

# Assignment 1 Report Example, CSCE 314

Sam Adams, UIN: 99999999

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## 1 Languages

### 1.1 Whitespace

Whitespace is a language developed as a joke, in 2003, by Edwin Brady and Chris Morris. Whitespace only assigns meaning to whitespace characters (space, tab, and linefeed). The language is imperative and stack based. Because whitespace ignores all non-whitespace characters, it can be embedded to almost any other language—most languages ignore whitespace. [1]

Many interpreters, compilers, editing modes, and other tools for Whitespace are available in the project homepages of the language. The language is Turing complete, and among other things, an interpreter for Whitespace written in Whitespace is available.

At least part of the inspiration to develop the language presumably came from Stroustrup's article on overloading whitespace in C++ [2].

### 1.2 C++

A few paragraphs about C++.

### 1.3 Haskell

A few paragraphs about Haskell.

## 2 Language classification

There are several ways of classifying languages. Please use whatever categorization that you feel is most sensible. The following categories are just examples. Feel free to expand or use different ones.

### 2.1 Programming paradigm

#### 2.1.1 Functional languages

List functional languages here. You can expand with a short rationale in the less clear-cut cases.

#### 2.1.2 Object-Oriented Languages

List object-oriented languages here. ...

### 2.1.3 Logic languages

## 2.2 Purpose

### 2.2.1 General-purpose languages

### 2.2.2 Domain-Specific languages

## 2.3 Compilation technology

# 3 Acknowledgements

I am grateful to ... for the helpful discussions on ....

## References

- [1] Edwin Brady. Whitespace homepage. <http://compsoc.dur.ac.uk/whitespace/index.php>, April 2003.
- [2] B. Stavtrup. Overloading of C++ whitespace. *Journal of Object-Oriented Programming*, April 1st 1992.