

Language Website #2: Killer App!

Issued: Tuesday, November 18

Due: Thursday, December 4

Purpose

This assignment asks you to continue developing your team's programming-language website, by adding a larger demonstration program.

Assignment

There are several parts:

- Meet with your team and choose a reasonably complex problem to solve, using your team's programming language. The problem should be at least as difficult as one of the Language Assignments, but not too difficult.
- Partition the problem among your team's members, so everyone has about the same amount of work to do.
- Develop and integrate your solution.
- Describe your experience to the class in a short oral presentation. Each team will present, as a team, for about 30 minutes, during the last few class-meeting periods.

Hints and Advice

Choose a problem that is appropriate for your programming language. For example, you wouldn't want to use Prolog to control a dishwasher.

Your presentation should:

- briefly introduce your language
- specify your problem
- describe your experience solving the problem