

Jynx: Reflection

Jynx is a library to make using simple and complex terminal functions easy and accessible. It has gone through many many iterations, from different languages, design philosophies and everything in between

What was the process to making this project

Now originally jynx was titled neoterm and it was a very simple library that could draw some text with different attributes (bold, italic, etc). It was all first coded in python3 as it was (and is) the language I know the best. I had plans to continue developing this version of the library but after adding in some of the more basic things I decided to recode in LUA. There were a couple of reasons for this, but essentially at this point I just liked the syntax of LUA better and wanted to learn more about it and so I began to recode it for lua. Now partially the way through doing that, I decided to do a complete recode from scratch so I deleted all of the script files and made a new git repo, Finally I decided to do things properly and code the lib in C++ there are many reasons why you might want to use c++ but for this project the driving force was language compatibility. By using c++ I can “bind” the already coded C++ functions to functions for lua, python, rust, or whatever else you’d want. Which brings us to now where after cleaning up the code, 1.0 will be released

What do I like about the project?

This was my first time using C++ for a major project and When I started I had very little experience, one thing I did for this project differently than I tend to is that instead of relying on mostly youtube videos, articles, etc. I tried to use the first party documentation instead. While the documentation can be complex it contains a ton of valuable information.

What would I have done differently?

I think a major issue with my projects is that I often tend to just keep all my plans in my head and don’t often make goals, time limits, etc which can make the direction of my projects alter greatly over time, so in future I would try and plan out 50%-75% of the project before hand defining what I want to do and setting goals for when those goals should be completed.