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KHS616
HW5

To start, I originally was doing this very esoteric language I know, LOLCode. I provided the source code just so you can see that I wasn't trying to be lame and just do a basic language. I however had to abandon this project yesterday, due to how primitive that language actually is. If LOLCode had a list structure or a better implemented array structure I gladly would've continued with that language, however it was more work than it was worth to create these myself. I hope you understand.

Java compared to scheme is incredibly different. The main issue that I encountered had to do with inputs into the methods. In scheme you had a list, and that list can hold many different types of data. But since Java is statically typed, you would have to have a list for ints, strings, ect. This mainly just circles back around to Java being a statically typed language. The main way I counted this (specifically in run-cmd) was to implement a generic as a parameter, that way I could just pass in any of the required parameters, and do the correct typed methods on them, as well as the return statement being the correct typ. For instance, if I hadn't done this then the append method would have caused an error if the list was full of ints.

Honestly, that is the only real problem I had during this assignment, Java is such an easy language that it has options to do just about anything you're assigned.