Computer Science III
2024-III
WorkShop No. 3 — Language User Experience

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1. **Graphical Output Definition.**
   Based on your language design from Workshop 2, provide a clear and concise definition of the expected graphical output. Include a sketch, diagram, or description that illustrates what a typical output should look like for a sample program.

2. **Compiler Mockup.**
   Design a simple mockup of the user interface for your compiler or interpreter. This can be a hand-drawn or digital sketch showing how users will interact with your tool (e.g., code editor, run button, output window). Briefly describe the workflow from writing code to seeing the graphical result.

3. **Error Handling and Reporting.**
   List and describe the types of errors your compiler will detect (e.g., lexical, syntactic, semantic). For each type, explain how the compiler will report errors to the user (e.g., error messages, line numbers, suggestions). Provide at least one example error message for each category.

Deadline: Saturday, 5th of July, 2024, 12:00 (local time).

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Any comment or concern related to this document could be send to Carlos A. Sierra at e-mail: *cavirguezs@udistrital.edu.co*