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Role: Evaluator.py/Tester/Documentation

Project: LOLCODE Interpreter – CS1332 Group 6

**REFLECTION**

The evaluator.py file belonged to me for our project, where we devised an interpreter for LOLCODE in Python. This particular section is known as the 'brain' of the interpreter, in which it usually commands the computer on what to do after reading and interpreting the entire LOLCODE program. Being in charge of how to reason on orders like: To declare or create a variable, use VAR\_DECL (I HAS A). ASSIGN (ITZ): to give a variable a value To show or print output in a screen-use VISIBLE. GIMMEH: collect input from the user LITERAL: comprehend values like text or numbers

I ensured that the interpreter could understand every order and give the appropriate reply. In addition to that, I implemented error handling, displaying a notification in case of the undeclared usage of a variable. I've also contributed to creating test files (test1.lol to test5.lol) to verify if our interpreter works properly besides building the evaluator. These simple LOLCODE programs that we carried out to ensure the interpreter can handle received input and output it correctly are included in the test files. This brought an opportunity for us to address early problems.

Last but not least, I contributed documentation on how to use the interpreter to create sample LOLCODE and how every part of this system works. This is necessary regarding future developers and/or other users to understand and utilize our project in brevity. My abilities