

Instructions (READ CAREFULLY!!!)

1. This assignment is to be done in groups no larger than 5.
2. Submissions should be either a .zip folder or a .tar.gz folder. Your submission should include:
 - (a) a README.md that clearly describes how your programme should be run
 - (b) all source code written for your parser
 - (c) members.txt should contain the student ID numbers of all members
3. Email submissions with the subject COMP3602 A3 to inzamam.rahaman@outlook.com
4. Due Date: 28th November 2019 @ 11:59 PM

Consider the CFG for the programming language LOLCODE

(<https://raw.githubusercontent.com/jynnantonix/lolcode/master/BNFGrammar.txt>). Based off of this CFG, in either Python 3, Scala, Haskell, Racket, Java, or Javascript, use an appropriate PEG library to write a parser that determines if a text file contains valid LOLCODE source code.

The following are popular PEG parser libraries by programming language:

- Python libraries: Appregio, Parsimonious
- Scala: parboiled, parboiled2
- Haskell: ponder
- Java: parboiled
- Racket: racket-peg,
- Javascript: Peg.js