

AI-Powered Markdown Parser with Mermaid Support

Andrea Mussari

January 12, 2026

Contents

1	Introduction	2
2	Development Process	2
2.1	Prompt #1	2
2.2	Prompt #2	3
2.2.1	Error analysis	3
2.2.1.1	Error #1 and #2	3
2.2.1.2	Error #3	4
2.2.1.3	Error #4	4

List of source codes

1	lexer.ts and mermaidProcessor.ts	3
2	renderer.ts	4
3	renderer.ts	4

1 Introduction

The goal of this project is to use AI to design and implement a Markdown parser that supports standard Mardown features across multiple blocks of Mermaid code.

I chose to use Claude (Sonnet 4.5) because in my personal experience using AI in programming, such as AdventCode or Leetcode challenges, it is the one that produces the best results.

For the choice of programming language, I asked Claude directly which one is best for him.

2 Development Process

The section is divided into paragraphs where each paragraph represents a stage in the development of the project.

2.1 Prompt #1

"I would like your help designing and implementing a Markdown parser that supports standard Mardown features across multiple blocks of Mermaid code, producing a structured representation that can be rendered in HTML with special handling for Mermaid diagrams.

I would like your opinion on the best programming language to carry out a project of this type."

With this prompt, my aim was to make the goal as clear as possible to Claude and to verify whether he had correctly identified the context of the project.

Claude replied that in his opinion the most suitable programming language is Javascript/Typescript, giving several reasons:

- Ecosystem fit.
- Excellent existing libraries such as *marked*, *mardown-it* or *remark* for Markdown and *mermaid* library for diagram rendering.
- Universal deployment.
- Strong typing with Typescript.

This list of reasons is a compelling argument for choosing Javascript/Typescript as the programming language for the project, but Claude still gave me a list of programming language alternatives: Python, Rust, and Go; and for each, he gave advantages and disadvantages over choosing Javascript/Typescript.

He then suggested a scheme for the architecture, independent of the choice of programming language, divided into:

1. Lexer/Tokenizer.
2. Parser.
3. Renderer.
4. Post-processor.

Finally he asked me if I preferred a full parser from scatch or a pratical solution using existing libraries.

2.2 Prompt #2

"I would prefer a practical solution in Typescript that uses existing libraries.

Set up the code so that each component has a corresponding file. If the files share features, create a module file to optimize, and finally create a main project file."

The intent of this prompt is to test its most practical and fastest solution while still giving it an idea of code organization that would allow me to more easily identify component problems.

In fact, the following files were eventually generated:

- README.md
- src/types.ts - Core type definitions and interfaces.
- src/utils.ts - Shared utility functions (ID generation, validation, escaping).
- src/lexer.ts - Tokenization using the *marked* library.
- src/mermaidProcessor.ts - Mermaid diagram extraction and processing.
- src/renderer.ts - HTML rendering with custom Mermaid handling.
- src/parser.ts - Main orchestrator that coordinates all components.
- src/index.ts - Public API with convenience functions and demo code.
- package.json
- tsconfig.json

I decided to try the demo he created. To do this, you need to run three commands in order: *npm install; npm run build; npm test*.

The *npm run build* command that matches tsc, transpiler typescript to javascript, stops finding 11 errors in 3 files.

2.2.1 Error analysis

As previously mentioned, tsc has identified 11 errors, 9 of which are repetitions of the same error, so we can say that there are 4 distinct errors:

- error TS2694: Namespace '/.../node_modules/marked/lib/marked'.marked' has no exported member 'Token'.
- error TS2694: Namespace '/.../node_modules/marked/lib/marked'.marked' has no exported member 'Tokens'.
- error TS2749: 'marked.Renderer' refers to a value, but is being used as a type here. Did you mean 'typeof marked.Renderer'?
- error TS2353: Object literal may only specify known properties, and 'headerIds' does not exist in type 'MarkedOptions'.

2.2.1.1 Error #1 and #2

This error occurs in the *lexer.ts* and *mermaidProcessor.ts* files. After some research, checking the package.json file, I discovered that the package marked in the "dependencies" entry was not set to the latest available version, which resulted in the @types/marked package being added to the "devDependencies" entry, which is deprecated because in the latest marked versions it provides its own type definitions.

Claude's error can be corrected by updating the import statement and replace all instances of *marked.Token* and *marked.Tokens* with *Token* and *Tokens* respectively.

Listing 1: lexer.ts and mermaidProcessor.ts

```
import { marked } from 'marked'; // Original import causing errors
import { marked, type Token, Tokens } from 'marked'; // Corrected import
```

2.2.1.2 Error #3

This error occurs in `renderer.ts` file. The issue is analogous to the previous one, and can be resolved by updating the import statement and replace all instances of `marked.Renderer` with `Renderer` respectively.

Listing 2: `renderer.ts`

```
import { marked } from 'marked'; // Original import causing errors
import { marked, Renderer } from 'marked'; // Corrected import
```

2.2.1.3 Error #4

This error occurs in `renderer.ts` file. The issue arises because the `headerIds` and `mangle` options doesn't exist in the `MarkedOptions` type. To resolve this, simply remove the line that sets the `headerIds` and `mangle` options in the `marked.setOptions` call.

Listing 3: `renderer.ts`

```
marked.setOptions({
  renderer: this.renderer,
  gfm: this.options.gfm ?? true,
  breaks: this.options.breaks ?? true,
  headerIds: this.options.headerIds ?? true, // Remove to fix error
  mangle: false // Remove to fix error
});
```

After making these corrections, the code should compile successfully without any errors.