Fantasy League Advanced Imperative Language (FLAIL)

A Project Proposal for *COMS W4115: Programming Language & Translators*

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Abstract

We present FLAIL, a new programming language designed to facilitate the creation of fantasy league games and simulations.

1 Introduction

FLAIL is an imperative, object-oriented programming language.

2 Features & Syntax

3 Sample Code

```java
1 public class Application {
2     public static void main(String[] args) {
3         System.out.println("Hello World!");
4     }
5 }
```