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Pascal Project

Principles of Programming Languages

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I've never been much of a fan of making extensive menu applications. I certainly understand the importance of them but they quickly get tedious and they're quite annoying to test and debug. That said, it was interesting doing one in pascal. It wasn't too difficult to get the hang of the language itself but some of the minor syntax features really slowed me down. I don't know how many times I forgot the colon in an assignment statement. And good grief is it hard to follow your own code when every other line is either a 'begin' or and 'end'. It's like trying to figure which one of your parenthesis isn't suppose to be there, and the IDEs are too old to be any good at helping you figure it out! Overall it was an interesting project, but I'm glad it's over and I'm glad we have more modern languages now.

If this project was more than just an assignment I would certainly have to add additional error checks. Right now there are no checks on any user inputted data, nor is there any recovery from file read/write errors. I was also rather confused on the database file format specified. All of the data pieces were separated by various amounts of spaces and there was no specification on data types. As such I just made my file tab separated and store every piece of data as a string. It worked out just fine for my program but I don't know if it'll run with another student's database, nor is the string based data inclined to be grown into player/team statistics software as that generally requires numeric comparisons. Of course it could be adapted, but I'm happy enough with where this assignment is at as is.