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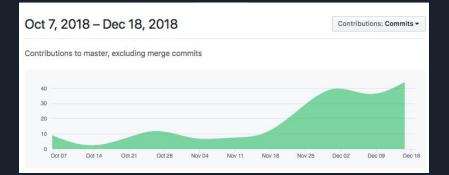


Motivation

- Create a general purpose programming language that is specialized for graphics
 - Patterns, Fractals
- Fractals are hard to draw by hand, why shouldn't the computer draw them for us?!
- Drawing shapes is fun!

Project Timeline

Date	Milestone	
September 19	Proposal Due	
October 1	Revised Proposal	
October 12	First commit in Project Repo	
October 15	LRM, Parser	
October 22	AST	
October 30	SAST, Started Semant	
November 6	Started Codegen	
November 14	Hello World	
December 3	External Library Linked	
December 18	Tuples, Arrays Completed	
December 19	Final Report Completed	





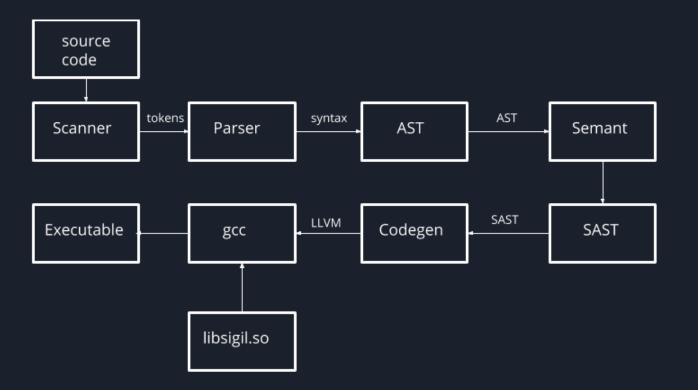
Features

• Modulo

- Useful for patterns
- Arrays
 - Mutable
 - Useful for iteratively creating similar shapes
- Tuples
 - Immutable
 - Useful for coordinates
- Strings
 - Useful for debugging and logging messages
- SIGIL
 - Circles, Rectangles, Triangles, Lines, Points



System Architecture





Testing

Methodology

- test.sh testfile.zen
 - Runs testfile.zen, writes to testfile.out
- Testall.sh
 - Runs all tests.zen, compares output to expected test.out or test.err

Challenges

- Sigil windows can't be saved and compared
- Can only check that graphical programs execute, not that they produce the desired output



Development Challenges

- Graphical Libraries
 - Picking the best one
 - Docker cannot support!!
 - \circ Testing
- Library Linking
 - Adding multiple built-in library functions with different arguments
- Aggregate Types
 - Creating and accessing them in codegen

Contributions and Lessons Learned

Name	Contribution	Lessons Learned
Zoë Gordin	Arrays, Library Linking	Adding to an existing codebase is <i>hard</i> , the power of Git, TAs are your friends!
Eleanor Murguia	Tuples, Demo	Fixes are a less complicated than you think they will be (thanks OCaml!)
Nadia Saleh	Tests	Every change will probably break an existing test. Run them all, often!



Demo!

