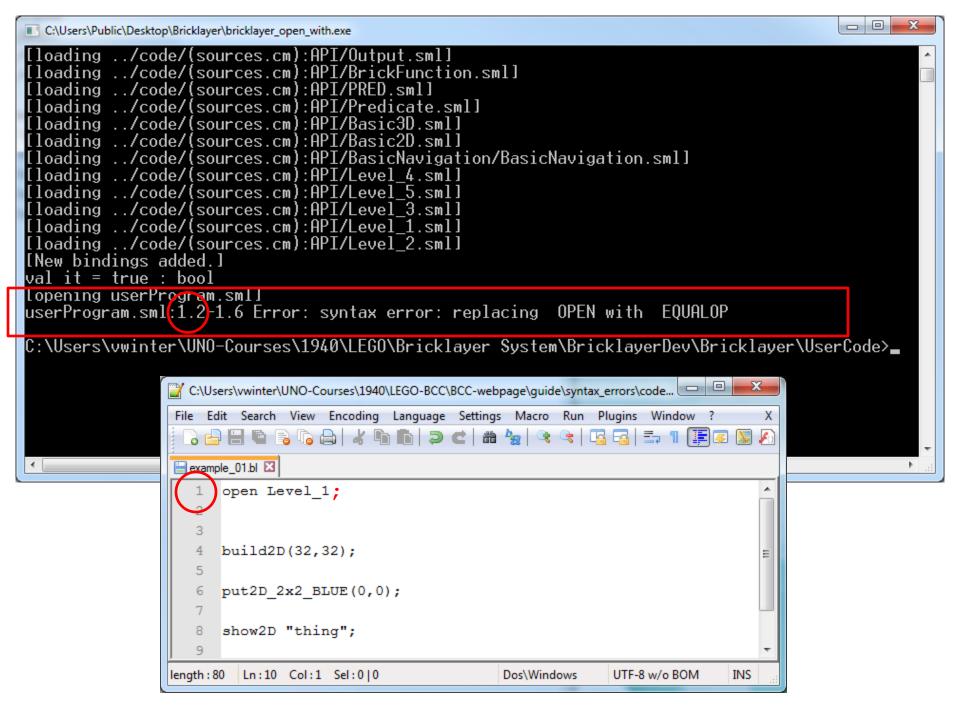
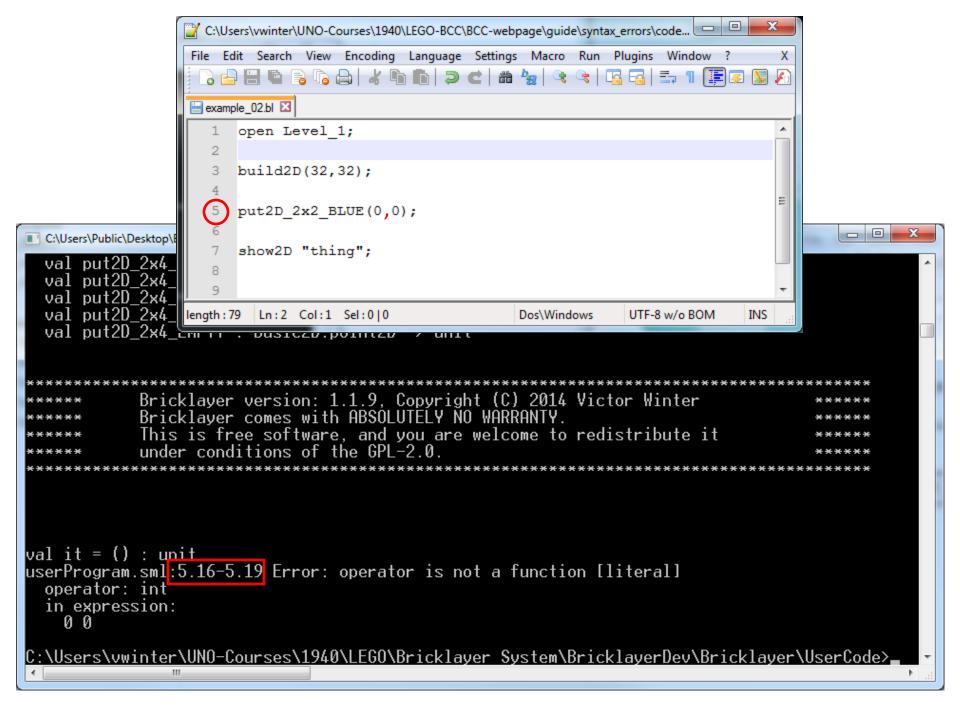
## A Tour of Some Common Syntax Errors in Bricklayer



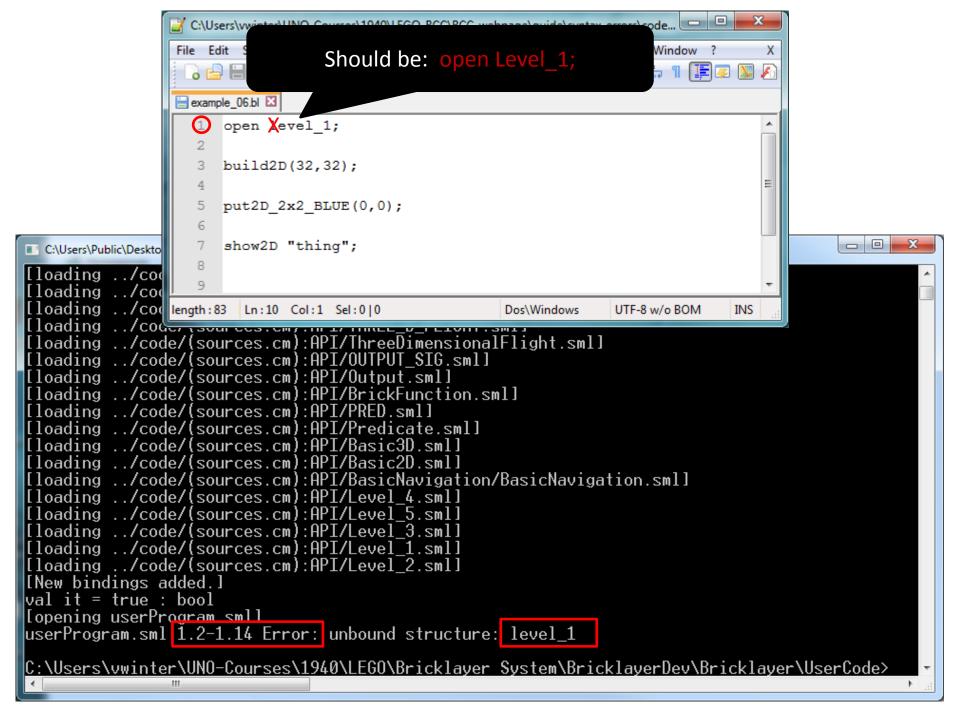


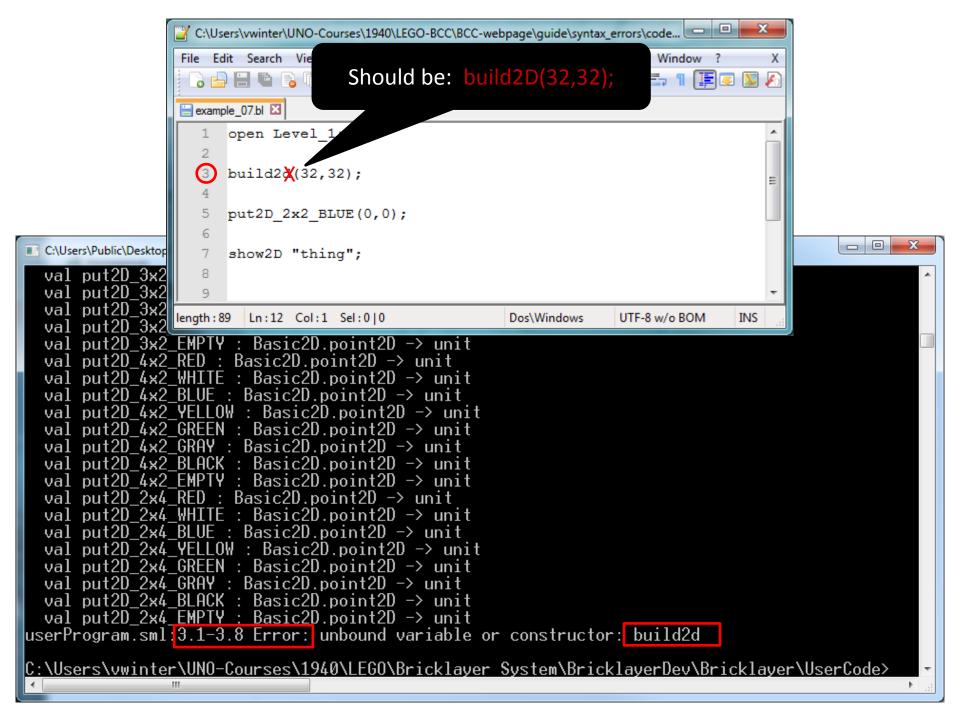


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	example_03.bl	
	1 open Level_1;	Â.
	3 build2D(32,32);	
	4	=
	5 put2D_2x2_BLUE(0,0);	
	show2D "thing";	
C:\Users\Public\Desktop		
val put2D_2x4 val put2D_2x4		T
val put2D_2x4		
val put20 2x4	i_σκεεν : BasiczD.pointzD -> unit i_GRAY : Basic2D.point2D -> unit	
val put2D_2x4	BLACK : Basic2D.point2D -> unit EMPTY : Basic2D.point2D -> unit	
Vui putzb_z⊼4		
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***** und	der conditions of the GPL-2.0.	*****
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val it = () : u val it = () : u	unit unit	
userProgram.sml	1.7.8-7.16 Error: unclosed string	
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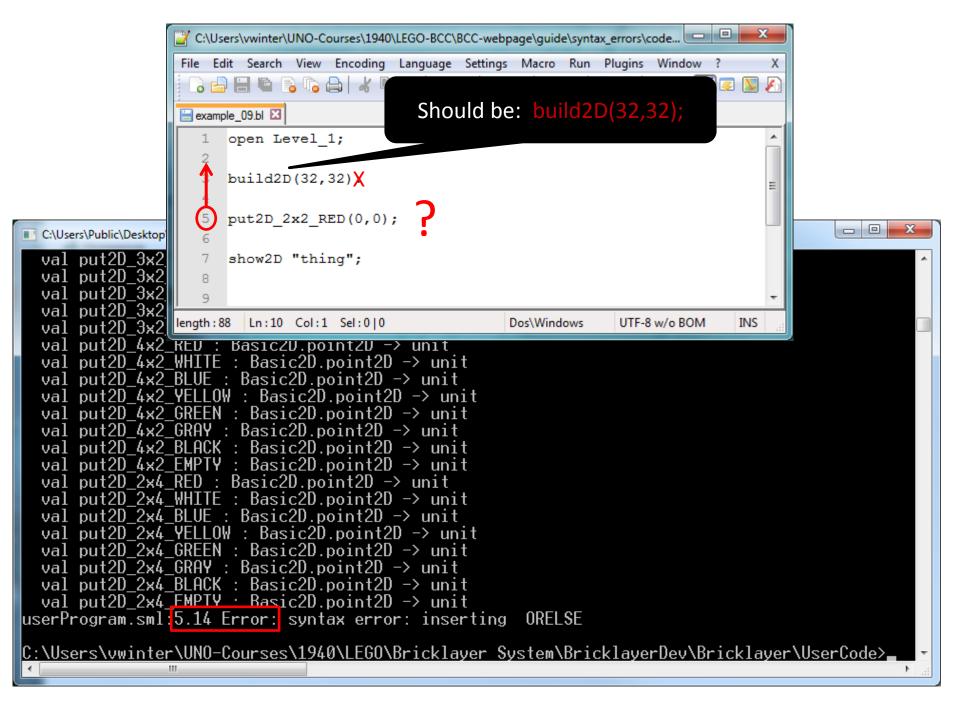
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	example_04.bl	
	1 open Level_1;	
	<pre>2 3 build2D(32,32);</pre>	
	4	=
	5 put2D_2x2_BLUE(0,0);	
C:\Users\Public\Desktop	op 7 show2D "thing";	
val put2D_3x2	2 8	A
val put2D_3x2 val put2D 4x2	2	<b>-</b>
val put2D_4x2	2 length : 82 Ln : 11 Col : 1 Sel : 0   0 Dos\Windows UTF-8 w/o BOM INS	
	2 <u>BLUE : Basic2D.point2D -&gt; unit</u> 2_YELLOW : Basic2D.point2D -> unit	
val put2D_4x2 val put2D 4x2	(2_GREEN : Basic2D.point2D -> unit (2_GRAY : Basic2D.point2D -> unit	
val put2D_4x2	:2_BLACK : Basic2D.point2D -> unit	
val put2D_4x2	:2_EMPTY : Basic2D.point2D -> unit :4_RED : Basic2D.point2D -> unit	
val put2D_2x4	:4_WHITE : Basic2D.point2D -> unit	
	4_BLUE : Basic2D.point2D -> unit 4_YELLOW : Basic2D.point2D -> unit	
val put2D_2x4	4_GREEN : Basic2D.point2D -> unit	
val put2D_2x4 val put2D_2x4	4_GRAY : Basic2D.point2D -> unit 4 BLACK : Basic2D.point2D -> unit	
val put2D_2x4	4_BLACK : Basic2D.point2D -> unit 4_EMPTY : Basic2D.point2D -> unit	
userProgram.sml operator: uni	13.1-5.20 Error: operator is not a function [tycon mismatch]	
in aummagaian	32,32)) put2D_2x2_BLUE	
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val it = () : u userProgram.sml	nit 5.1-5	.14 Error	: unbound vari	able or construct	or: put2D_2x2	2_red		
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	<b>□</b>	
	The 2x7 shape is not	
	1 open Level_1; 2 supported.	
	3 build2D(32,32);	
	4	
C:\Users\Public\Desktop	5 put2D_2xX_RED(0,0);	- 0 X
val put2D 2x4		
val put2D_2x4		
val put2D_2x4 val put2D_2x4		
val put2D_2x4	x4 Dos\Windows OTF-8 W/0 BOM INS	
val put2D_2x4 val put2D_2x4	x4_GRAY : Basic2D.point2D -> unit x4_BLACK : Basic2D.point2D -> unit	
val put2D_2x4	x4_EMPTY : Basic2D.point2D → unit	
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val it = () : u	unit	
userProgram.sml	ml:5.1-5.14 Error: unbound variable or constructor: put2D_2x7_RED	
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	1	open Le	evel 1;	Shoul	ld be:	put2D_	2x4_R	RED(0,0)	;			
	2	•	_ /									
	3	build2I	0(32,32);						E			
	4		X4 RED(0,0									
C:\Users\Public\Desktop	6	put2D_2	4_RED(0,0	);							_ 0 _	x
	7	show2D	"thing";									
val put2D_2x4 val put2D 2x4												
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<pre>example_12bl X</pre>
<pre>Should be: put2D_2x4_RED_(0,0);</pre>
$4 \\ 5 \\ put2D_2x4_RED(0, 0);$
val put2D_2x/ 7 show2D "thing"; val put2D 2x/ 8
val put2D_2x/ 9
val put2D_2x/ val put2D_2x/ val put2D_2x/ val put2D_2x4_GRAY : Basic2D.point2D -> unit
val put2D_2x4_BLACK : Basic2D.point2D -> unit val put2D_2x4_EMPTY : Basic2D.point2D -> unit
Val putzb_zx4_LMFTY . Dasiczb.pointzb -/ unit
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val it = () : unit
userProgram.sml: <u>5.19-5.21 Error:</u> syntax error: deleting RPAREN SEMICOLON
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