

Sprint 3 Plan

Go Compiler

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Task listing, organized by user story

Sprint 3

(18)User Story 1: As a user, I would like to be able to use a struct and the fields within a struct.

Assigned: Vince, Trevor

Tasks:

- **(5)Vince:** Create the struct type node with a symbol table.
- **(3)Trevor:** Allow composite lits to either assign variables by name or by order
- **(5)Trevor:** Selector expressions read from the frameslot and access the struct variable in its symbol table.
- **(5)Vince:** Allow structs to define themselves in the lexical scope at the top level so that they can add themselves as a field

(22)User Story 2: As a user, I would like my Go program to typecheck correctly to keep language consistency and provide with meaningful error messages.

Assigned: Kyle, Petar

Tasks:

- **(8)Kyle:** Single assignments check the type of both the variable and the value before assigning
 - Throw GoException if the types do not match
 - Modify before assignment to check types
 - In the parser, get the identifier node for the left and right hand side then check types there.
- **(9)Petar:** Function type checking checks parameters and values.
 - Multiple assignments: check the type and length of every variable before assigning the values
 - Function calls are type checked in the parameters with the function being called.
 - Return types and length match function signature checked inside a function
- **(5)Petar:** Non primitive types check before accessing and writing to the type

(11)User Story 3: As a user, I would like the float32 and float64 types for various math operations.

Assigned: Petar

Tasks:

- (3)**Petar:** Make floats work with the composite lit node
 - Case 1: It is initially assigned an int value, but declared as float
 - Case 2: Declared and initialized as float
- (1)**Petar:** Add unit tests for following types
 - Float32, Float64
 - Various math operations using the two values
- (1)**Petar:** Add specializations when floats are used
 - Binary/Unary expressions
 - Add corresponding functions
- (5)**Petar:** Type check
 - Left and right hand side match in type and size
 - Throw corresponding GoException with dialogues similar to Go's error
- (1)**Petar:** Prints floats in correct notation
 - Modified println builtin