Language Design Proposal: pOOP

Student Name(s): Kyle Dewey Language Name: pOOP

Compiler Implementation Language and Reasoning: Java. I'm already familiar with it, and I'm not planning to get into optimizations. Learning a new language is an unnecessary risk.

Target Language: C

Language Description: (Pathetic) object-oriented programming. The goal is for me to better understand how object-oriented programming languages work. I want to implement a Java-like language with classes and subclasses. I'm intentionally picking C because it is pretty low-level, but it's not so low-level that it will require me to spend a lot of time understanding the target language.

Planned Restrictions: there is no way to reclaim allocated memory (either automatically or manually), and no optimizations.

Abstract Syntax:

```
var is a variable
classname is the name of a class
methodname is the name of a method
str is a string
i is an integer
type ::= Int | Boolean | Void | Built-in types
         classname class type; includes Object and String
op ::= + | - | * | / Arithmetic operations
exp ::= var | str | i | Variables, strings, and integers are
                         expressions
        this | Refers to my instance
        println(exp) | Prints something to the terminal
        exp op exp | Arithmetic operations
        exp.methodname(exp*) | Calls a method
        new classname (exp*) | Creates a new instance of a class
        (type)exp Casts an expression as a type
vardec ::= type var Variable declaration
stmt ::= vardec; | Variable declaration
         var = exp; | Assignment
         while (exp) stmt | while loops
         break; | break
         { stmt* } | block
```

Computation Abstraction Non-Trivial Feature: Objects + methods with class-based inheritance.

Non-Trivial Feature #2: Subtyping

Non-Trivial Feature #3: Static access modifier checking

Work Planned for Custom Milestone: Access modifier checking. Until that point, everything is implicitly considered public.