

Re: .NET Grammar modification

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Jon Slaughter wrote:

I'm curious as to if .NET provides any direct means to modifying its own grammar? e.g., if say I want to had some "features" to C# which can easily be reinterpreted back into the original C# but I do not want to have to write a full blow parser just to change some simple thing.

Lets suppose want to add a "macro" that on the surface adds the keyword "property" which in reality is just a shorthand for the standard properties in C#. I know VS has abilities to do macro's but they are more like "code inserts" than preprocessing. I want something that is transparent in that it acts like an extended version of C# but translates directly into it(through preprocessing).

I know many will say that one shouldn't do this but thats not the point. I don't want to hack together a quick brute force parser to do some small conversions but I also don't want to have to implement a full blown parser to handle a few modifications I want to do.

To be more clear, what I want is some way to preprocess C# files in a grammatically compatible way to add some small isomorphic features to C#. The method will simply generate a cs file that will be treated in the normal way. (Although there is the problem of error handling but its not that big a deal at this point)

The short answer is that no, there is no way in C#.

The preprocessor was an often-abused feature of C and is also a feature of C++. So far as I know it was intentionally omitted from C# because of the potential for abuse.