

Sprint 2 Plan

Go Compiler

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Goal

The main goals for Sprint 2 are simple control flow, variables and a better intermediate representation.

Task listing, organized by user story

User Story 1: As a user, I would like my Go source code to have a good IR.

Tasks:

- Skeleton IR
- Visitor interface to instantiate truffle nodes
- Add information to the initial tree so creating truffle nodes is easier

User Story 2: As a user, I would like simple control flow to be implemented.

Tasks:

- If statement
- For Loop
- Switch
- Break
- Continue

User Story 3: As a user, I would like variables to be implemented.

Tasks:

- Long variable declaration
- Short variable declaration
- Lexical Scope
- Reading variables
- Assigning variables

User Story 4: As a user, I would like to be able to import packages and libraries.

Tasks:

- Fmt package - prints

User Story 5: As a customer, I want a toolchain to parse my Go source code.

Tasks:

- Go source parsed into an AST file to input to our parser.

Team Roles

Baiwen Huang (Product Owner),
Kyle Remmert (Scrum Master),
Petar Zaninovich,
Trevor Ching,
Vincent Kim

Initial Task Assignment

Everyone: read up on Truffle

Initial Burnup Chart



Y-axis: Hours

X-axis: Days

Initial Scrum Board

Go Compiler Scrum Board on Github

Scrum Times

Monday/Wednesday/Friday 340A 12:00pm