# Creating a visual programming language

Mid-evaluation project report

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CS 306 Programming Languages

### 1 Problem Description

Our aim in this project is to make a visual programming language like Scratch. You can go as deep as you want, however, ensure that you are able to add some of the major functionalities in your programming language.

#### 1.1 Learning objectives

The things that we are gaining from this undertaking are:

- 1. Semantic checking and analysis
- 2. Processing visual data to complete a particular atomic operation
- 3. Understanding the control flow of a program using visual components

#### 2 Solution outline

The deliverables from this project are:

- 1. Python code which simulates a basic visual programming language
- 2. Algorithm for processing components

#### 2.1 Flow of the program

We are implementing a basic visual programming language using Python. In Python, to develop the GUI part, we used a module called "PyQt5". This module helps us in creating an application in a separate application window. This module also helps us in implementing events and event listeners.

We are dividing the main canvas window into three portions:

1. **List of blocks**: This is the area where the user will be able to see a list of all available blocks that the user can use.

- 2. **Main area**: This is the main canvas where the user can arrange the blocks in any specific order, to simulate a basic program.
- 3. **Output console**: This is the portion where the user can visualize their output asset or text.

#### 2.2 Code

The functionality that has been implemented till now can be found on our GitHub repository.

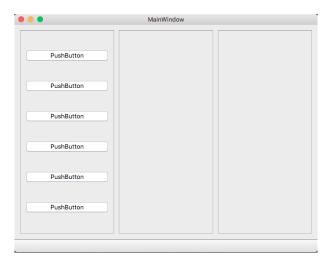


Figure 1: Initial state

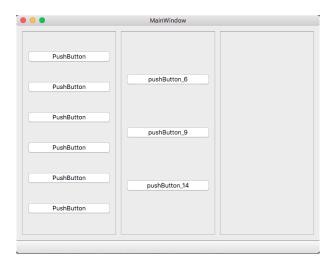


Figure 2: State after clicking the input buttons

## 3 References

The references mainly consist of YouTube tutorials and guides for implementing features like adding buttons, generating layouts, creating event listeners, etc.

- 1. https://www.youtube.com/watch?v=Vde5SH8e1OQ
- 2. https://www.youtube.com/watch?v=tlhFIAymKnQ