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Introduction to Scripting Languages
What is a scripting language?
   glue
   extension
   text processing
   web (CGI, server-side, client-side, XSLT)
Common characteristics
   economy of expression
   usually interpreted; for both batch and interactive use
   often a single canonical implementation
   lack of definitions; simple scoping rules
   dynamic typing, sometimes lots of coercion
   high-level types: sets, bags, dictionaries, lists, tuples, objects
   easy access to other programs
   pattern matching and string manipulation
Perhaps more accurately termed dynamic languages, in reference to the use of
dynamic typing.
Ancestors
   shells
       JCL
       sh/ksh/bash
       csh/tcsh
       DOS shell
   text processing
       RPG
       sed
       awk
Modern categories
   general-purpose
       Rexx (old but still used on IBM platforms)
                                                     late '70s
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Perl (long the most widely used)
                                                   late '80s
   Tcl (now on the downswing, except for Tk)
                                                   late '80s
   Python (has probably passed Perl)
                                                   early '90s
   Ruby (on the upswing)
                                                   early '90s*
      * didn't really catch on in the West until
       good English documentation came out in 2001)
   AppleScript (Mac platform only)
   PowerShell (and, once, Visual Basic — Windows platform only)
extension
   most of the general-purpose ones
       Python at Disney and ILM
       Tcl in AOLServer
   Lua
       esp. in gaming
   Scheme
       Flk
       SIOD — leading extension language for GIMP
           (Tcl, Python, Perl also supported)
       Guile
   Emacs Lisp
   proprietary
       Maya
       Cold Fusion
       AutoCAD
       Macromedia Director, Flash
       Adobe tools w/ JavaScript, AppleScript, or VBScript
       many, many others
math
   APL; S, R; Mathematica, Matlab, Maple
web
   CGI -- all the GP options
   PHP -- leading server-side option; also ASP
   JavaScript -- leading client side option (VB used w/in some orgs.)
   Dart -- leader among several languages designed to compile to
           JavaScript as a way to get around the not-on-all-browsers
           problem
   XSLT -- for processing XML
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names & scopes
   what is the scope of an undeclared variable?
       Perl: global unless declared otherwise
       PHP: local unless explicitly imported
       Ruby: foo is local; $foo is global; @foo is instance; @@foo is class
       Python and R: local if written; global otherwise
           Fig. 14.16, p. 740:
   i = 1; j = 3
   def outer():
       def middle(k):
           def inner():
              global i # from main program, not outer
              i = 4
           inner()
           return i, j, k
                              # 3-element tuple
       i = 2
                             # new local i
       return middle(j)
   print(outer())
   print(i, j)
           prints
              (2, 3, 3)
4 3
          No way in Python to write an intermediate-level
              (non-global, non-local) var
           In R, use foo <<- val (rather than foo <- val)
              avoids creating a new local R; accesses closest existing
       Both static and dynamic scope in Perl:
           Fig. 14.17, p. 741:
   sub outer($) {
                                    # must be called with scalar arg
       sub A = sub {
          print "sub_A $lex, $dyn\n";
```

**}**;

```
my slex = [0];
                                   # static local initialized to first arg
       local $dyn = $_[0];  # dynamic local initialized to first arg
       sub B = sub {
          print "sub_B $lex, $dyn\n";
       print "outer $lex, $dyn\n";
       $sub_A->();
       $sub B->();
   }
   1; \ $lex = 1; $dyn = 1;
   print "main $lex, $dyn\n";
   outer(2);
   print "main $lex, $dyn\n";
          prints
              main 1, 1
              outer 2, 2
              sub_A 1, 2
              sub_B 2, 2
              main 1, 1
strings & pattern matching
   grep and sed: "basic" REs
   awk, egrep, C regex library: "extended" (Posix) REs
       quantifiers (generalizations of Kleene closure)
       character sets
       ^ and $, .
       backslash
   Perl, Python, Ruby, JavaScript, elisp, Java, C#: "advanced" REs
       trailing modifiers:
          q global (all matches)
          i case insensitive
              allow dot to match an embedded newline
              allow $ and ^ to match before / after embedded newline
          m
              ignore comments and white space in pattern
          Χ
```

```
capture:
        = "-3.14e+5"; # default subject of match if =~ not used
        if (/^{(+-)?}((\d+)\.(\d+))(e([+-)?\d+))?$/) {
            # floating point number
           print "sign: ", $1, "\n";
           print "integer: ", $3, $4, "\n"; # only one nonempty
print "fraction: ", $5, "\n";
print "mantissa: ", $2, "\n";
print "exponent: ", $7, "\n";
        }
        This prints
            sign:
            integer: 3
            fraction: 14
            mantissa: 3.14
            exponent: +5
   greedy (default *) and minimal (*?) matches
        +? matches at least one but no more than necessary
        ?? matches zero or one, with a preference for zero
    special escape sequences
        lots of these. E.g.,
            \n, \r, \t, ...
            \d digit
            \s white space
            \w word character (letter, digit, underscore)
Implementation
    NFA v. DFA
        tradeoff: DFA requires compilation: good if repeated;
            may also be necessary if there is capture.
            NFA can be emulated immediately.
   compilation?
        gr operator forces (one-time) compilation:
```

```
for (@patterns) {
                                # iterate over patterns
              my pat = qr(s_); # compile to automaton
               for (@strings) {
                                        # iterate over strings
                  if (/$pat/) { # no recompilation required
                      print;
                                         # print all strings that match
                      print "\n"; }
              print "\n";
           }
data types
   Perl goes crazy with coercion
       a = 4;
                                 # string
       print $a . 3 . "\n"; # concatenation ==> "34"
       print $a + 3 . "\n"; # addition
                                              ==> 7
   notion of context in Perl
       numeric, string, scalar/array, ...
   considerable variety in numeric types
       always doubles in JavaScript; doubles by default in Lua
       always strings in Tcl (!)
       PHP: ints & doubles
       Perl, Ruby: ints, doubles, and bignums
       Scheme: ints, doubles, bignums, rationals
   composites:
       where static languages tend to emphasize arrays & structs,
       scripting languages typically emphasize mappings
           (aka hashes, dictionaries, associative arrays)
       Perl, Python, Ruby:
           arrays and hashes — both self-expanding (syntax varies)
       Python: also tuples & sets
           tuples are immutable (and thus faster than arrays)
           sets support union, intersection, difference, xor
       PHP & Tcl: arrays == hashes
           array is just a hash w/ numeric keys
```

```
JavaScript: arrays == hashes == objects
multidimensional arrays via tuple keys
not very efficient
much better support in the 3Ms
```

## objects

```
hack in Perl 5; supposed to be real in Perl 6
"Object-based" approach in JavaScript
    classes added in ECMAScript 6 (backward compatible)
pure object orientation in Ruby, ala Smalltalk
executable class declarations
    mentioned under "elaboration" in Chap. 3 lecture
    can be used, e.g., to give the effect of conditional compilation
```

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## Perl

Note that Perl, unlike Python & Ruby, has no real interactive mode. (You can get some of the functionality from the Perl debugger, but it executes each line in isolation, which is pretty unsatisfying.)

"There's more than one way to do it."

```
if ($a < $b) { $s = "less"; }
$s = "less" if ($a < $b);
$s = "less" unless ($b >= $a);
```

heavy use of punctuation characters

```
# comment

#! convention script language identifier

$, @, %, NAKED scalar, array, hash, filehandle

<..> readline of file handle

pattern match

default input line and loop index

concatenation
```

```
Dynamic typing, coercion
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```
a = ''4'';
   print $a . 3 . "\n"; prints 43
   print $a + 3 . "\n";
                              prints 7
subroutines
   sub min {
      my $rtn = shift(@_);  # first argument
         # my gives local lexical scope; @_ is list of arguments
         # local gives dynamic scope
      for my $val (@_) {
         $rtn = $val if ($val < $rtn)</pre>
      return $rtn;
   }
   $smallest = min($a, $b, $c, $d, @more_vals); # args are flattened
context
   some things behave differently in array and scalar "contexts".
      @my_array = @_;
      num args = 0;
   you can do this yourself:
      sub abs {
          my @args = @_;
          for (@args) {
             = - if (< 0); #  is a reference;
                                       # this modifies args in place
          return wantarray ? @args : $args[0];
             # note: not @args[0]
      }
      print join (", ", abs(-10, 2, -3, 4, -5)), "\n";
      print n = abs(-10, 2, -3, 4, -5), "\n";
```

```
This prints
```

```
10, 2, 3, 4, 5
10
```

regular expressions -- discussed in previous lecture

hashes

```
%complements = ("ref" => "cyan",
                      "green" => "magenta", "blue" => "yellow");
       # NB: => is (almost) an alias for,
       # (also forces its left operand to be interpreted as a string)
   print $complements{"blue"};
                                    # vellow
Examples from book
   HTML heading extraction (Example 14.23, Fig. 14.4, p. 716)
   while (<>) {
                                           # iterate over lines of input
       next if !/<[hH][123]>/;
                                          # jump to next iteration
      while (!/<\/[hH][123]>/) { $ .= <>; } # append next line to $
       s/.*?(<[hH][123]>.*?<\/[hH][123]>)//s;
          # perform minimal matching; capture parenthesized expression in $1
       print $1, "\n";
       redo unless eof; # continue without reading next line of input
   }
   note:
       #!
       while (<>)
       next, redo
       implicit matching against $
       update-assignment to $
       s/// -- could have been written = \sim s///
       minimal matching via *?
       character sets in REs: [hH], [123]
       backslash escape of /
       capture with ( )
       trailing s on match allows '.' to match embedded \n
```

```
force quit (Example 14.24, Fig. 14.5, p. 719)
\#ARGV == 0 \mid \mid die "usage: $0 pattern\n";
open(PS, "ps -w -w -x -o'pid, command' |"); # 'process status' command
                                                   # discard header line
<PS>:
while (<PS>) {
   @words = split;
                                        # parse line into space-separated words
   if (/$ARGV[0]/i && $words[0] ne $$) {
                                        # delete trailing newline
       chomp;
       print;
       do {
           print "? ";
           $answer = <STDIN>;
       } until $answer =~ /^[yn]/i;
       if (\frac{-v}{y}) {
           kill 9, $words[0];
                                        # signal 9 in Unix is always fatal
                                        # wait for 'kill' to take effect
           sleep 1;
          die "unsuccessful; sorry\n" if kill 0, $words[0];
       }
                                        # kill 0 tests for process existence
   }
}
note:
                             latter is last index (one less than length)
   @ARGV, $#ARGV
   die
   open, file handles
   ps command
                             print with unlimited width (wide wide)
       -w -w
                             include processes w/out controlling terminals
       -x
       -o'pid,command'
                             what to print
   split
   trailing i on match ignores case
   $$
          my process id
   ne (strings) vs != (numbers)
   beginning of line marker: ^ (and eol marker: $)
   built-ins for many common shell commands (kill, sleep)
```