

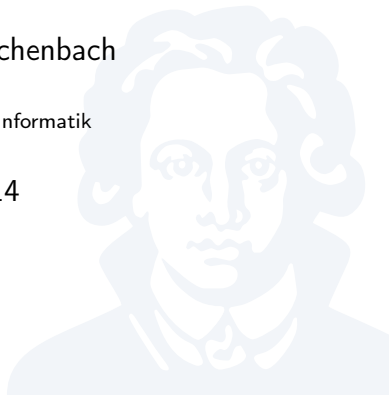
Foundations of Programming Languages

Statements and Assignments

Prof. Dr. Christoph Reichenbach

Fachbereich 12 / Institut für Informatik

22. Oktober 2014



Statements

- ▶ Commands
- ▶ Classes of statements:
 - ▶ Assignments
 - ▶ Blocks
 - ▶ Conditional statements
 - ▶ Loop statements
 - ▶ Subprogram calls
 - ▶ promoted declarations
 - ▶ promoted expressions
- ▶ Functional programming:
 - ▶ No statements, or
 - ▶ statements = expressions



Blocks

Pascal

```
begin  
    statement1;  
    statement2;  
end
```

C family

```
{  
    statement1;  
    statement2;  
}
```

- ▶ Alternative approach (Python, Haskell):
use *indentation/whitespace* differences to mark blocks

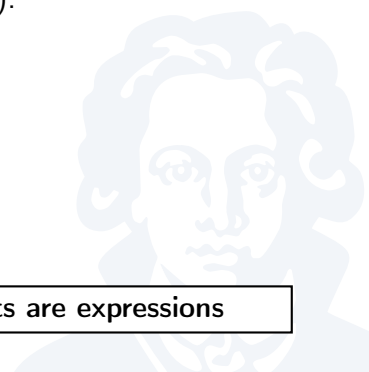
Combine multiple statements into a single statement

Assignments

$x := expression$

- ▶ Evaluate: $expression \Downarrow v$
- ▶ Put v into x 's storage location
- ▶ Multiple assignment (e.g., Python):
 $(x, y) = (y, x)$
- ▶ Common assignment operators:
 - ▶ `:=` in Pascal, SML
 - ▶ `=` in the C family
 - ▶ `<-` in OCaml

In C-like languages, assignments are expressions



Compound Assignment

Common feature in C family languages:

- ▶ $x += 3$
equivalent to
 $x = x + 3$
- ▶ Analogously for $-=$, $*=$, $<<=$, ...



Unary Assignment

Another common feature in C family languages:

▶ ++x

equivalent to:

x = x + 1

▶ --x

equivalent to

x = x - 1

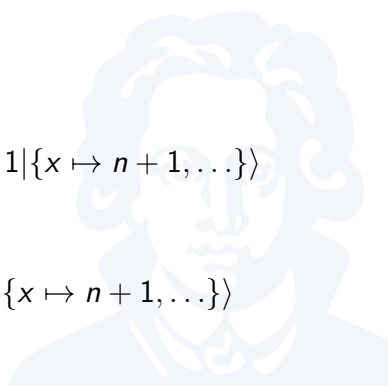
▶ Also: x++, x--

▶ ++x returns new x:

$$\langle ++x | \{x \mapsto n, \dots\} \rangle \longrightarrow^* \langle n + 1 | \{x \mapsto n + 1, \dots\} \rangle$$

▶ x++ returns old x:

$$\langle x++ | \{x \mapsto n, \dots\} \rangle \longrightarrow^* \langle n | \{x \mapsto n + 1, \dots\} \rangle$$



Summary

- ▶ *Statements*: orders to the computer (sequential)
- ▶ *Blocks*: combine multiple statements into one
- ▶ *Assignments* update storage location of a variable
 - ▶ *Multiple assignments*: assign to multiple variables at once
 - ▶ *Compound assignments*: combine old variable contents with value arithmetically
 - ▶ *Unary assignment*: increment/decrement variable

