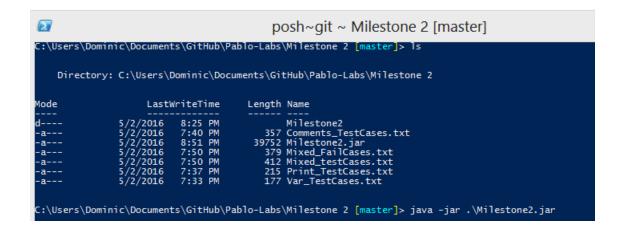
## Code Checker using DFAs

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## How to install the code checker from Git-Hub:

Go to the GitHub repository at https://github.com/DominicRossillo/Pablo-Labs . Here you can either download the Files contained in the Mile Stone two folder or you can clone the entire repository using git clone https://github.com/DominicRossillo/Pablo-Labs.git. Once you have done this you will have the project files for milestone two locally on your computer. Use the import function in Eclipse in order to run the project or use the jar file in the Milestone2 folder to run it by typing java –jar Milestone2.jar when your current directory is the git repository.



Or

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Java - Milestone2/src/driverProgramReaderDFA.java - Eclipse <u>File Edit Source Refactor Navigate Search Project Run Window Help</u> Import Projects Some projects cannot be imported because they already exist in the workspace Quick Access B Java \* Deb Run driverProgramReaderDFA Select root directory: C:\Users\Dominic\Documents\GitHub\Pablo-Labs\I \ 1⊕ import java.io.BufferedReader;[ Select archive file: 31⊕ \* file: driverDFA.java 42 Milestone2 (C:\Users\Dominic\Documents\GitHub\Pablo-Labs\Milestone Select All 449 /\*\* Deselect All 45 \* driverDFA Refresh 47 \* This class is used to act as a front end for the \* ProgramREader.java class using a class call of man wolf when the user clicks on a bu \* It also has text filed that 52 Options Search for nested projects Copy projects into workspace Hide projects that already exist in the workspace //this class hold the details for the Jframe which is used for the user to interact wit Working sets 58 public class driverProgramReaderDFA extends Application implements EventHandler<Action Add project to working sets Stage primaryStage; //button player clicks to test code Button btn= new Button("Test Code"); //label that changes depending on the results Label resultsTitle= new Label("Test Results:"); Label userPrompt= new Label("Enter code below to check if it works.");

HTMLEditor HTMLArea= new HTMLEditor();

Cancel

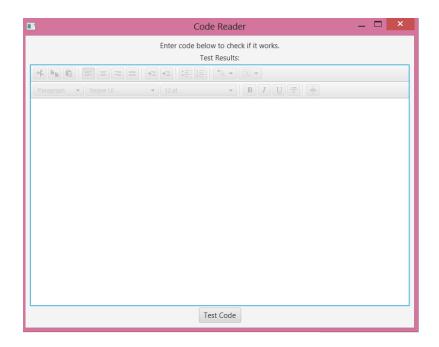
?

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Next >

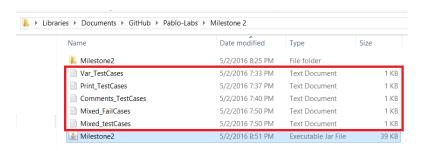
## Using the Code Reader:

Once you have downloaded and have the code reader running you can begin to use the GUI seen here:



In the GUI the user is allowed to write, copy, and paste text from and into the HTML text editor. The HTML text editor takes any code you want and tells you if it is valid for the Language. It will color code different parts of the code to let the user know which lines of code are print statements, variables, string, comments, and errors. These pieces are color coded blue, purple, orange, green, and red respectively. Errors will color all the code after the last correct symbol red, allowing the user to see where their code hit an error so that they may fix it.

Inside of the repository that you downloaded there are several text files which you can look at for examples of code that works and doesn't work. In order to use it just copy and paste individual lines into the HTML editor and press the button to see the results.



Once you have clicked the button you will see results like these:

