					4		

- Multi-dimensional arrays
- Operates on a default board

Bonus Demo

- Uses 2D arrays.
- Reads a string from stdin and then prints it in a fun ASCII format

al@numel:~/shoo-lang\$./run.sh sample_programs/ascii.shoo Here's a sample of the font Now ascii-fy your own string up to 10 characters Please input a string of just lower case characters hello

al@numel:~/shoo-lang\$

Wrap Up



Future Work

- Automatic garbage collection
- Mutually recursive structs and functions
- Type inference



Questions?



Sources



Sources

This presentation uses images and gifs from the following sources:

- Key Language Features slide:
 https://giphy.com/gifs/key-nPlwhYMeBkis0
- Demo Sample Projects slide:
 https://hackernoon.com/presenting-your-code-beautifully-fdbab9
 e6fb68
- Arrays and Structs slide: <u>http://www.freblogg.com/2018/01/remove-duplicate-elements-from-array_6.html</u>
- First-Class Functions slide:
 https://www.designcrowd.com/design/16148133

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