

Language Website #1: Go Live!

Issued: Thursday, October 23
Due: Tuesday, November 18

Purpose

This assignment asks you to begin developing a simple website for the programming language of your choice.

Your Team's Landing Page

A webspace for your team has been established at:

1 `onyx.boisestate.edu/~buff/public_html/classes/354/teams/team`

as:

1 `http://onyx.boisestate.edu/~buff/classes/354/teams/team`

The purpose of your team's space is to describe and demonstrate your team's programming language, to a beginning or intermediate programmer.

Assignment

There are several parts:

- Meet with your team and choose a programming language.
- Plan the structure of your site. For example:
 - description and history
 - links to specification, documentation, manuals, and tutorials
 - available translators and installation instructions

- introductory programs (e.g., hello world), with build/run instructions
- more complex example programs, with build/run instructions
- tabular comparison of characteristics and features, with respect to other (representative) languages

Hints and Advice

Choose a language that no one on your team already knows well. Rather, choose a language that you and your teammates would like to learn about. For example, any of the Language-Assignment languages would be acceptable: they are important languages, which you may have heard of, but they were (hopefully) new to you.

Choose a language for which you can obtain a translator. It does not have to run on the **onyx** cluster, but you will need to develop and demonstrate example programs. I can help build/install translators on the **onyx** cluster.

Develop your *own* examples. Do not just copy examples from the Internet. You are expected to learn the language. Each team member should develop several original examples.