

MYPL REPL Project Update:

For the REPL to work under the scope defined in the project specification, there were some changes made to the parser, ast, type_checker, and interpreter.

In the Repl session:

- When a variable id is entered and the user presses enter “\n”, then that is considered a finished expression -> endpoint
- When an expression is entered that would otherwise be considered an unfinished statement, it is considered a REPL endpoint
- A REPL endpoint is an expression that is evaluated and displayed after the user presses enter.

In hw6.cpp:

- Instantiate the Repl Nodes
- loop through those nodes
 - parse through the node
 - type check the node
 - interpret the node

in Parser:

- Define a repl endpoint func
- REPL node function:
 - Loop through statements
 - If the statement is normal, do the normal thing
 - If the statement is a repl endpoint, stop
 - Push to REPL ast node

In AST:

- REPL node:
 - List of statements
 - Possibly list of decls
- Repl endpoint node:
 - Expr

In Type_Checker: