Syntax

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In linguistics, syntax (SIN-taks) is the study of how words and morphemes combine to form larger units such as phrases and sentences. Central concerns of syntax include word order, grammatical relations, hierarchical sentence structure (constituency), agreement, the nature of crosslinguistic variation, and the relationship between form and meaning (semantics). Diverse approaches, such as generative grammar and functional grammar, offer unique perspectives on syntax, reflecting its complexity and centrality to understanding human language.

Syntax (disambiguation)

following: Syntax (journal), a Blackwell Publishing journal devoted to natural language syntax. Syntax (logic) Syntax (programming languages) Syntax (band)

Syntax, in linguistics, is a set of rules governing how words combine to form grammatical meanings.

Syntax may also refer to the following:

Syntax (journal), a Blackwell Publishing journal devoted to natural language syntax.

Syntax (logic)

Syntax (programming languages)

Syntax (band)

Syntax (television manufacturer)

Syntax (typeface)

SYNTAX, a compiler-generation system

Abstract syntax tree

An abstract syntax tree (AST) is a data structure used in computer science to represent the structure of a program or code snippet. It is a tree representation

An abstract syntax tree (AST) is a data structure used in computer science to represent the structure of a program or code snippet. It is a tree representation of the abstract syntactic structure of text (often source code) written in a formal language. Each node of the tree denotes a construct occurring in the text. It is sometimes called just a syntax tree.

The syntax is "abstract" in the sense that it does not represent every detail appearing in the real syntax, but rather just the structural or content-related details. For instance, grouping parentheses are implicit in the tree structure, so these do not have to be represented as separate nodes. Likewise, a syntactic construct like an if-condition-then statement may be denoted by means of a single node with three branches.

This distinguishes abstract syntax trees from concrete syntax trees, traditionally designated parse trees. Parse trees are typically built by a parser during the source code translation and compiling process. Once built, additional information is added to the AST by means of subsequent processing, e.g., contextual analysis.

Abstract syntax trees are also used in program analysis and program transformation systems.

SYNTAX

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In computer science, SYNTAX is a system used to generate lexical and syntactic analyzers (parsers) (both deterministic and non-deterministic) for all kinds of context-free grammars (CFGs) as well as some classes of contextual grammars. It has been developed at INRIA in France for several decades, mostly by Pierre Boullier, but has become free software since 2007 only. SYNTAX is distributed under the CeCILL license.

Turtle (syntax)

Language (Turtle) is a syntax and file format for expressing data in the Resource Description Framework (RDF) data model. Turtle syntax is similar to that

In computing, Terse RDF Triple Language (Turtle) is a syntax and file format for expressing data in the Resource Description Framework (RDF) data model. Turtle syntax is similar to that of SPARQL, an RDF query language. It is a common data format for storing RDF data, along with N-Triples, JSON-LD and RDF/XML.

RDF represents information using semantic triples, which comprise a subject, predicate, and object. Each item in the triple is expressed as a Web URI. Turtle provides a way to group three URIs to make a triple, and provides ways to abbreviate such information, for example by factoring out common portions of URIs. For example, information about Huckleberry Finn could be expressed as:

<http://example.org/books/Huckleberry_Finn>

<http://example.org/relation/author>

<http://example.org/person/Mark_Twain> .

Syntax highlighting

Syntax highlighting is a feature of text editors that is used for programming, scripting, or markup languages, such as HTML. The feature displays text

Syntax highlighting is a feature of text editors that is used for programming, scripting, or markup languages, such as HTML. The feature displays text, especially source code, in different colours and fonts according to the category of terms. This feature facilitates writing in a structured language such as a programming language or a markup language as both structures and syntax errors are visually distinct. This feature is also employed in many programming related contexts (such as programming manuals), either in the form of colourful books or online websites to make understanding code snippets easier for readers. Highlighting does not affect the meaning of the text itself; it is intended only for human readers.

Syntax highlighting is a form of secondary notation, since the highlights are not part of the text meaning, but serve to reinforce it. Some editors also integrate syntax highlighting with other features, such as spell checking or code folding, as aids to editing which are external to the language.

Syntax (band)

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Syntax was an English electronic music group originally formed in 2000 by the musicians Jan Burton (also the band's vocalist) and Mike Tournier (ex-member of the band Fluke). They are best known for the songs "Destiny", "Bliss" and "Pride".

C syntax

C syntax is the form that text must have in order to be C programming language code. The language syntax rules are designed to allow for code that is terse

C syntax is the form that text must have in order to be C programming language code. The language syntax rules are designed to allow for code that is terse, has a close relationship with the resulting object code, and yet provides relatively high-level data abstraction. C was the first widely successful high-level language for portable operating-system development.

C syntax makes use of the maximal munch principle.

As a free-form language, C code can be formatted different ways without affecting its syntactic nature.

C syntax influenced the syntax of succeeding languages, including C++, Java, and C#.

Syntax (programming languages)

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The syntax of computer source code is the form that it has – specifically without concern for what it means (semantics). Like a natural language, a computer language (i.e. a programming language) defines the syntax that is valid for that language. A syntax error occurs when syntactically invalid source code is processed by an tool such as a compiler or interpreter.

The most commonly used languages are text-based with syntax based on sequences of characters. Alternatively, the syntax of a visual programming language is based on relationships between graphical elements.

When designing the syntax of a language, a designer might start by writing down examples of both legal and illegal strings, before trying to figure out the general rules from these examples.

Space syntax

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Space syntax is a set of theories and techniques for the analysis of spatial configurations. It was conceived by Bill Hillier, Julienne Hanson, and colleagues at The Bartlett, University College London in the late 1970s to early 1980s to develop insights into the mutually constructive relation between society and space. As space syntax has evolved, certain measures have been found to correlate with human spatial behaviour, and space syntax has thus come to be used to forecast likely effects of architectural and urban space on users.

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