

My Insanely Great Programming Language

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Abstract

Describe your paper in 100-200 words, give or take. The command-line `wc` utility is really useful here!

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1 Introduction

Describe the language in general terms; motivations behind this language; distinguishing characteristics over other languages.

2 Previous Work

Summarize any existing precursors to this language, as well as any other prior work that is relevant to this language. You will very likely hone your \LaTeX skills here. For example, you would cite our textbook in this way [Sco00]. I once wrote a paper on a visual query language called MQuery [DC96].

3 Syntax and Semantics Overview

Specify the micro (lexical) and macro (EBNF) syntax of your language. Highlight a few semantic rules.

4 Semantics of My Insanely Great Programming Language

For the language description proper, include sample code and highlight distinguishing or interesting points that are specific to the language in each section. \LaTeX makes it really easy to refer to other sections, such as the one on syntax (Section 3) or even a section that is coming up, such as the one on concurrency (Section 4.5).

4.1 Naming, Declarations, Scoping

4.2 Types

4.3 Expressions, Statements

4.4 Subroutines, Classes, Modules

4.5 Concurrency

Show how to define threads and how to do synchronization.

5 Standard Library

If you can list all of the library units, do so (for example, C++ has only 50 modules in its library, but Java has 177). At least show the organization of library units within the standard library. Describe the important ones.

6 Other Interesting Features

Include this section only if there are other interesting features that have not already been discussed.

7 Conclusion

Provide a synopsis of the entire language, and touch on potential future work that can be based on this language. Feel free to cite other work liberally.

A Sample Programs

No “Hello World”s here, please.

A.1 Sample 1

A.2 Sample 2

References

- [DC96] John David N. Dionisio and Alfonso F. Cárdenas. MQuery: a visual query language for multimedia, timeline, and simulation data. *Journal of Visual Languages and Computing*, 7:377–401, December 1996.
- [Sco00] Michael L Scott. *Programming Language Pragmatics*. Morgan Kaufmann, 2000.