

Object-oriented programming

Second semester

Lecture №8

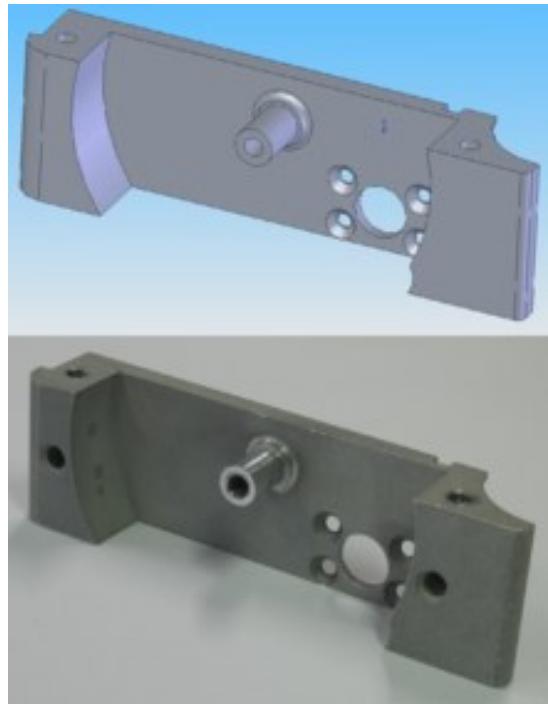
DSL

Domain-Specific Language (DSL)

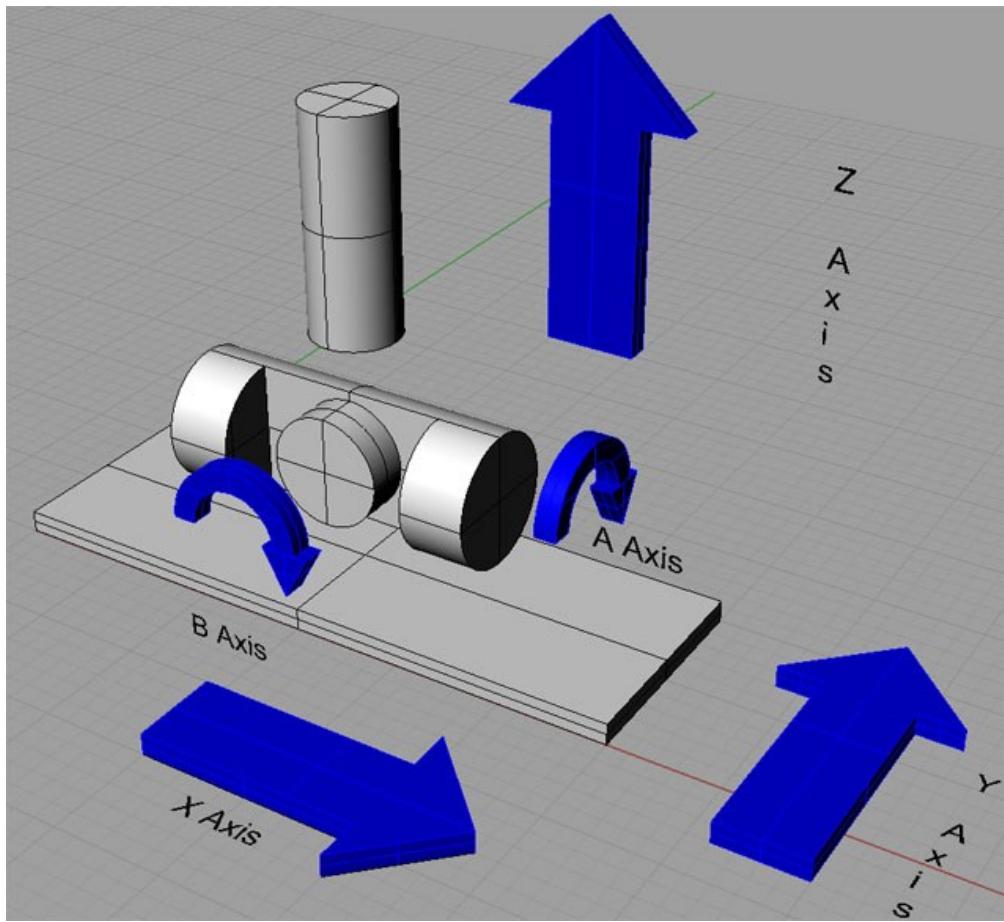
A domain-specific language (DSL) is a computer language specialized to a particular application domain. This is in contrast to a general-purpose language (GPL), which is broadly applicable across domains.

- TeX/LaTeX
- SQL
- HTML
- AutoLisp
- Prolog
- G-Code

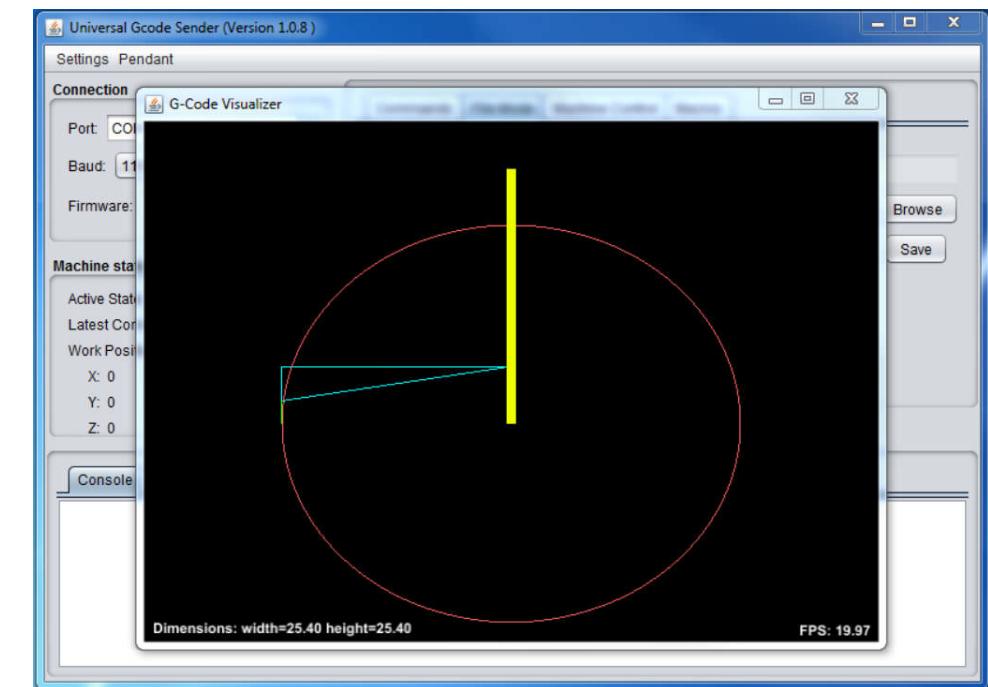
G-Code



G-Code

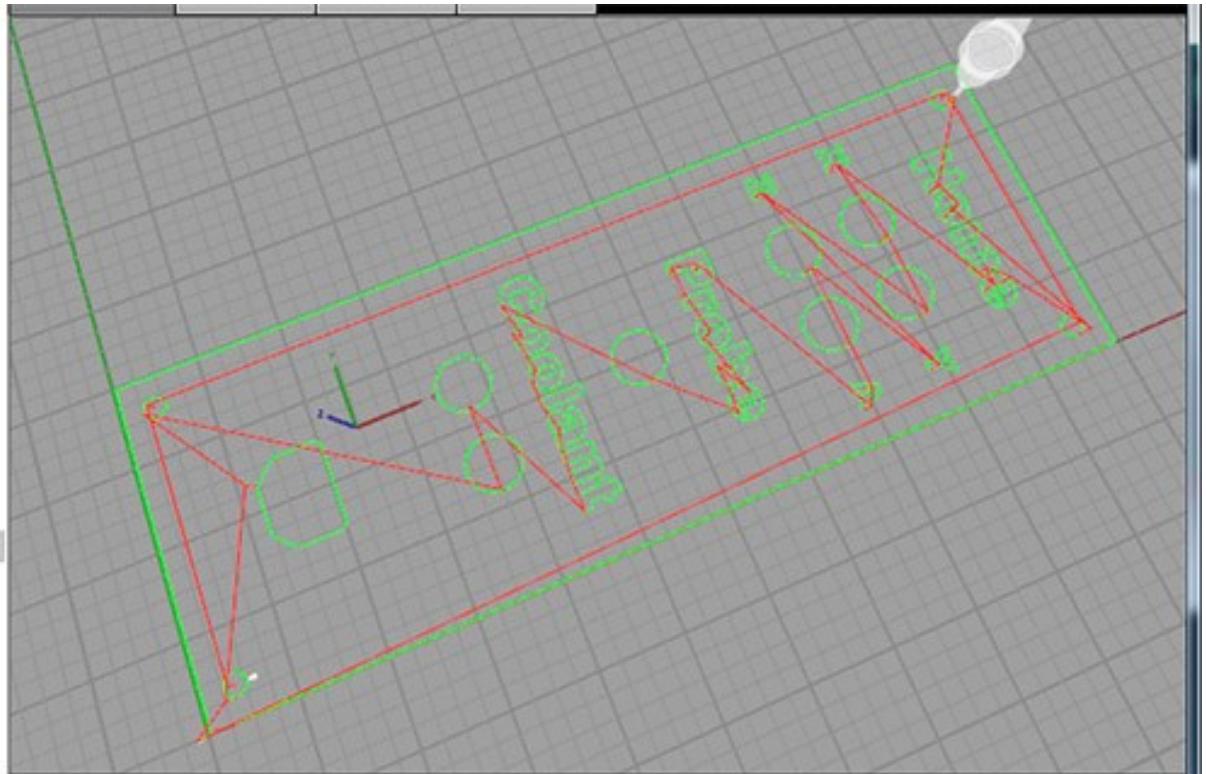
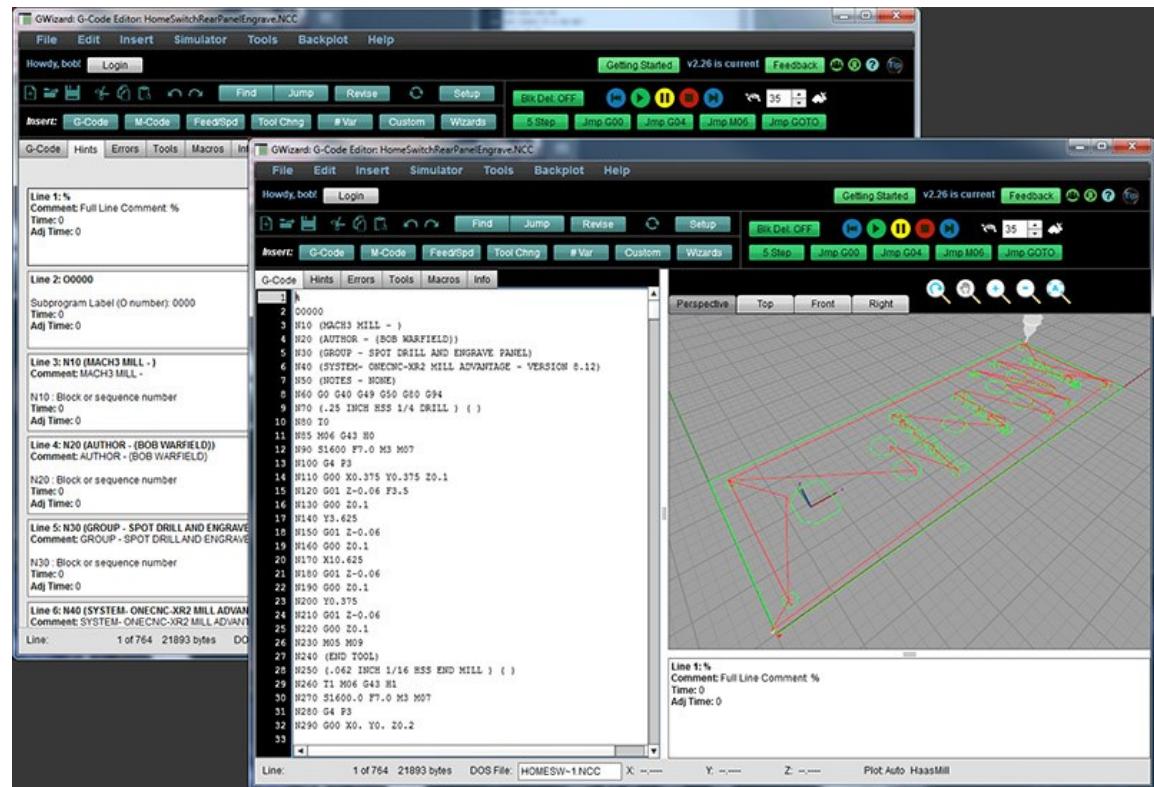


```
G17 G20 G90 G94 G54  
G0 Z0,25  
X-0,5 Y0.  
Z0,1  
G01 Z0. F5.  
G02 X0. Y0,5 I0,5 J0. F2,5  
X0,5 Y0. I0. J-0,5  
X0. Y-0,5 I-0,5 J0.  
X-0,5 Y0. I0. J0,5  
G01 Z0,1 F5.  
G00 X0. Y0. Z0,25
```



This simple program will draw a 1" diameter circle about the origin.

G-Code



Line 43: N400 G03 X0.5 Y0.375 I0. J0.125 F7.0

N400 : Block or sequence number

G03: Counter-clockwise circular interpolation (move in a circular arc at feed speed)

F7.0: Feed Rate = 7

Relative IJK resolves to absolute IJK = I0.375 J0.375 K-0.04

Arc endpoint: 0.5000, 0.3750, -0.0400

Arc center coordinates: 0.3750, 0.3750, -0.0400, radius = 0.1250 (determined by IJK)

Arc angles: 270.0 to .0(270.0 degrees total)

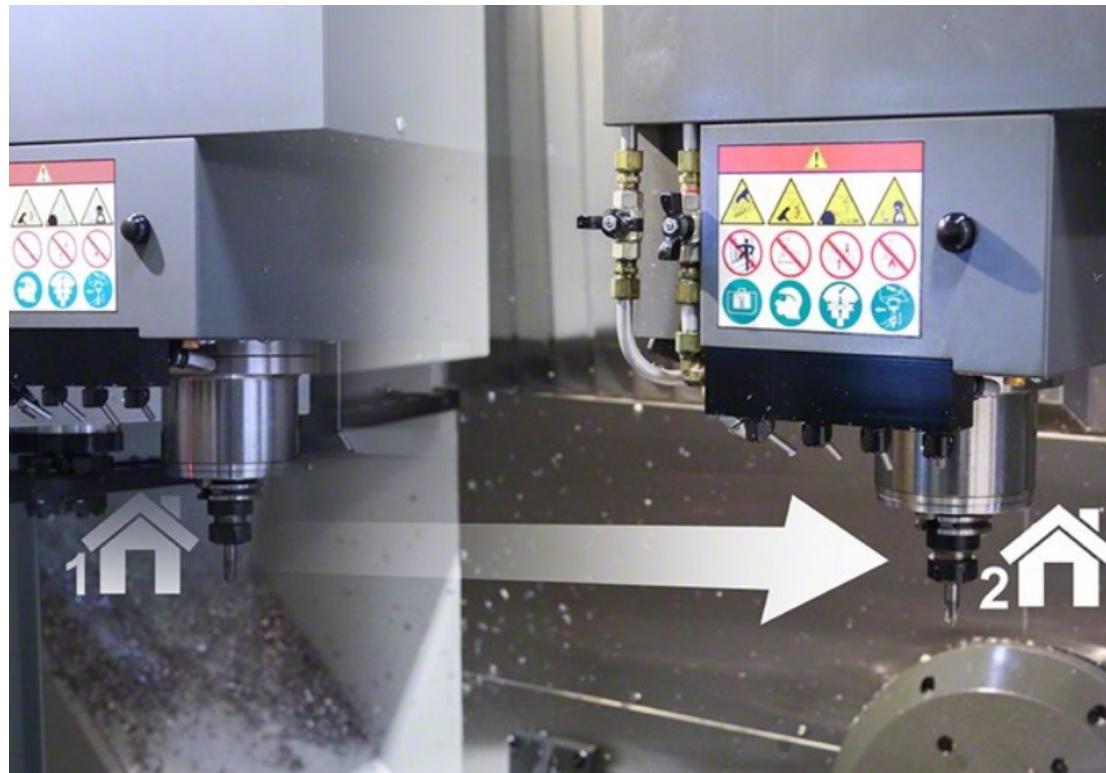
Time: 4:53.3

Adj Time: 5:09.7

V End: 7

Y: --- Z: --- Plot: Auto HaasMill

G-Code

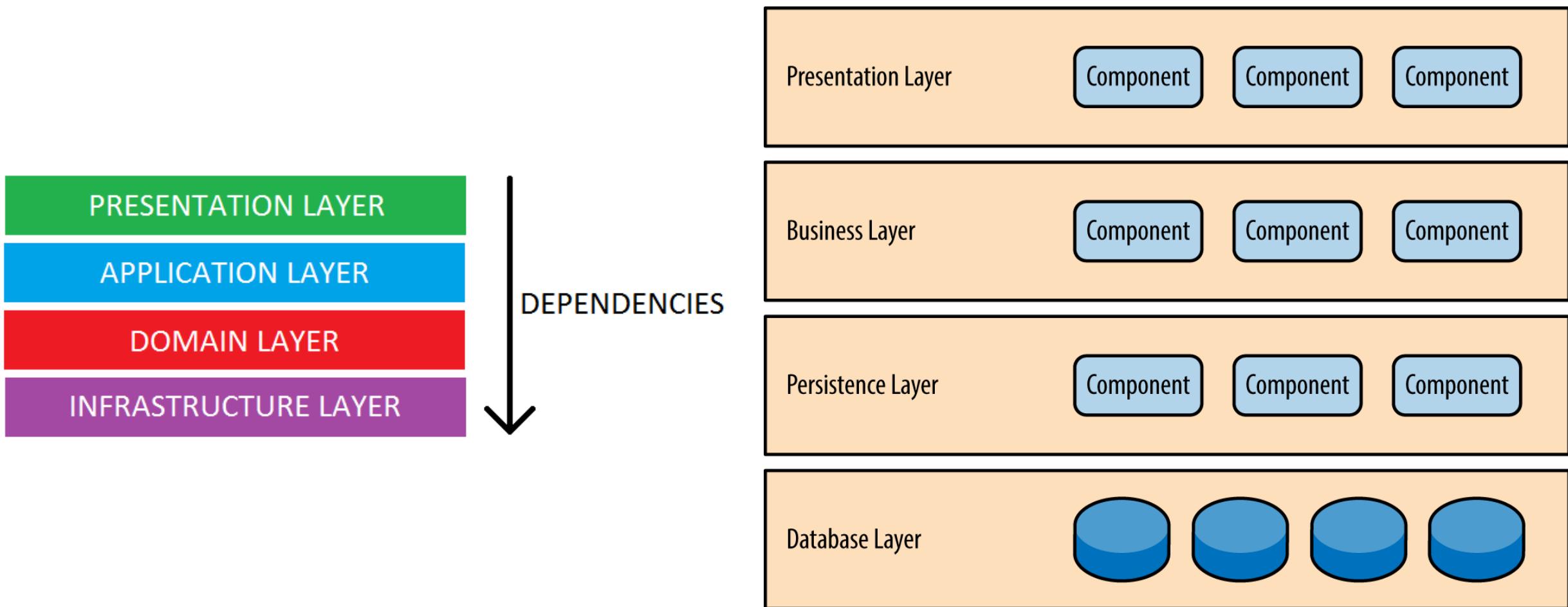


```
Operation: MEM
Memory/001795.txt
03:26:47
N10
; (PROBE BORE)
; (COMPENSATES AND RE-RUNS IF UNDERSIZE);
M97 P10 (PROBE BORE)
; M97 P20 (ADJUST TOOL DIAMETER WEAR)
; M97 P30 (RE-RUN BORE IF UNDERSIZED)
; #140= 0 (RESET COUNTER);
; (THIS NUMBER USED FOR MACRO);
; #140= #140 + 1 (INCREMENT COUNT);
N10 (PROBING);
; M06 T25 (PROBE);
G54 G00 G90;
A90. B90. ;
X0. Y0. ;
G43 H25 Z0.75;
G65 P9832 (TURNS ON PROBE);
; (P9832)
```

Printboard



DSL & OOP, Multilayered architecture

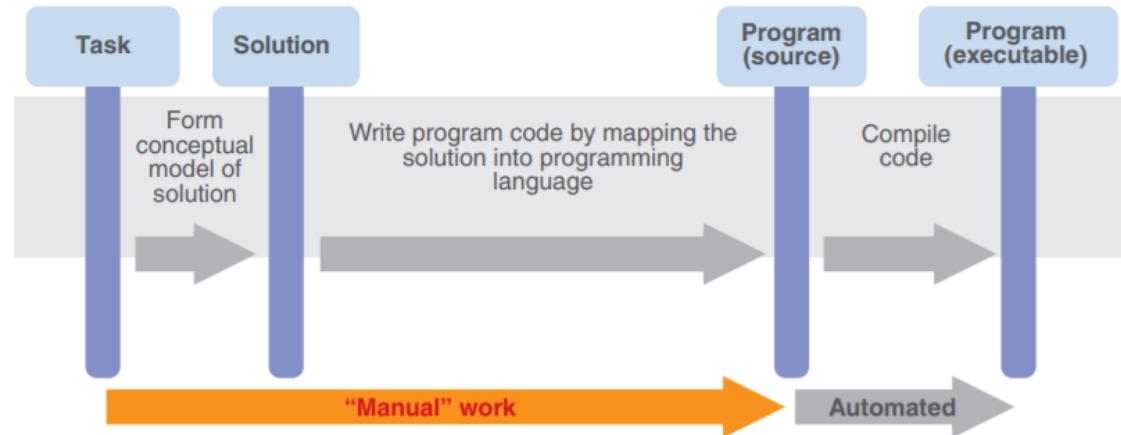


DSL

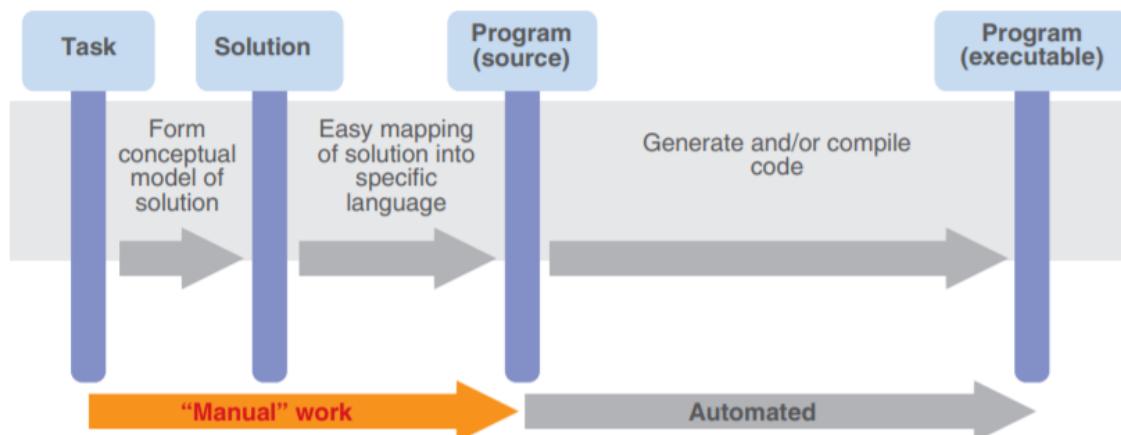
- Environment objects
- Instance of objects
- Domain's types
- Domain's rules
- Domain's algorithms ?

(Who knows how to solve the problem of the business)

General-purpose and domain-specific languages



Mainstream programming with a general-purpose language.



Language-oriented programming with domain-specific languages.

Defining a new DSL

With this kind of setup in place, there are three main parts to defining a new DSL:

- Define the abstract syntax, that is the **schema** of the abstract representation.
- Define an **editor** to let people manipulate the abstract representation through a projection.
- Define a **generator**. This describes how to translate the abstract representation into an executable representation. In practice the generator defines the semantics of the DSL.

Building Java Projects with Gradle

```
apply plugin: 'java'                                // tag::dependencies[]
apply plugin: 'eclipse'
apply plugin: 'application'

mainClassName = 'hello.HelloWorld'

// tag::repositories[]
repositories {
    mavenCentral()
}
// end::repositories[]

// tag::jar[]
jar {
    baseName = 'gs-gradle'
    version = '0.1.0'
}
// end::jar[]

sourceCompatibility = 1.8
targetCompatibility = 1.8

dependencies {
    compile "joda-time:joda-time:2.2"
    testCompile "junit:junit:4.12"
}
// end::dependencies[]

// tag::wrapper[]
// end::wrapper[]

task myJavadocs(type: Javadoc) {
    timeout = Duration.ofMinutes(10)
    source = sourceSets.main.allJava
    mustRunAfter "taskX"
}
```

DSL example

The screenshot shows the JetBrains MPS IDE interface with a project named "Voice_demo". The main editor area displays a Domain Specific Language (DSL) definition for a "Voice Menu". The code is written in a textual DSL, defining various activities and their interactions through button presses.

```
Voice_Menu
File Edit View Navigate Code Analyze Build Run Tools VCS Window Help
Voice_demo [~/MPS/projects/Voice_demo] - node://VoiceMenuCollection/items/JetBrains_Voice_Menu
JetBrains Voice Menu Playback: Welcome to JetBrains

On button: 1 --> Products
On button: 2 --> Technical support
On button: 3 --> Contact information
On button: Number of button --> Name of activity
4 5 6 7 8 9 0 *
On button: # --> Hanging up

Activity: Products on button: 1
    On button: 1 --> MPS
    On button: 2 --> Development tools
    On button: 3 --> Team tools

Activity: MPS on button: 1 Playback Text: Do you know that JetBrains provides commercial si
    On button: 1 --> Description
    On button: 2 --> Applicable domains
    On button: 3 --> Roadmap
    On button: 4 --> Technical support

Activity: Description on button: 1 Playback Text:
    MPS is a domain-agnostic language workbench specialized on DSLs.
    Get info

Activity: Applicable domains on button: 2 Playback Text:
    MPS can be applied to any domains. The existing customers use MPS in insurance, legislat
    Get info

Activity: Roadmap on button: 3 Playback Text: A lot of new features are coming so
    Get info

Content Actions
Appearance
Move down
Move up
Sort Ascending
Sort Descending
Available Buttons
0
1
2
3
4
5
6
7
8
9
Openers
Add new Event
Remove Event
Settings
Hide Toolbar
Step Back
```

The code defines several activities:

- Products**: Triggered by button 1, leading to **MPS**, **Development tools**, or **Team tools**.
- MPS**: Triggered by button 1 from the **Products** activity, providing a **Description**, **Applicable domains**, **Roadmap**, and **Technical support**.
- Description**: Triggered by button 1 from the **MPS** activity, providing a **Description** of MPS as a domain-agnostic language workbench.
- Applicable domains**: Triggered by button 2 from the **MPS** activity, providing a **Description** of MPS being applied to various domains.
- Roadmap**: Triggered by button 3 from the **MPS** activity, providing a **Description** of new features coming soon.

The right-hand sidebar shows the **Content Actions** panel, which includes sections for **Appearance**, **Available Buttons** (containing digits 0-9), **Openers** (with options to **Add new Event** or **Remove Event**), **Settings** (with **Hide Toolbar** and **Step Back** options), and a **Context Actions** section.