

Noob JS

GROUP ID: (324406)

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INTRODUCTION

WHAT IS BASICALLY NOOB JS?

The purpose of this project is to create an entry-level programming language for those who are getting their first step in Computer Science.

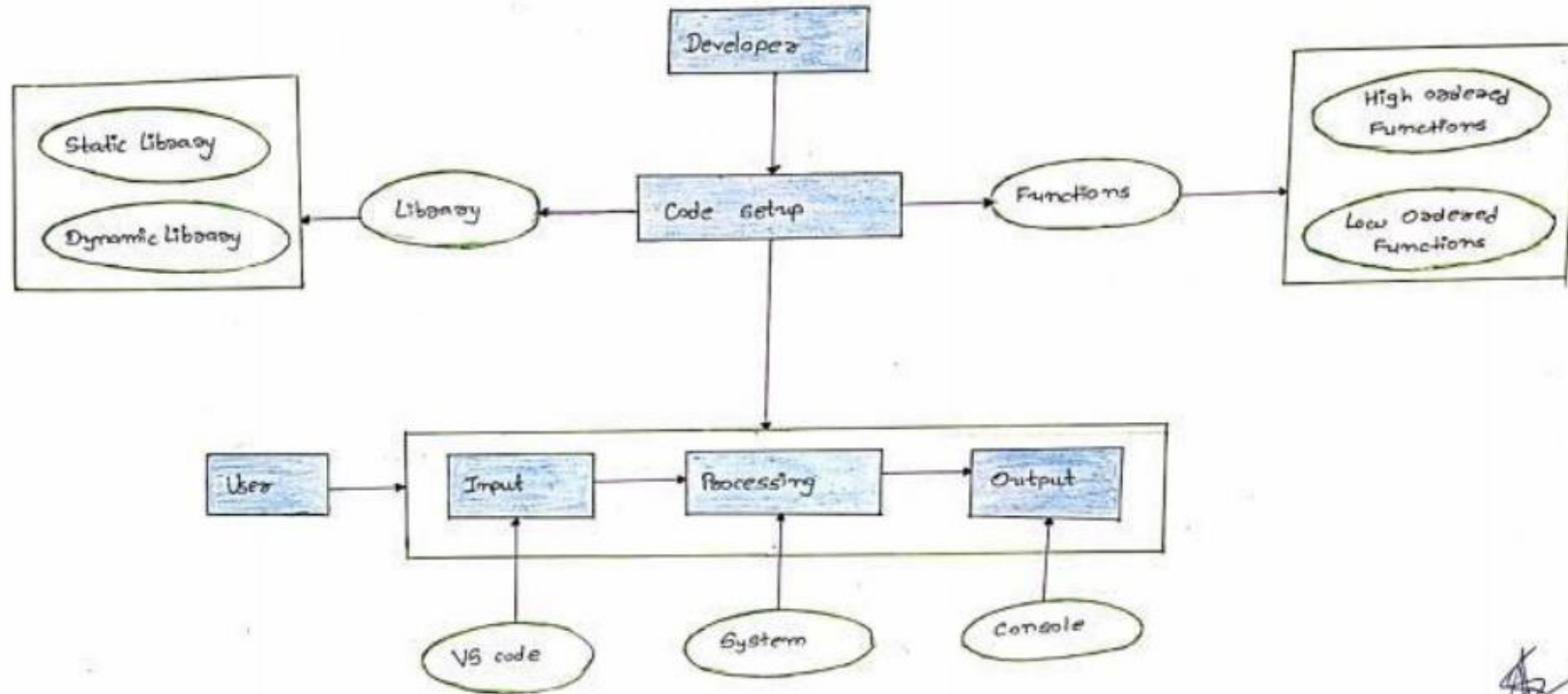
Currently, all the entry-level languages available are hard to understand for those who are newbies. Our aim is to create easy to understand language.

Purpose of Project

- ❑ Build Easy To Understand Language For Newbies
- ❑ Open Source Programming Language
- ❑ No Complicated Programming Logic
- ❑ Human Readable Syntax

EVALUATION OF IDEA

MIND MAP



AIEOU CANVAS

ACTIVITY

Activities are certain set of actions that are being performed in the digital education.

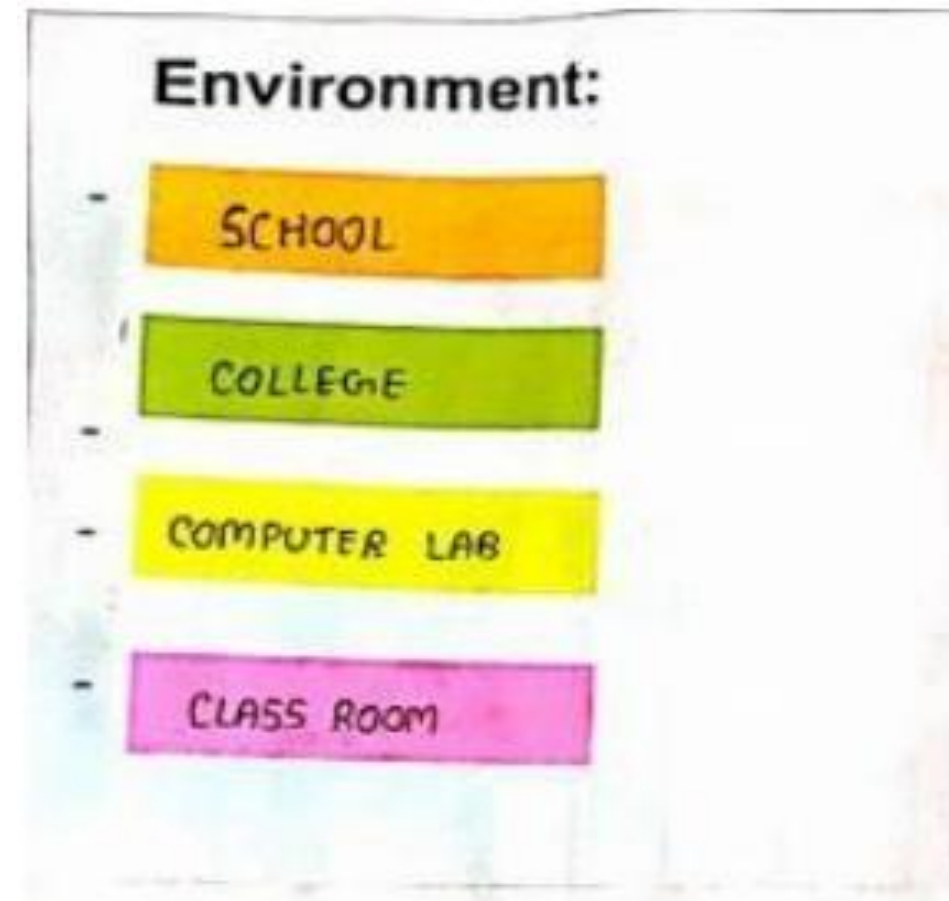
Activities can be done by various users such as learners, preachers, software engineers, hardware engineers, principal of respective organization or institute, lab assistant, technician, database administrator etc.

- User turn on PC/Laptop
- User Enters code as Input.
- AST and Parser convert code into Executable code.
- NOOB JS Returns output.
- User get output of corresponding Input.

ENVIRONMENT

Environment includes the entire arena where activities take place.

Environment can be observed by asking certain questions like- What is the character and function of the space overall, of each individual's spaces, and of shared spaces? Environment also affects the activity of the user



INTERACTION

Interaction is the communication between the two persons or a crowd of people.

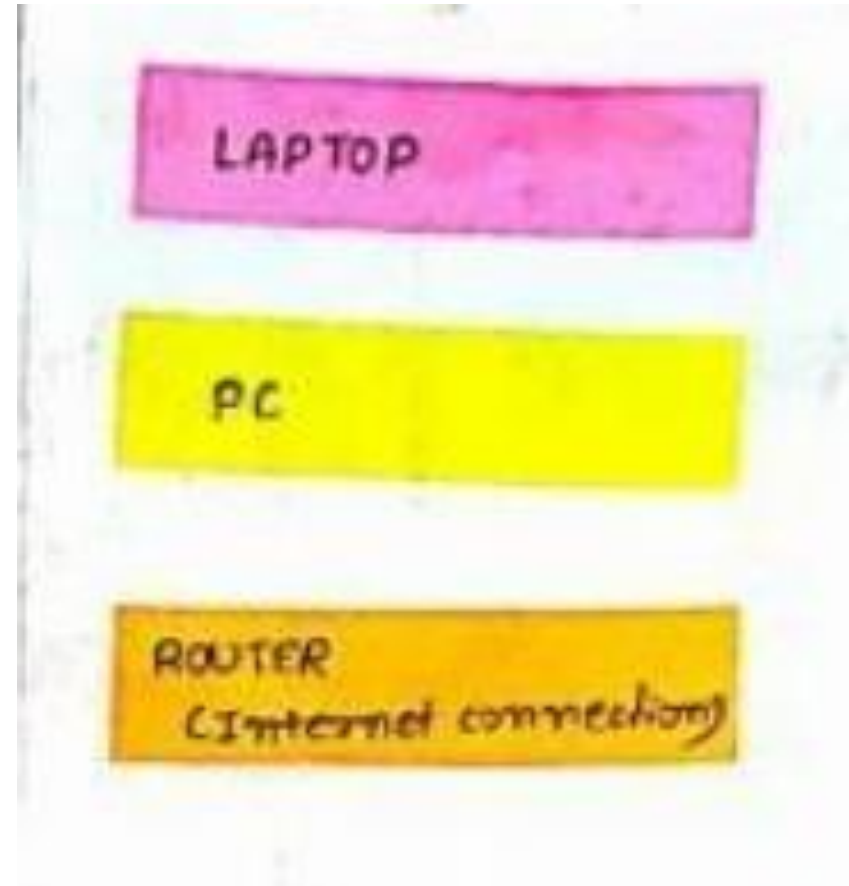
We had interacted with the different users through various media or interview and tried to engage their ideas in our topic. Interaction means the people communicate on some specific reasons or ideally.



OBJECTS

Objects means they are normally nonliving things. Some objects are useful to us whereas some are just ideal i.e. they are not useful. Objects are building blocks of the environment.

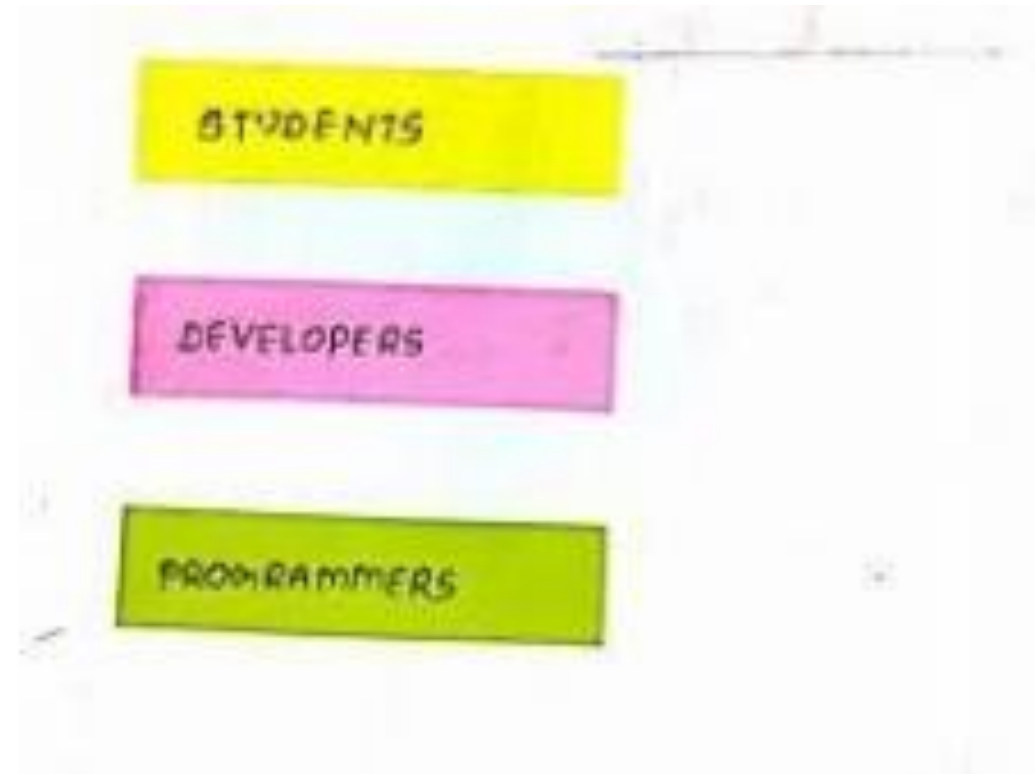
Objects can be observed by asking certain questions like- What are the objects and devices people have in their environments and how do they relate to their activities?



USERS

Users are the people whose behavior's, preferences, and needs are being observed.

User can be observed by asking certain questions like-Who is there. What are their roles and relationships? What are their values and prejudices? The main users of digital education are learners and preachers.

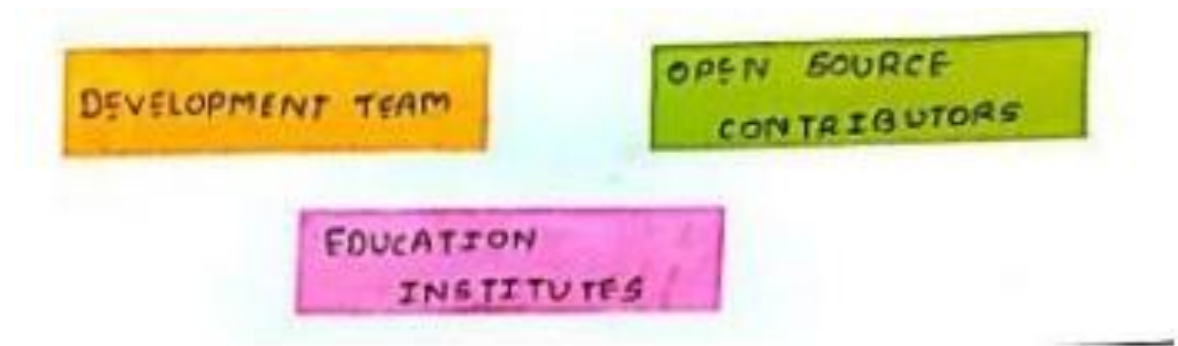


EMPATHY

STAKEHOLDERS

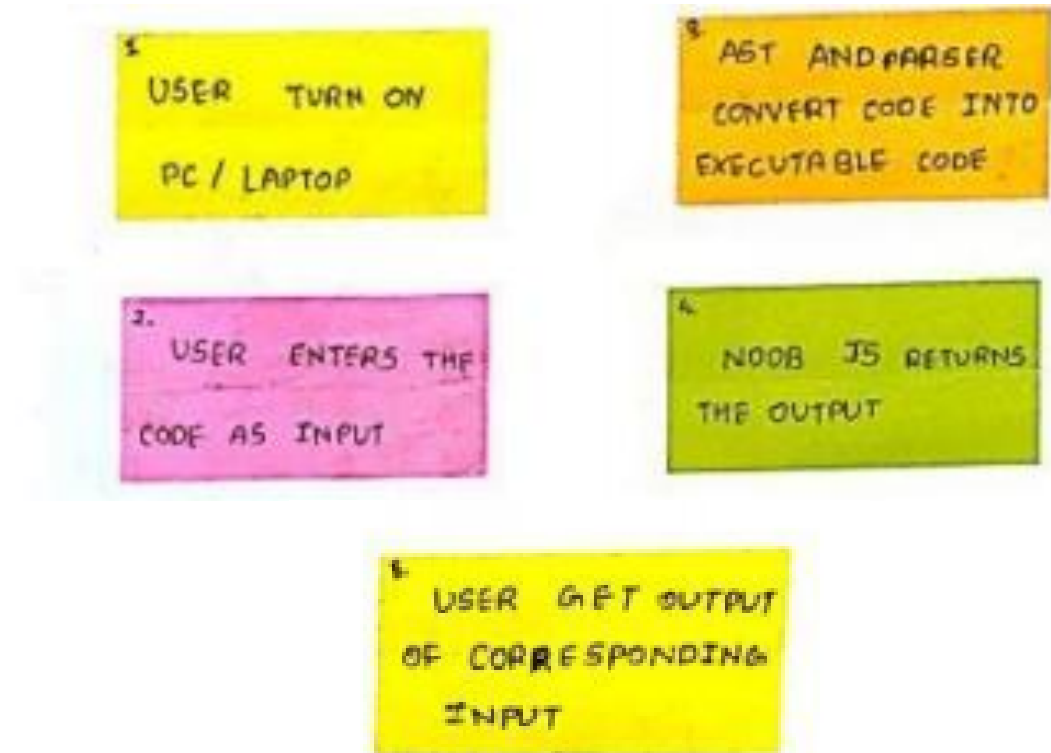
Stake holders contain different type of people which are related to users

EX: preachers, software engineers, hardware engineers, principal of respective organization or institute, lab assistant, technician, database administrator etc.



ACTIVITIES

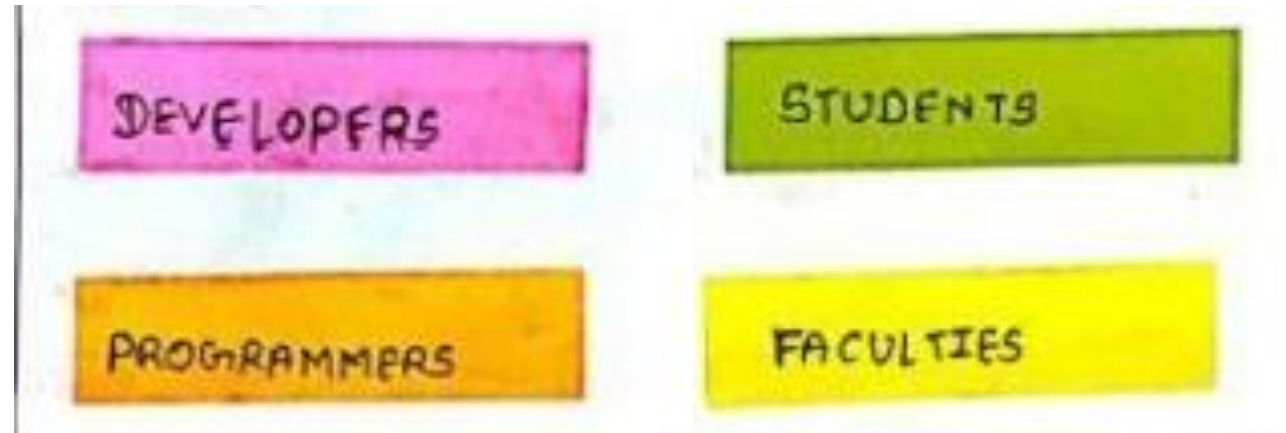
Activities are daily movements which the user does in his day to day life. The various activities of the user are shown below:



USER

We have chosen user as LEARNER because in digital education, learner is the main benefiter.

The concept of digital education was developed and is completely based on keeping in mind the needs of a learner or say student.



STORY BOARDING

Story boarding is nothing but some interesting happy and sad stories regarding our domain digital education.

With the help of this story we can understand the point of view of a learner or student. Also, the pros and cons of the currently adapted technologies in digital education which may help us to improve update or bring innovation bringing an end to their problems.

GOOD:

HAPPY

Rajal can not understand another language easily and also difficult to write a code but after using noob he can understand too easily and simply write any code.

HAPPY

It was difficult to learn the code of different languages and it took more time but after using the NOOB IS more than one language can be learned in few times.

SAD :

SAD

Khushi can't understand in any other language. she had a coding error and she also got an error in output.

SAD

After learning the code of one or two languages, there is difficulty in coding while programming all the language code are mixed.

IDEATION CANVAS

PEOPLE

STUDENTS

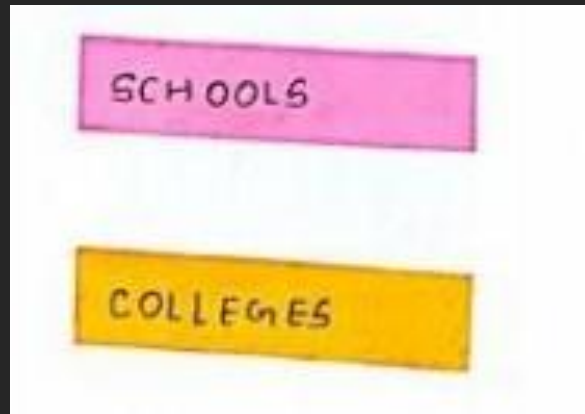
FACULTIES

DEVELOPERS

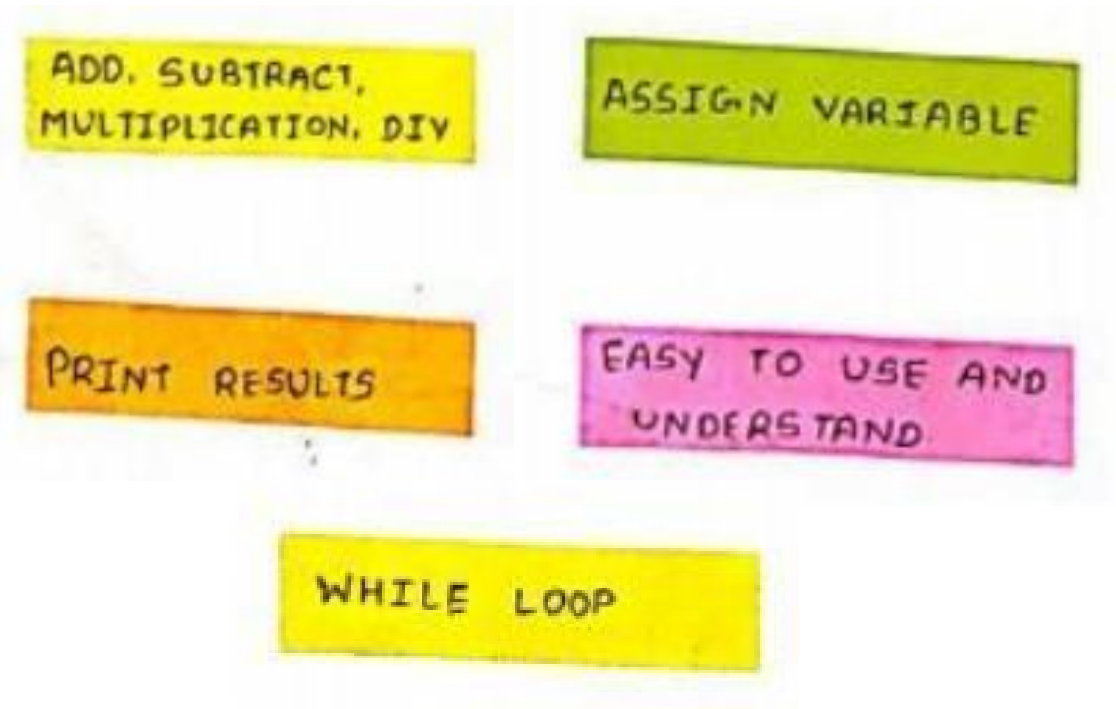
ACTIVITIES

- User Turn on The PC/Laptop.
- User Enters the code as I/P.
- Ast and Parser convert the code into executable code.
- Noob JS returns O/P.
- User gets output of corresponding I/P.

SITUATION



PROPS/POSSIBLE

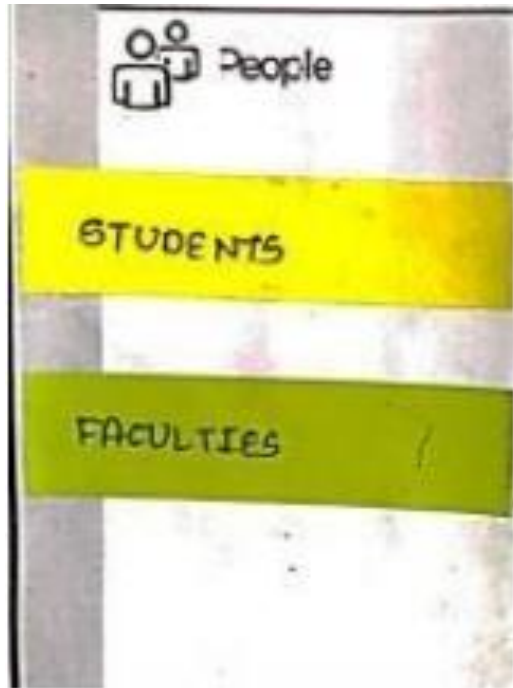


PRODUCT DEVELOPMENT CANVAS

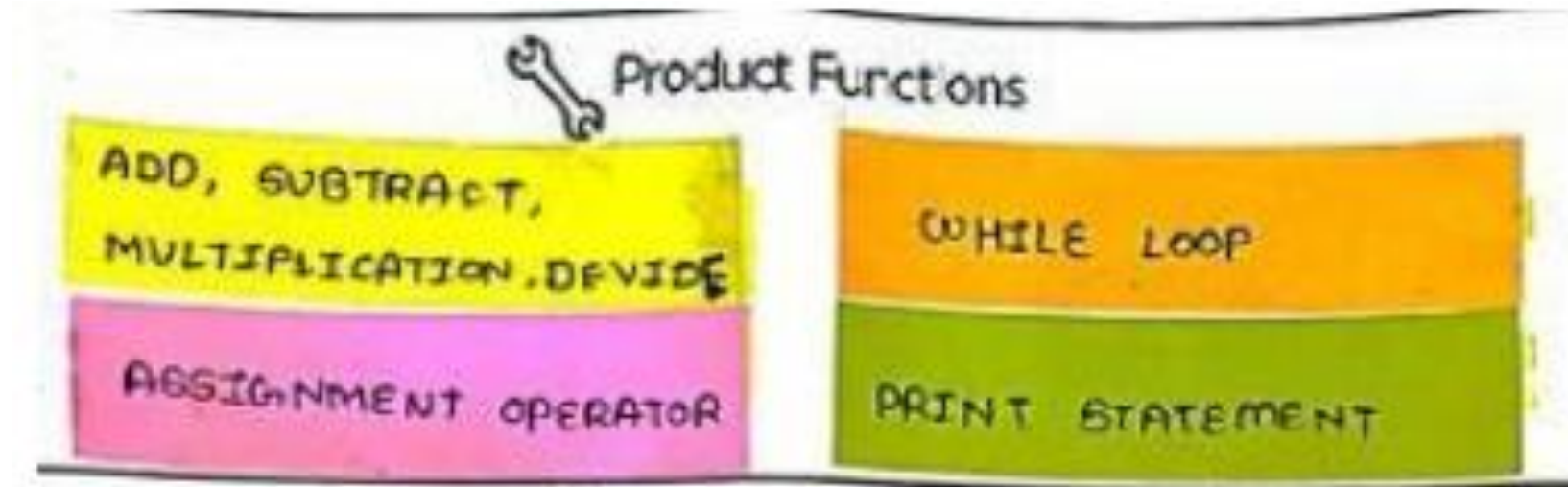
PURPOSE



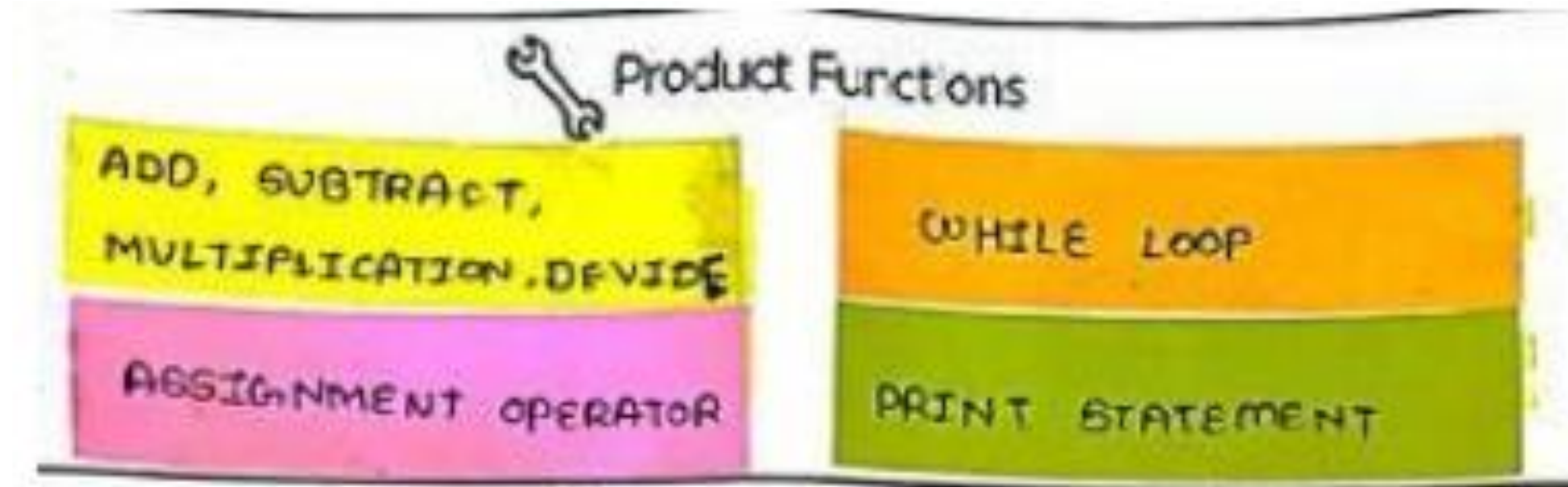
PEOPLE



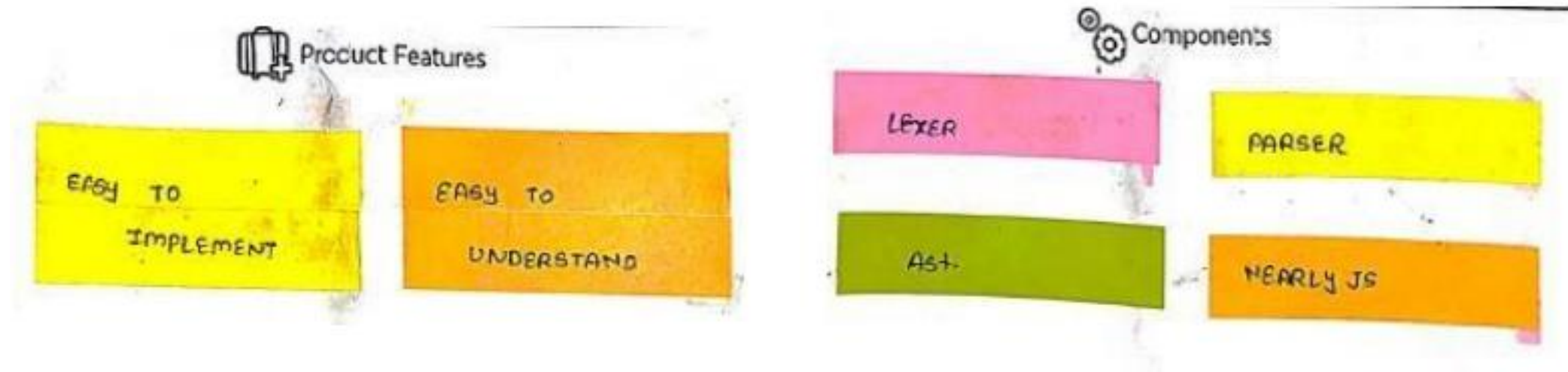
PRODUCT FUNCTIONS



PRODUCT FUNCTIONS



PRODUCTS FEATURES AND COMPONENTS



CUSTOMER REVALIDATION



REJECT, REDESIGN AND RETAIN



LEARNING NEED MATRIX (LMN)

Learnings Need Matrix

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Date:

Tools/ Methods/ Theories/ Application Process involved

During BE IV / Stage III

Applicable standards and design specifications/ Principles & Experiments

Establish connections among each other – Create Groups

Nearby JS

Lexer

Parser

During BE III / Stage II

During BE II / Stage I

Grammar

AST

Syntax (function)

Purpose / Product concept

VS - code

IDE editor

Device

Laptop

Computer

Console

Software/ Simulation/ Skill/ Mathematical Requirement

Component materials strength criteria (exploration – varieties/ testing requirements)

Bhasker V. Bhatt, SCET, Surat & GIC-GTU

Version: 03

PROTOTYPES

Assignment Operator

```
Assignment Operator
```

```
n = 4
```

```
m = 5
```

Data Dictionary

Dictionary

```
dict1 = { "a": 2  "b": 4 }
```

Array

Array

```
arr = { 1 2 3 4 5 6 }  
print("arr" arr)
```

If Else Condition

If Else Condition

```
n = 18
if gt(n 21) [
    if gt(n 42) [
        print("You are old")
    ] else [
        print("You a young adult")
    ]
] else [
    print("You are still an child")
]
```

Print Function

```
Print Function
```

```
n = 18
```

```
Print(n)
```

User Assigned Function

User Assingend Function

```
function myFun (a, b, c) {  
    let m = add(a, b);  
    let n = mul(m, c);  
    print(m, n);  
};
```


Basic Example

Example

```
n = 4 + 5
m = 5
o = "Hello, Noob!"
print(n m)
print(o)
print(5)
print("Finally ... ")
```

FUTURE SCOPE

In Future We Will Add More Function In This Project.

- ☐ Variables
- ☐ Arithmetic functions
- ☐ Function calls
- ☐ Built-in functions
- ☐ Function definitions
- ☐ If statements
- ☐ Else statements
- ☐ Else if statements
- ☐ While loops
- ☐ For loop
- ☐ Classes

CONCLUSION

Sometimes it's hard to understand entity level language for newbie's. So to solve this issue we are developing an easy to understand entry level language for new coders.

This project will save the time to understand basic of programming

REFERENCES

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<https://www.quora.com/How-does-one-create-a-programming-language>

THANK YOU