

CS 365 — Programming Language Concepts

The Visitor Pattern for Language System Implementation

Jan 30, 2008

Functional vs OO

```
interface Animal {
    String happyNoise();
    String excitedNoise();
}

class Dog implements Animal {
    String happyNoise() { return "pant pant"; }
    String excitedNoise() { return "bark"; }
}

class Cat implements Animal {
    String happyNoise() { return "purrrrrr"; }
    String excitedNoise() { return "meow"; }
}
```

Functional vs OO

```
interface Animal {
    String happyNoise();
    String excitedNoise();
}

class Dog implements Animal {
    String happyNoise() { return "pant pant"; }
    String excitedNoise() { return "bark"; }
}

class Cat implements Animal {
    String happyNoise() { return "purrrrrr"; }
    String excitedNoise() { return "meow"; }
}

class Chicken implements Animal {
    String happyNoise() { return "cluck cluck"; }
    String excitedNoise() { return "cockadoodledoo"; }
}
```

Functional vs OO

```
interface Animal {
    String happyNoise();
    String excitedNoise();
    String angryNoise();
}

class Dog implements Animal {
    String happyNoise() { return "pant pant"; }
    String excitedNoise() { return "bark"; }
    String angryNoise() { return "grrrrr"; }
}

class Cat implements Animal {
    String happyNoise() { return "purrrrr"; }
    String excitedNoise() { return "meow"; }
    String angryNoise() { return "hissss"; }
}

class Chicken implements Animal {
    String happyNoise() { return "cluck cluck"; }
    String excitedNoise() { return "cockadoodledo"; }
    String angryNoise() { return "squaaaack"; }
}
```

Functional vs OO

```
datatype Animal = Dog | Cat ;

fun happyNoise(Dog) = "pant pant"
  | happyNoise(Cat) = "purrrr"

fun excitedNoise(Dog) = "bark"
  | excitedNoise(Cat) = "meow"
```

Functional vs OO

```
datatype Animal = Dog | Cat ;

fun happyNoise(Dog) = "pant pant"
  | happyNoise(Cat) = "purrrr"

fun excitedNoise(Dog) = "bark"
  | excitedNoise(Cat) = "meow"

fun angryNoise(Dog) = "grrrrr"
  | angryNoise(Cat) = "hisssss"
```

Functional vs OO

```
datatype Animal = Dog | Cat | Chicken;  
  
fun happyNoise(Dog) = "pant pant"  
  | happyNoise(Cat) = "purrrr"  
  | happyNoise(Chicken) = "cluck cluck";  
  
fun excitedNoise(Dog) = "bark"  
  | excitedNoise(Cat) = "meow"  
  | excitedNoise(Chicken) = "cockadoodledo";  
  
fun angryNoise(Dog) = "grrrrr"  
  | angryNoise(Cat) = "hisssss"  
  | angryNoise(Chicken) = "squaaaack";
```

Functional vs OO

	Dog	Cat	Chicken
happyNoise	pant pant	purrrrr	cluck cluck
excitedNoise	bark	meow	cockadoodledo
angryNoise	grrrrrr	hisssss	squaaaaack

Jay

<i>Program</i>	→	<code>void main () '{' Declarations Statements '}'</code>
<i>Declarations</i>	→	<code>{ Declaration }*</code>
<i>Declaration</i>	→	<code>Type Identifiers;</code>
<i>Type</i>	→	<code>int boolean</code>
<i>Identifiers</i>	→	<code>Identifier { , Identifier }*</code>
<i>Statements</i>	→	<code>{ Statement }*</code>
<i>Statement</i>	→	<code>; Block Assignment IfStatement WhileStatement PrintStatement</code>
<i>Block</i>	→	<code>'{' Statements '}'</code>
<i>Assignment</i>	→	<code>Identifier = Expression ;</code>

Jay, continued

<i>IfStatement</i>	→	<i>if</i> (<i>Expression</i>) <i>Statement</i> { <i>else Statement</i> } _{opt}
<i>WhileStatement</i>	→	<i>while</i> (<i>Experssion</i>) <i>Statement</i>
<i>PrintStatement</i>	→	<i>System.out.println</i> (<i>Expression</i>) ;
<i>Expression</i>	→	<i>Conjunction</i> { <i> Conjunction</i> }*
<i>Conjunction</i>	→	<i>Relation</i> { <i>&& Relation</i> }*
<i>Relation</i>	→	<i>Addition</i> { [<i> < <= > >= == !=</i>] <i>Addition</i> } _{opt}
<i>Addition</i>	→	<i>Term</i> { [<i>+ -</i>] <i>Term</i> }*
<i>Term</i>	→	<i>Negation</i> [<i>* /</i>] <i>Negation</i>
<i>Negation</i>	→	{ <i>!</i> } _{opt} <i>Factor</i>
<i>Factor</i>	→	<i>Identifier</i> <i>Literal</i> (<i>Expression</i>)