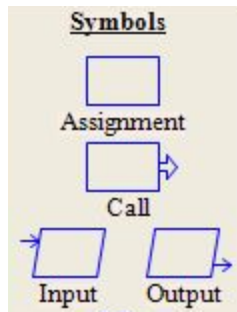


# RAPTOR Syntax and Semantics By Lt Col Schorsch

**Program** - an ordered collection of instructions that, when executed, causes the computer to behave in a predetermined manner.

**Variable** - A variable names a memory location. By using that variable's name you can store data to or retrieve data from that memory location. A **variable** has 4 properties: ① a name, ② a memory location, ③ a data type, ④ a value. You can assign a value to a variable using an assignment statement (see below). RAPTOR variables are declared on first use, they must be assigned a value on first use and based on that value it's *data type* will be Number, String, or an Array of Numbers.



**Data Type** - A Data Type is the name for a group of data values with similar properties.

A Data Type has 4 properties: ① a name, ② a set of values, ③ a notation for *literals* of those values, ④ operations and functions which can be performed on those values.

RAPTOR has two simple data types: Number and String (Array data types are described later)

Type name	Literal Values	Operations grouped from lowest to highest precedence
Number	-32, 0, 1, 49, etc. -2.1, 3.1415, etc.	[=, <, <=, >, >=, /, !=], [+ , -], [* , / , rem, mod], [** , ^]
String	"Hello", "Bob", etc.	[=, <, <=, >, >=, /, !=], [+]

**Operator** - An operator directs the computer to perform some computation on data.

Operators are placed between the data (operands) being operated on (i.e.  $X / 3$ ,  $Y + 7$ ,  $N < M$ , etc.)

basic math operators: +, -, \*, /, ^, \*\*, rem, mod  
 +, -, \*, / are defined as one would expect, \*\* and ^ are exponentiation, ex  $2^{**}4$  is  $16$ ,  $3^{**}2$  is  $9$  (remainder) and mod (modulus) return the remainder (what is left over) when the right operand divides the left operand, ex  $10 \text{ rem } 3$  is  $1$ ,  $10 \text{ mod } 3$  is  $1$

Concatenation operator: + Joins strings and numbers (i.e. "Average is " + (Total / Number))

The following operators are only used in decisions (see Selection and Iteration)

Relational operators: =, !=, /=  
 <, >, >=, <= Used to compare numbers and strings, = is equals, != and / = are both not equals. <, >, >=, <= are defined as expected. The result of a relational comparison is a Boolean value.

Logical operators:	and, or, not, xor	Expression	Result	Expression	Result	Expression	Result
		True and True	True	True or True	True	Not(True)	False
		True and False	False	True or False	True	Not(False)	True
		False and True	False	False or True	True	Not(True)	False
		False and False	False	False or False	False	Not(False)	True

not is true when other operand is true (but not when both operands are true).

**Function** - A function performs a computation on data and returns a value.

Functions use parentheses to indicate their data (i.e.  $\text{sqrt}(4.7)$ ,  $\text{sin}(2.9)$ , etc.)

Basic math: sqrt, log, abs, ceiling, floor, abs  
 sqrt returns the square root, ex  $\text{sqrt}(4)$  is  $2$   
 log returns the natural logarithm, ex  $\log(e)$  is  $1$   
 abs returns the absolute value, ex  $\text{abs}(-9)$  is  $9$   
 ceiling rounds up to a whole number, ex  $\text{ceiling}(3.14159)$  is  $4$   
 floor rounds down to a whole number, ex  $\text{floor}(10/3)$  is  $3$

Trigonometry: sin, cos, tan, cot, arcsin, arccos, arctan, arccot  
 Angles are in radians, ex  $\text{sin}(\pi)$  is  $0$ .  
 arctan and arccot are the two parameter versions of those functions. (i.e.  $\text{arctan}(X/Y)$  is written in RAPTOR as  $\text{arctan}(X,Y)$ ).

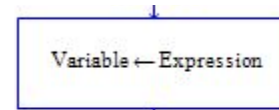
Miscellaneous: Length\_Of, Random  
 Length\_Of returns the number of characters in a string ex  $\text{Name} = \text{"Stuff"}$  followed by  $\text{Length\_Of}(\text{Name})$  is  $5$   
 (also returns the number of elements in an array which you will learn later)  
 Random Returns a random number between  $[0,0,1.0)$   
 (Random \* X + Y extends the range by X and shifts it by Y)

**Assignment Statement** - An assignment statement is used to evaluate an *expression* and store the results in a *variable*. The *expression* is on the right hand side of the assignment operator,  $\leftarrow$ .

An *expression's* value (after it is evaluated) is stored in the *variable* on the left hand side of the  $\leftarrow$  operator. An *expression* must evaluate to a value of the same data type as the *variable* in which it is being stored.

**Syntax:**

$\text{Variable} \leftarrow \text{Expression}$



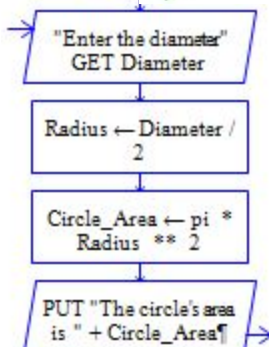
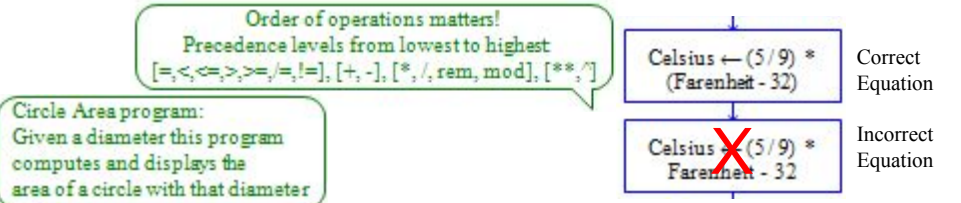
Set Variable \_\_\_\_\_  
 to Expression \_\_\_\_\_

An *expression* is either a *variable*, a *literal*, or some *computation* (such as  $3.14 * \text{Radius}$ ). A *literal* (such as  $2.143$ ,  $42$ , "Help") evaluates to itself.

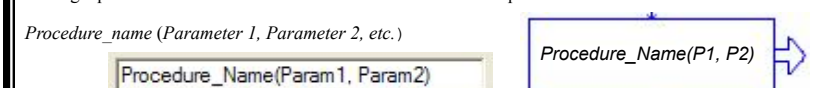
A *variable* evaluates to the data stored at its memory location.

Evaluating a *computation* involves evaluating the literals, variables, operators and functions in the expression.

Age ← 21	The value 21 is stored in variable Age's memory location
Count ← Count + 1	The value that is stored in Count's memory location is incremented by 1
Force ← Mass * Acc	Mass and Acc are multiplied together, the product is stored in variable Force
Delta_X ← abs(X2 - X1)	Take the absolute value difference and store it in Delta_X
Name ← "Schorsch"	Assigns the string "Schorsch" to the variable Name's memory location



**Procedure Call** - A procedure is a set of executable statements that have been given a name. Calling a procedure executes the statements associated with that procedure.



The number and order of parameters in the call must match the expected number and order. The data types of the parameters in the call must match the expected data types of the parameters. Procedure parameters can be used to give (supply) a procedure with data or can accept (receive) data. Parameters must be variables if they receive a value. Parameters can be an expression (computation), variable or literal if they supply a value.

Delay_for(0.2)	delays execution for 2/10ths of a second
Clear_Console	erases the master console contents
Draw_Circle(X, Y, 7, Blue)	draws a blue circle at location X,Y with a radius of 7

# RAPTORGraph Syntax and Semantics

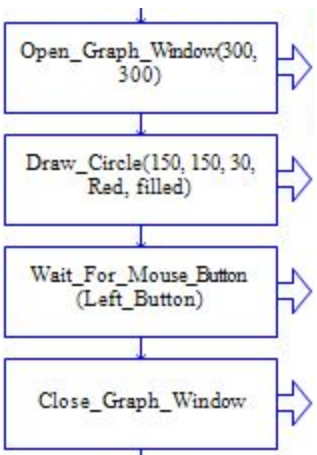
RAPTORGraph is a collection of procedures and functions that a RAPTOR programmer can use to create a graphics window, draw and animate graphical objects in that window, and interact with the graphics window using the keyboard and mouse.

**Procedure calls** occur only in call symbols.



**Function calls** return a value and therefore can occur anywhere a value can occur. (i.e. in assignment, decision, and output statements and as procedure call parameters.)

This RAPTORGraph program:  
 Opens a graphics window  
 Draws a filled red circle  
 Waits until the user presses the left mouse button  
 Closes the window



## Graphic window opening and closing procedures

Open\_Graph\_Window( X\_Size, Y\_Size )  
 Close\_Graph\_Window

## Graphic window "size" functions

Get\_Max\_Width -> returns available screen pixel width  
 Get\_Max\_Height -> returns available screen pixel height  
 Get\_Window\_Width -> returns current window pixel width  
 Get\_Window\_Height -> returns current window pixel height

## Keyboard input procedure

Wait\_For\_Key

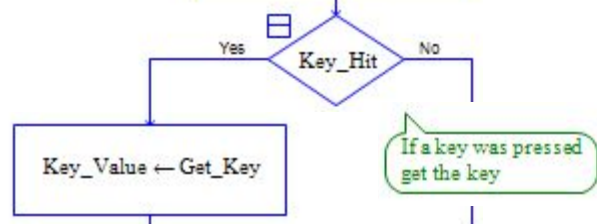
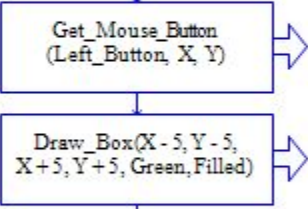
## Keyboard input functions

Key\_Hit -> returns True / False (whether a key was pressed)  
 Get\_Key -> returns the numeric ASCII value of the pressed key  
 Get\_Key\_String -> returns a string value of the pressed key

## Drawing procedures

Put\_Pixel( X, Y, Color )  
 Draw\_Line( X1, Y1, X2, Y2, Color )  
 Draw\_Box( X1, Y1, X2, Y2, Color, Filled/Unfilled )  
 Draw\_Circle( X, Y, Radius, Color, Filled/Unfilled )  
 Draw\_Ellipse( X1, Y1, X2, Y2, Color, Filled/Unfilled )  
 Draw\_Arc( X1, Y1, X2, Y2, StartX, StartY, EndX, EndY, Color )  
 Clear\_Window( Color )  
 Flood\_Fill( X, Y, Color )  
 Display\_Text( X, Y, String Expression, Color )  
 Display\_Number( X, Y, Number Expression, Color )

This RAPTORGraph program:  
 Draws a 10 by 10 Green box  
 centered on a user's mouse click



## RAPTORGraph Colors

Black, Blue, Green, Cyan, Red, Magenta, Brown, Light\_Gray, Dark\_Gray, Light\_Blue, Light\_Green, Light\_Cyan, Light\_Red, Light\_Magenta, Yellow, White  
 (Get\_Pixel returns 0 for Black, 1 for Blue, ..., 16 for White)

## Mouse input procedures

Wait\_for\_Mouse\_Button( Which\_Button )  
 Get\_Mouse\_Button( Which\_Button, X, Y )  
**Mouse input functions**  
 Mouse\_Button\_Pressed( Which\_Button ) -> returns True / False  
 Mouse\_Button\_Released( Which\_Button ) -> returns True / False  
 Get\_Mouse\_X -> returns X coordinate of mouse location  
 Get\_Mouse\_Y -> returns Y coordinate of mouse location

## Graphics window query function

Get\_Pixel( X, Y ) -> returns the number code for the color of the pixel at (X, Y)

## How to animate an object in RAPTORGraph

Place the following inside of a loop  
 Draw some an object relative to an X,Y point with the drawing procedures  
 Delay\_For some small time period  
 Draw the object again in white (i.e. erase it)  
 Update the X,Y point where you are drawing by some small offset

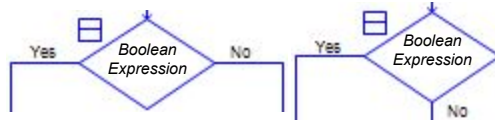
# RAPTOR Syntax and Semantics – Selection and Iteration Control Structures

**Decision** - A decision is part of a Selection or Iteration (loop) statement.

A decision symbol (its value during execution) determines which way execution will continue. Use relational operators (and logical operators) to get a Boolean value for the decision.

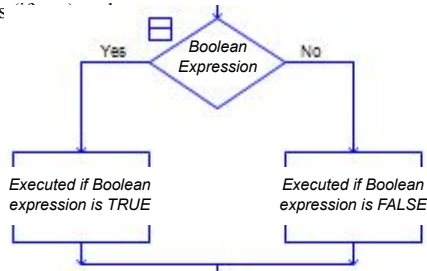
Relational: =, <, <=, >, >=, /=, !=

Logical: and, or, not, xor



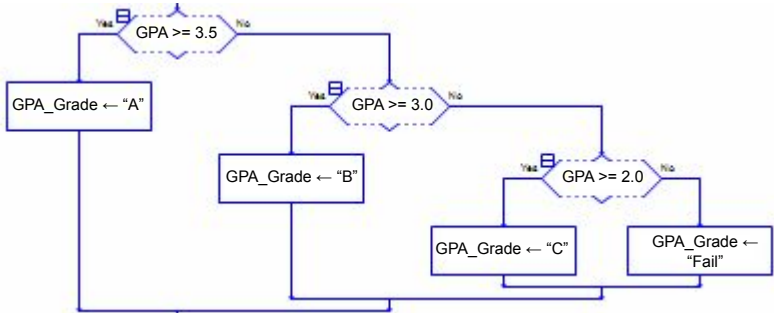
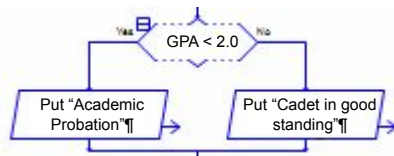
**Selection Statement** - A selection statement is used to decide whether or not to do something, or to decide which of several things

If the *Boolean Expression* is TRUE, execute the left hand path otherwise execute the right hand path



If the value of the variable GPA is greater than 3.0 then execute the statement Put ("Dean's List") otherwise do nothing

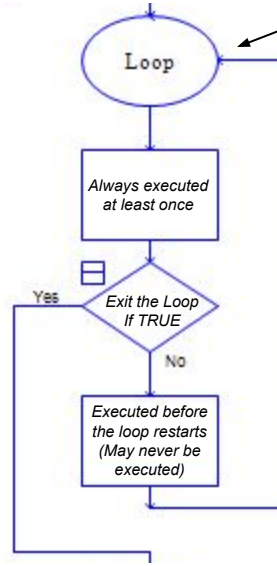
If a student's GPA is less than 2.0 then execute the statement Put ("Academic probation") otherwise execute the statement Put ("Cadet in good standing")



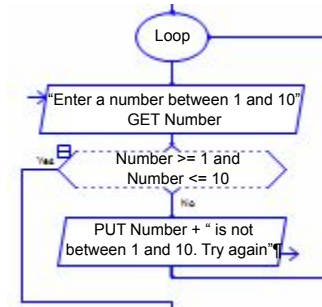
This last example requires several decision statements as there are several decisions (more than two possible paths). The code assigns a nominal "grade" based on a student's GPA. The "pattern" of these selection statements is called cascading selections.

**Iteration Statement (loop statement)** –

An Iteration statement enables a group of statements to be executed more than once. Use **I.T.E.M** (Initialize, Test, Execute, and Modify) to ensure your loop (and **loop control variable**) are correct.



A **Condition Controlled Loop** (basic loop) repeats its statements until a condition (the decision statement) becomes true.

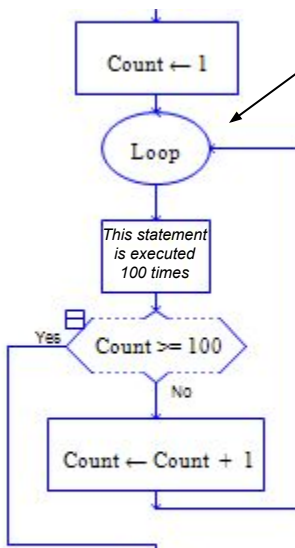


Initialize (and modify) the loop control variable

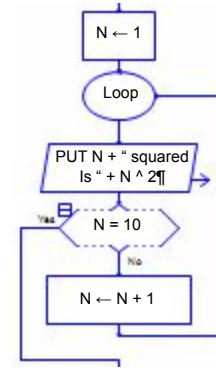
Test the loop control variable

Execution step

The validation loop above will continue to execute until the user enters a number between 1 and 10. Number is the loop control variable.



A **Count Controlled Loop** repeats its statements a fixed number of times. (This executes the loop 100 times because of the decision: Count >= 100).



Initialize the loop control variable (above the loop)

Execution step

Test the loop control variable

Modify the loop control variable

The count controlled loop above executes exactly 10 times (it displays the numbers 1 through 10 and the squares of those numbers). Count is the loop control variable.

