**Name**: Joshua T. Francisco

**Role**: Interpreter.py/ Developer

**Project**: LOLCODE Interpreter

**Subject**: CS1332/Group 6

In our project, I acted as the interpreter by writing the code that controls the execution of LOLCODE instructions. I needed to be fully familiar with LOLCODE’s rules and commands, then convert them into helpful Python operations. I was most concerned with getting the commands like variable declaration, assignment, output, input and literals correct. By developing the interpreter, I enabled the program to interpret LOLCODE lines and put them into action on a computer, thus making them function as they are intended.

As a test case developer, I built a collection of test files called test1.lol through test5.lol in order to thoroughly test the interpreter. During this phase, it was simple to spot such bugs and logical issues as failed variable declarations and wrong output handling. Once I went through all the tests in an organized fashion, I saw that the interpreter had the right responses for various settings and scenarios. By repeating this testing, we fixed problems in the interpreter and found areas in our program that could be improved which contributed to its robustness.

Lastly as a developer was to write a guide for how the interpreter is used by programmers as well as its code. I prepared instructions on how to write LOLCODE examples using our interpreter and how modules communicate with each other in the program. It helps future developers or users learn about the project and how to improve it. The goal of sharing this resource was to assure the stored work remains accessible and easily understood by others to improve on. Because of this position, I was able to use my understanding of technical things while also speaking clearly to the group.