

## PROJECT 7: IMPLEMENTATION OF PROGRAM AND STATEMENT KERNELS

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```
program-sample.bl
                              Wednesday, November 1, 2023, 10:56 PM
1 PROGRAM Test IS
3
    INSTRUCTION one IS
4
       move
 5
    END one
6
7
    INSTRUCTION two IS
8
      turnleft
9
      turnleft
10
    END two
11
12 BEGIN
13
    WHILE true DO
14
      two
15
      one
16
    END WHILE
```

17 END Test

18

```
1 PROGRAM BugTerminator IS
 2 INSTRUCTION kill IS
      IF next-is-not-friend THEN
 4
           infect
 5
      ELSE
6
           IF next-is-wall THEN
7
               turnright
8
           ELSE
9
               IF next-is-friend THEN
10
                   turnleft
11
               ELSE
12
                   move
               END IF
13
14
           END IF
15
      END IF
16 END kill
17
18 BEGIN
19
      WHILE true DO
20
      END WHILE
21
22 END BugTerminator
```

```
1 PROGRAM WeAreBorg IS
      INSTRUCTION FindSpecies8472 IS
 2
3
          WHILE next-is-empty DO
4
               infect
 5
           END WHILE
6
      END FindSpecies8472
 7
8 BEGIN
9
      WHILE true DO
          FindSpecies8472
10
          IF next-is-wall THEN
11
12
               turnleft
13
          ELSE
14
               move
           END IF
15
16
      END WHILE
17 END WeAreBorg
```

Wednesday, November 1, 2023, 10:57 PM

```
1 move
2 IF next-is-not-enemy THEN
3   turnleft
4 END IF
5 IF random THEN
6   infect
7 ELSE
8   skip
9 END IF
10 WHILE next-is-wall D0
11   turnright
12 END WHILE
13 turnback
14
```

1 IF next-is-enemy THEN 2 infect 3 END IF 4 move 5 turnright 6 turnright 7 move 8 WHILE next-is-wall DO 9 turnleft 10 END WHILE 11 IF random THEN 12 turnleft 13 ELSE 14 skip 15 END IF 16 turnback 17 IF next-is-not-enemy THEN 18 turnleft 19 END IF

```
1 IF random THEN
 2
    move
 3
    turnright
 4
    WHILE next-is-wall DO
 5
      IF next-is-not-enemy THEN
 6
        turnleft
7
        WHILE next-is-not-empty DO
 8
           skip
9
        END WHILE
10
      END IF
11
      turnleft
12
    END WHILE
13
    infect
14 ELSE
15 skip
16 END IF
17 move
18 WHILE next-is-wall DO
    turnleft
19
    IF random THEN
20
21
    turnleft
22
    ELSE
23
    skip
24
    END IF
25 END WHILE
26 turnback
27 IF next-is-not-enemy THEN
28 turnleft
29 END IF
30 IF next-is-enemy THEN
31
   infect
32 END IF
33
34
```