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Programming Languages  
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Final Project Proposal

For my final project, I have decided to design my own programming language for the specific purpose of programming the playing of a guitar. The language would most likely be imperative and would have variables/functions for reusability of code for repeating parts of the music, as well as standard conditional and loop controls. The output of the programs would be a playback of the programmed audio sequence and maybe also an ASCII representation of the guitar tabs. It would possibly also have “streams” for concurrent playing of different sequences of notes/sounds. Additional libraries for sound effects would be a possibility as well. The sounds would be included as part of the programming environment (or standard library) instead of having to find, download, and import sound files. I am thinking the playing of notes would just be a list of statements, and there could be required global variables that need to be set like the speed/tempo of the playback.