## Team dynamic

## Compiled Language

## We chose to compile GoLite into C++ for multiple reasons. First, it's a fairly low-level language which means the performance should be better compared to higher level languages. Second, it is a very mature language that is widely used. Third, C++ offer more functionalities that C does not, some of which makes the final code generation phase much easier.

## Syntactic checks deferred to the weeding phase

**Short variable declaration**

For short variable declarations, we use an expression list to represent the the lvalue which is supposed to be a list of identifier instead of an id list.

**Matching number of lval and rval in an assignment**

In an assignment, whether it's part of a declaration or a statement, we do not check if the number of lvalue and rvalue match.

**Verify whether break and continue are inside loops**

We simply allow break and continue wherever a statement is allowed, and check for its validity in the weeding phase.

**Allow all type expression to be used when a type is required**