

Visual Programming, Spring term 2020
Project Proposal (ungraded)
“Visual Language”
Deadline: May 2nd 11:59 p.m.

The aim of this ungraded submission is for you to propose the language you will implement. You should have these points:

- a) The target of that language. What is it for? An example could be a visual language for querying databases, or a visual language for web authoring, ... etc
- b) What are the constructs of the language. What are the components from which we build programs

You should also formally define the following aspects of the language:

- a) Syntax: using picture layout grammar or another formalism. You should be able to define the layout rules for the components
- b) Semantics: using denotational, axiomatic or operational semantics.