

Booleans in FAE

CSCI 312 Homework 7

March 3, 2023

Booleans in FAE: Add booleans as a builtin type to the FAE language (chapter 6). Call this language BFAE. Thus, the expressible values of the language now include numbers, closures, and booleans.

To make them useful you'll also need several other things:

- an if statement
- Boolean literals, for which we might as well use Scheme's literals, #t and #f
- Boolean functions: and, or, and not
- Relational boolean functions: < and =

Expand the FAE language to handle all aspects of this addition, including parsing and interpreting.

Use it: Write some interesting programs in this language, and test them to be sure they work.

Turn in: Put all your files into a folder csci312hw07yourname, zip it, and submit to canvas.