Boa - Intermediate

- Level 2 -

Data Structure Types

Array - array of **Type**

Built-ins: new(array, int, Type), sort(array)

Map and Stack have very similar builtins to their Java counterparts

Map - map[Type] of Type

Stack - stack of **Type** (LIFO)

Queue - queue of **Type** (FIFO)

Special Built-ins: offer(queue, Type), poll(queue)

Set - set of Type

Special Built-ins: add(set, Type), union(set, set), intersect(set, set)

Other Types

```
For an Enum, each of the named values should be the same type
Enum - type name = enum { name1 = Type, name2 = Type, ...}
Ex. type compass = enum{ N = "north", S = "south", W = "west", E = "east"}
A Tuple is much like a struct
Tuple - type name = { name1: Type, name2: Type, ...}
Ex. type worker = { num: int, name: string, onLeave: boolean}
steve: worker = { 100, "Steven Even", false}
steve. 1 = "Steven Odd" will change the second entry by position
steve.onLeave = true will change the name of the entry given
```

Output and Aggregators

- Boa has specific variable for output: output type
- Process:
 - Boa code pulls data & sends it to output variables
 - All projects processed in parallel

Components

1. Parameters

a. "Formal" variables

2. Indices

- a. 1 or more indices
- b. Allows for grouping
- c. NOT the same as parameters

3. Weights

a. Max weight of 10

Output Aggregator Examples

```
# Gets average number of programming languages used in a project p: Project = input; counts: output mean of int; counts << len(p.programming_languages);
```

Alternate Example

Bottom Example