

A Tour of Some Common Syntax Errors in Bricklayer



```
C:\Users\Public\Desktop\Bricklayer\bricklayer_open_with.exe
[loading ../code/{sources.cm):API/Output.sml]
[loading ../code/{sources.cm):API/BrickFunction.sml]
[loading ../code/{sources.cm):API/PRED.sml]
[loading ../code/{sources.cm):API/Predicate.sml]
[loading ../code/{sources.cm):API/Basic3D.sml]
[loading ../code/{sources.cm):API/Basic2D.sml]
[loading ../code/{sources.cm):API/BasicNavigation/BasicNavigation.sml]
[loading ../code/{sources.cm):API/Level_4.sml]
[loading ../code/{sources.cm):API/Level_5.sml]
[loading ../code/{sources.cm):API/Level_3.sml]
[loading ../code/{sources.cm):API/Level_1.sml]
[loading ../code/{sources.cm):API/Level_2.sml]
[New bindings added.]
val it = true : bool
[opening userProgram.sml]
userProgram.sml:1.2-1.6 Error: syntax error: replacing OPEN with EQUALOP
C:\Users\vwinter\UNO-Courses\1940\LEGO\Bricklayer System\BricklayerDev\Bricklayer\UserCode>
```

```
C:\Users\vwinter\UNO-Courses\1940\LEGO-BCC\BCC-webpage\guide\syntax_errors\code...
File Edit Search View Encoding Language Settings Macro Run Plugins Window ? X
example_01.bl x
1 open Level_1;
2
3
4 build2D(32,32);
5
6 put2D_2x2_BLUE(0,0);
7
8 show2D "thing";
9
length: 80 Ln:10 Col:1 Sel:0|0 Dos\Windows UTF-8 w/o BOM INS
```

```
C:\Users\vwinter\UNO-Courses\1940\LEGO-BCC\BCC-webpage\guide\syntax_errors\code...
File Edit Search View Encoding Language Settings Macro Run Plugins Window ? X
example_02.bl x
1 open Level_1;
2
3 build2D(32,32);
4
5 put2D_2x2_BLUE(0,0);
6
7 show2D "thing";
8
9
length: 79 Ln:2 Col:1 Sel:0|0 Dos\Windows UTF-8 w/o BOM INS
```

```
C:\Users\Public\Desktop\
val put2D_2x4
val put2D_2x4
val put2D_2x4
val put2D_2x4
val put2D_2x4

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val it = () : unit
userProgram.sml:5.16-5.19 Error: operator is not a function [literal]
operator: int
in expression:
0 0

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```

```
C:\Users\vwinter\UNO-Courses\1940\LEGO-BCC\BCC-webpage\guide\syntax_errors\code...
File Edit Search View Encoding Language Settings Macro Run Plugins Window ? X
example_03.bl x
1 open Level_1;
2
3 build2D(32,32);
4
5 put2D_2x2_BLUE(0,0);
6
7 show2D "thing";
8
9
length: 79 Ln: 7 Col: 15 Sel: 0 | 0 Dos\Windows UTF-8 w/o BOM INS
```

```
C:\Users\Public\Desktop
val put2D_2x4
val put2D_2x4
val put2D_2x4
val put2D_2x4_GREEN : Basic2D.point2D -> unit
val put2D_2x4_GRAY : Basic2D.point2D -> unit
val put2D_2x4_BLACK : Basic2D.point2D -> unit
val put2D_2x4_EMPTY : Basic2D.point2D -> unit

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val it = () : unit
val it = () : unit
userProgram.sml:7.8-7.16 Error: unclosed string

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```

```
C:\Users\vwinter\UNO-Courses\1940\LEGO-BCC\BCC-webpage\guide\syntax_errors\code...
File Edit Search View Encoding Language Settings Macro Run Plugins Window ? X
example_04.bl x
1 open Level_1;
2
3 build2D(32,32);
4
5 put2D_2x2_BLUE(0,0);
6
7 show2D "thing";
8
9
length: 82 | Ln:11 Col:1 Sel:0|0 | Dos\Windows | UTF-8 w/o BOM | INS
```

```
C:\Users\Public\Desktop
val put2D_3x2 : Basic2D.point2D -> unit
val put2D_3x2_YELLOW : Basic2D.point2D -> unit
val put2D_4x2 : Basic2D.point2D -> unit
val put2D_4x2_BLUE : Basic2D.point2D -> unit
val put2D_4x2_YELLOW : Basic2D.point2D -> unit
val put2D_4x2_GREEN : Basic2D.point2D -> unit
val put2D_4x2_GRAY : Basic2D.point2D -> unit
val put2D_4x2_BLACK : Basic2D.point2D -> unit
val put2D_4x2_EMPTY : Basic2D.point2D -> unit
val put2D_2x4_RED : Basic2D.point2D -> unit
val put2D_2x4_WHITE : Basic2D.point2D -> unit
val put2D_2x4_BLUE : Basic2D.point2D -> unit
val put2D_2x4_YELLOW : Basic2D.point2D -> unit
val put2D_2x4_GREEN : Basic2D.point2D -> unit
val put2D_2x4_GRAY : Basic2D.point2D -> unit
val put2D_2x4_BLACK : Basic2D.point2D -> unit
val put2D_2x4_EMPTY : Basic2D.point2D -> unit
userProgram.sml:3.1-5.20 Error: operator is not a function [tycon mismatch]
operator: unit
in expression:
(build2D (32,32)) put2D_2x2_BLUE
C:\Users\vwinter\UNO-Courses\1940\LEGO\Bricklayer System\BricklayerDev\Bricklayer\UserCode>
```



```
C:\Users\vwinter\UNO-Courses\1940\LEGO-BCC\BCC-webpage\guide\syntax_errors\code...
File Edit Search View Window ? X
example_07.bl
1 open Level_1
2
3 build2D(32,32);
4
5 put2D_2x2_BLUE(0,0);
6
7 show2D "thing";
8
9
length: 89 Ln:12 Col:1 Sel:0|0 Dos\Windows UTF-8 w/o BOM INS
```

Should be: **build2D(32,32);**

```
C:\Users\Public\Desktop
val put2D_3x2
val put2D_3x2
val put2D_3x2
val put2D_3x2
val put2D_3x2_EMPTY : Basic2D.point2D -> unit
val put2D_4x2_RED : Basic2D.point2D -> unit
val put2D_4x2_WHITE : Basic2D.point2D -> unit
val put2D_4x2_BLUE : Basic2D.point2D -> unit
val put2D_4x2_YELLOW : Basic2D.point2D -> unit
val put2D_4x2_GREEN : Basic2D.point2D -> unit
val put2D_4x2_GRAY : Basic2D.point2D -> unit
val put2D_4x2_BLACK : Basic2D.point2D -> unit
val put2D_4x2_EMPTY : Basic2D.point2D -> unit
val put2D_2x4_RED : Basic2D.point2D -> unit
val put2D_2x4_WHITE : Basic2D.point2D -> unit
val put2D_2x4_BLUE : Basic2D.point2D -> unit
val put2D_2x4_YELLOW : Basic2D.point2D -> unit
val put2D_2x4_GREEN : Basic2D.point2D -> unit
val put2D_2x4_GRAY : Basic2D.point2D -> unit
val put2D_2x4_BLACK : Basic2D.point2D -> unit
val put2D_2x4_EMPTY : Basic2D.point2D -> unit
userProgram.sml:3.1-3.8 Error: unbound variable or constructor: build2D
C:\Users\vwinter\UNO-Courses\1940\LEGO\Bricklayer System\BricklayerDev\Bricklayer\UserCode>
```



```
C:\Users\vwinter\UNO-Courses\1940\LEGO\Bricklayer System\BricklayerDev\Bricklayer\UserCode>
File Edit Search View
example_08.bl
1 open Level_1;
2
3 build2D(3, 2);
4
5 put2D_2x2_XXX(0,0);
6
7 show2D "thing";
8
9
length: 88 Ln: 14 Col: 1 Sel: 0|0 Dos\Windows UTF-8 w/o BOM INS
```

Should be: `put2D_2x2_RED(0,0);`

```
C:\Users\Public\Desktop>
val put2D_2x4 : Basic2D.point2D -> unit
val put2D_2x4 : Basic2D.point2D -> unit
val put2D_2x4 : Basic2D.point2D -> unit
val put2D_2x4 : Basic2D.point2D -> unit
val put2D_2x4 : Basic2D.point2D -> unit
val put2D_2x4_GRAY : Basic2D.point2D -> unit
val put2D_2x4_BLACK : Basic2D.point2D -> unit
val put2D_2x4_EMPTY : Basic2D.point2D -> unit

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val it = () : unit
userProgram.sml 5.1-5.14 Error: unbound variable or constructor: put2D_2x2_red
C:\Users\vwinter\UNO-Courses\1940\LEGO\Bricklayer System\BricklayerDev\Bricklayer\UserCode>
```

```
C:\Users\vwinter\UNO-Courses\1940\LEGO-BCC\BCC-webpage\guide\syntax_errors\code...
File Edit Search View Encoding Language Settings Macro Run Plugins Window ? X
example_09.bl x
1 open Level_1;
2
3 build2D(32,32)X
4
5 put2D_2x2_RED(0,0); ?
6
7 show2D "thing";
8
9
length:88 Ln:10 Col:1 Sel:0|0 Dos\Windows UTF-8 w/o BOM INS
```

Should be: **build2D(32,32);**

```
C:\Users\Public\Desktop
val put2D_3x2
val put2D_3x2
val put2D_3x2
val put2D_3x2
val put2D_3x2
val put2D_4x2_RED : Basic2D.point2D -> unit
val put2D_4x2_WHITE : Basic2D.point2D -> unit
val put2D_4x2_BLUE : Basic2D.point2D -> unit
val put2D_4x2_YELLOW : Basic2D.point2D -> unit
val put2D_4x2_GREEN : Basic2D.point2D -> unit
val put2D_4x2_GRAY : Basic2D.point2D -> unit
val put2D_4x2_BLACK : Basic2D.point2D -> unit
val put2D_4x2_EMPTY : Basic2D.point2D -> unit
val put2D_2x4_RED : Basic2D.point2D -> unit
val put2D_2x4_WHITE : Basic2D.point2D -> unit
val put2D_2x4_BLUE : Basic2D.point2D -> unit
val put2D_2x4_YELLOW : Basic2D.point2D -> unit
val put2D_2x4_GREEN : Basic2D.point2D -> unit
val put2D_2x4_GRAY : Basic2D.point2D -> unit
val put2D_2x4_BLACK : Basic2D.point2D -> unit
val put2D_2x4_EMPTY : Basic2D.point2D -> unit
userProgram.sml 5.14 Error: syntax error: inserting ORELSE
C:\Users\vwinter\UNO-Courses\1940\LEGO\Bricklayer System\BricklayerDev\Bricklayer\UserCode>
```

```
C:\Users\vwinter\UNO-Courses\1940\LEGO-BCC\BCC-webpage\guide\syntax_errors\code...
File Edit Search View Encoding Language Settings Macro Run Plugins Window ? X
example_10.bl x
1 open Level_1;
2
3 build2D(32,32);
4
5 put2D_2x7_RED(0,0);
6
7 show2D "thing";
8
9
length: 88 | Ln: 14 Col: 1 Sel: 0 | 0 | Dos\Windows | UTF-8 w/o BOM | INS
```

The 2x7 shape is not supported.

```
C:\Users\Public\Desktop
val put2D_2x4
val put2D_2x4
val put2D_2x4
val put2D_2x4
val put2D_2x4
val put2D_2x4_GRAY : Basic2D.point2D -> unit
val put2D_2x4_BLACK : Basic2D.point2D -> unit
val put2D_2x4_EMPTY : Basic2D.point2D -> unit

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val it = () : unit
userProgram.sml:5.1-5.14 Error: unbound variable or constructor: put2D_2x7_RED
C:\Users\vwinter\UNO-Courses\1940\LEGO\Bricklayer System\BricklayerDev\Bricklayer\UserCode>
```

```
C:\Users\vwinter\UNO-Courses\1940\LEGO-BCC\BCC-webpage\guide\syntax_errors\code...
File Edit Search View Encoding Language Settings Macro Run Plugins Window ? X
example_11.bl x
1 open Level_1;
2
3 build2D(32,32);
4
5 put2D_2x4_RED(0,0);
6
7 show2D "thing";
8
9
length:88 Ln:13 Col:1 Sel:0|0 Dos\Windows UTF-8 w/o BOM INS
```

Should be: `put2D_2x4_RED(0,0);`

```
C:\Users\Public\Desktop
val put2D_2x4
val put2D_2x4
val put2D_2x4
val put2D_2x4
val put2D_2x4
val put2D_2x4_GRAY : Basic2D.point2D -> unit
val put2D_2x4_BLACK : Basic2D.point2D -> unit
val put2D_2x4_EMPTY : Basic2D.point2D -> unit

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val it = () : unit
userProgram.sml:5.1-5.14 Error: unbound variable or constructor: put2D_2x4_RED
C:\Users\vwinter\UNO-Courses\1940\LEGO\Bricklayer System\BricklayerDev\Bricklayer\UserCode>
```

```
C:\Users\vwinter\UNO-Courses\1940\LEGO-BCC\BCC-webpage\guide\syntax_errors\code...
File Edit Search View Encoding Language Settings Macro Run Plugins Window ? X
example_12bl x
1 open Level_1;
2
3 build2D(32,32);
4
5 put2D_2x4_RED(0,0X);
6
7 show2D "thing";
8
9
length:89 Ln:14 Col:1 Sel:0|0 Dos\Windows UTF-8 w/o BOM INS
```

Should be: `put2D_2x4_RED(0,0);`

```
C:\Users\Public\Desktop
val put2D_2x4_WHITE : Basic2D.point2D -> unit
val put2D_2x4_BLACK : Basic2D.point2D -> unit
val put2D_2x4_RED : Basic2D.point2D -> unit
val put2D_2x4_GREEN : Basic2D.point2D -> unit
val put2D_2x4_BLUE : Basic2D.point2D -> unit
val put2D_2x4_YELLOW : Basic2D.point2D -> unit
val put2D_2x4_GRAY : Basic2D.point2D -> unit
val put2D_2x4_EMPTY : Basic2D.point2D -> unit

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val it = () : unit
userProgram.sml:5.19-5.21 Error: syntax error: deleting RPAREN SEMICOLON

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```