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BSCS-3A

Group-6

# Reflection

My primary function in our project was to be a tester of the LOLCODE interpreter that we have created using Python. Being still in the process of learning, I found this function extremely useful in knowing how it all works at the back end. My function was to ensure that the interpreter is able to read and execute various LOLCODE commands correctly.  
  
I mainly test files (test1.lol to test5.lol) that contained simple LOLCODE programs. I used the test files to verify whether or not the interpreter could process such things as:  
  
- Declaring a variable using I HAS A,  
- Assigning a value through ITZ,  
- Printing messages with VISIBLE,  
- Taking input from the user through GIMMEH,  
- And reading simple values like numbers or strings (literals).  
  
Testing allowed us to identify issues early on and check if the program was functioning as it should. I Assisted in reporting bugs or things that were not functioning properly. It allowed us to collaborate well and enhance the project.  
  
Other than the testing, I assisted with the documentation somewhat—particularly by including examples of how to use the interpreter and write LOLCODE. I figured that was necessary so others can simply see how to try it out.  
  
This project was really educational, particularly in regards to how testing is important to ensure programs function. It also taught me to enhance my skills in Python and to see how interpreters work. As a whole, I'm glad we could accomplish what we did as a team!