

D LANGUAGE

Team: NoSegFaultPlease

Anastasiya Ryabkova

Ozioma Okonicha

Daniel Atonge

Vitaliy Korbashov



FINAL PRESENTATION

TOPICS TO BE COVERED

- language to compile
- implementation language
- what we have done
- what we didn't manage to finish (and why)
- all decisions we made in our project
- who of our team did what
- small demo

LANGUAGE TO COMPILE: D LANGUAGE

```
var uninitialized;

//Should not print
var proverka := uninitialized is empty;
if not proverka then
    print "Well, this is wrong.... \n It should be empty";
end

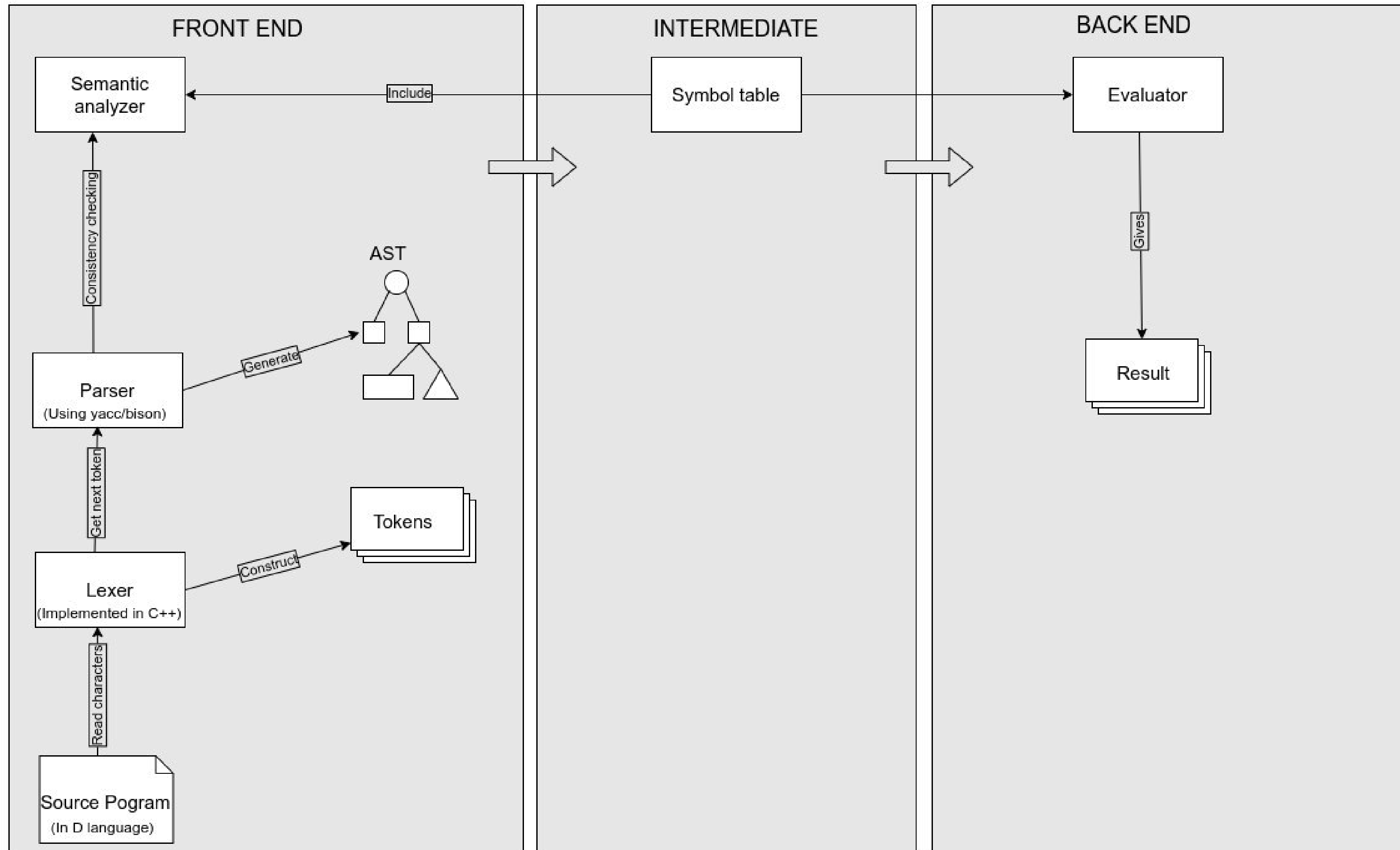
//Should not print too
uninitialized := true;
var proverka2 := uninitialized is bool;
if not proverka2 then
    print "Well, this is wrong as well.... \n It should be bool";
end

// This one should print
uninitialized := "Everything is good?";
if ( uninitialized is string ) then
    print uninitialized;
end
```

IMPLEMENTATION LANGUAGE



Overall Conceptual Design of our D Language Interpreter



WHAT WAS NOT FINISHED

- loops for complex types. E.g. for s in str

DECISION WAS MADE

- Visitor design pattern
- Did not generate intermediate representation
- Did Not use the pure BISON API for C++

CONTRIBUTION

LEXER

PARSER

SEMANTIC ANALYSIS

AST

EVALUATION

ANASTASSIYA
RYABKOVA

OZIOMA
OKONICHA

DANIEL ATONGE
VITALIY KORBASHOV



DEMO TIME

THANK YOU FOR YOUR ATTENTION
