

Team SEAM

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SEAM

Simple Object Oriented Language

Our Individual Contributions

File Structure

Front-End

Back-End

Modules

User facing components

- ⊗ Provides built in entities for graphics and keyboard input
- ⊗ Handled through SDL
- ⊗ Draws to a surface

Support structure

- Scaffolding

- Boilerplate

Semantics

- ⊗ Register variables, entities, and functions
- ⊗ Pass an environment variable around to store state
- ⊗ Each process of checking any element in the AST returns an updated environment
- ⊗ This, performed recursively on statements, generates all the errors we need

Compiling

● Scanning

● Parsing

● AST

● Compiling

Tests

Semantics/Preprocessor

- ⊗ Preprocessor
- ⊗ Semantic

Run Time

- ⊗ OPS
- ⊗ IF
- ⊗ ENTITIES
- ⊗ TYPES
- ⊗ FUNCTION