**TINY**

Tokenised Interpreter for Non-complex Yield

1. Project Vision and Scope

*TINY* is a JIT interpreter coded in C++ for a custom basic arithmetic programming language. The language is designed with education and restricted challenge in mind. The intention behind the project is to be an entry point for people who want to learn basic programming, as well as experienced developers eager to experiment with more complex projects without the steep entry curve.

*TINY* is open-source – unlike many beginner-friendly languages – so you can easily see what the interpreter is doing under the hood. In addition, we provide official documentation describing how it works, which makes learning more approachable. Coding enthusiasts can even fork and modify the source code to tailor their needs.

We will never introduce high level functionality or deliver a versatile product meant for serious production use. *TINY* is only supposed to be a concrete foundation on which anyone is able to expand with little effort and time.

Scratch is an accessible tool for game dev. *TINY* is the equivalent for JIT interpretation. We are all about introducing a way to learn not only through engaging the language itself, but also by diving into the cogs turning within, cracking the books of code execution.