




# QWEB

Processing-Inspired Website Language



# Our Team



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# Introduction

QWEB is a **website language** inspired by interactive visualization languages such as Processing.js. Its purpose is to help both novel and experienced programmers **design and develop websites** to run in their browser



```
        .n visKvartal(aar,
        ar ugeraekker = tabelUger.
for (var ur=2; ur<ugeraekkei
{
    var rk = ugeraekker[ur];
    rk.style.display = (rk.classi
}
}
</script>
<table style="font:8pt arial" width='
<td>
    <h3>Olga Antoniuk</h3>
</td><td align=right>Vis alle uger:
    <a href="Javascript:visKvartal
        2011 kv.3</a>
    <a href="Javascript:visKvart/
        2011 kv.4</a>
    <a href="Javascript:visKv/
        2012 kv.1</a>
```

# Motivation

To create an alternative website language that is more intuitive, maximizes human readability, and incorporates familiar programming constructs that are used in traditional high-level programming languages

# 01

## Language Features

Brief overview of data types, function  
and variable declarations, etc.

# Language Features

## Data Types

- String
- Integer
- Float
- Boolean
- Void

## Variable Declaration

```
int a;  
a = 50;  
bool b;  
str c;  
c = "Hello World"
```

# Language Features

## Function Definition

```
function int check(bool b)
{
    int a;
    a = 3;
    if (b)
        print(a)
    output a;
}
```

## Function Call

```
function int main(){
    print(check(true));
    print(check(false));
}
```

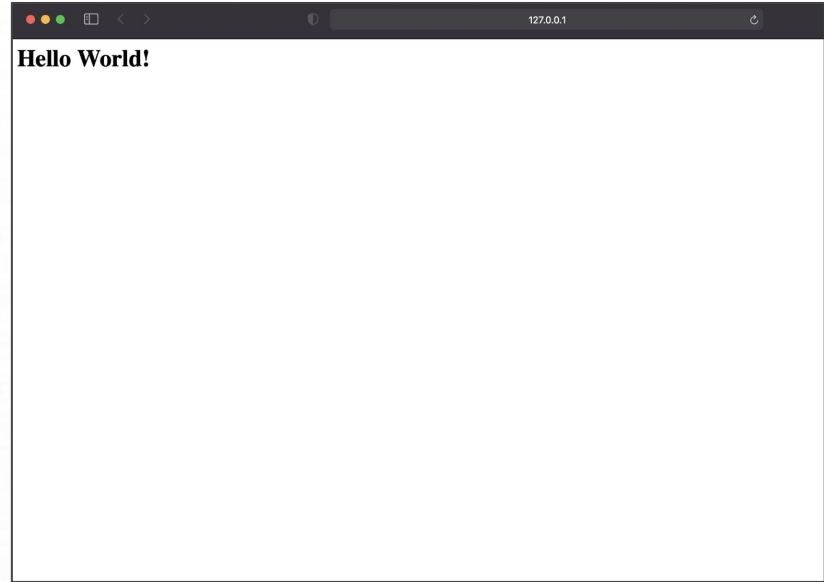


# Language Features

## Built-in Functions

- `createHeader()`
- `createParagraph()`
- `createSubheader()`
- `createList()`
- `createImage()`

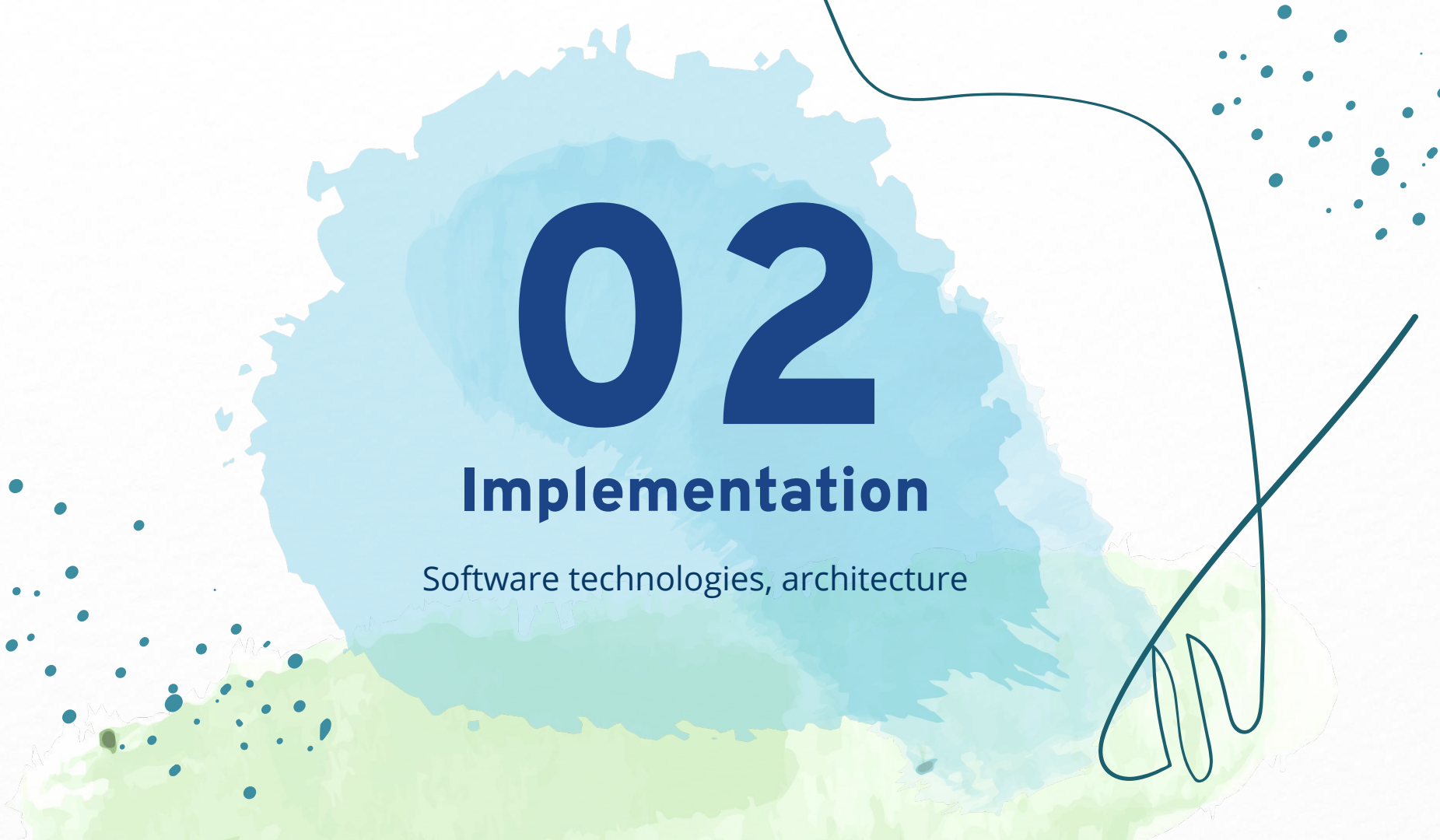
\*modifications to print functions



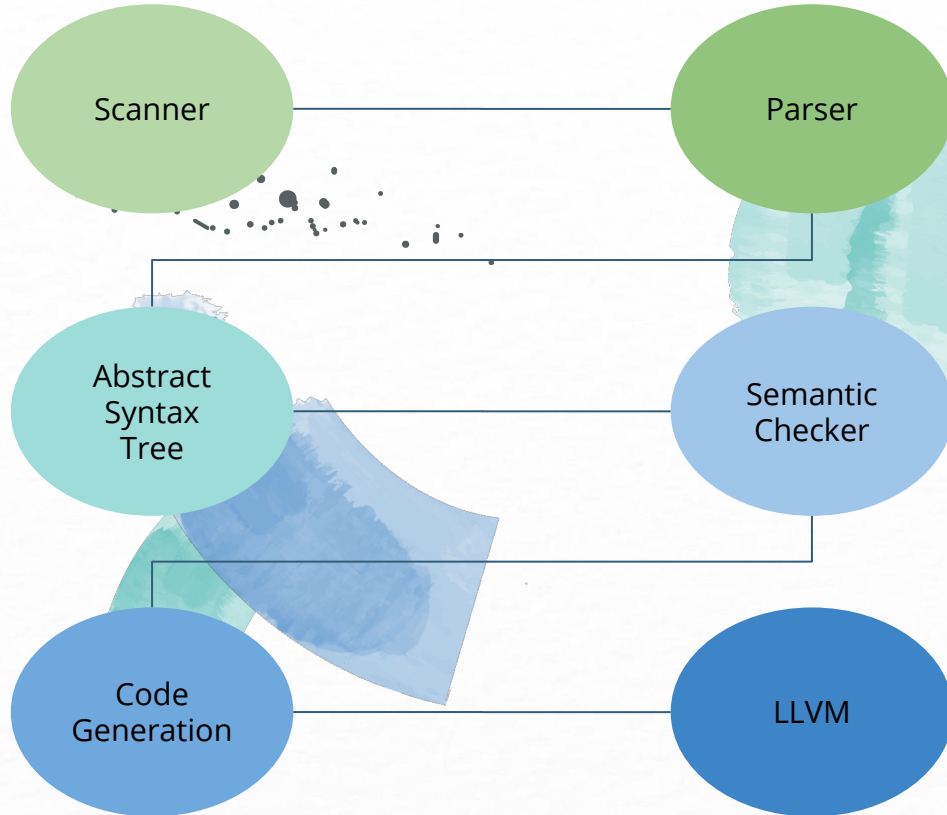
# 02

## Implementation

Software technologies, architecture



# Architecture



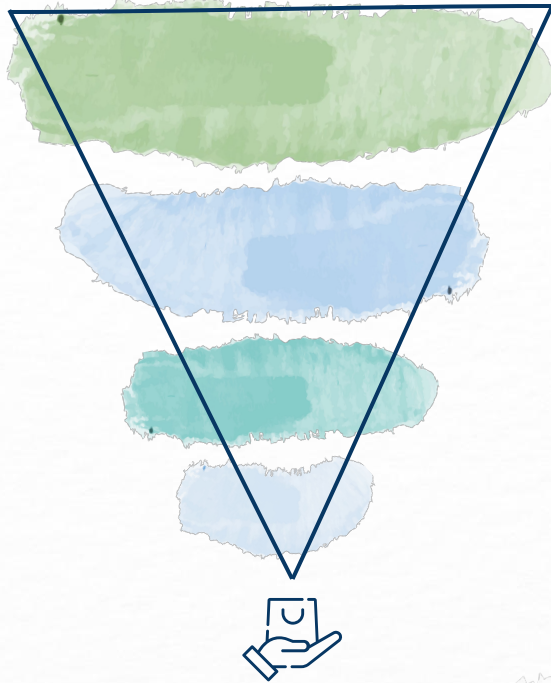


# 03

## Future Work

Additional features to implement

# Future Work



**01** Data Types (Lists, Shapes, etc.)

**02** Object-Oriented Programming

**03** CSS Features

**04** Pseudocode-Style Syntax

## Project Idea

Brainstorm early on and have a robust idea of plausible features to implement

## Accountability

Make a project schedule with internal group deadlines and hold each other accountable

# Lessons Learned

## Office Hours

Attend office hours in addition to meetings with assigned TA

## Milestones

Meet each of the class deadlines for project milestones; fix bugs sooner than later



**Demo**



**THANK YOU!**