Adding a new language

Adding support to a new language requires changes on two elements of this solution: Execution Environments and Service layer.

For the latter, a new entry has to be added to the languageUrlMap, with the key being the new language and the value the address and port of the machine running the new execution environment. It’s also necessary to add the supported language to the enum SupportedLanguages and update the executionEnvironments.properties file to reflect the new execution environment implemented.

The Execution Environment is basically an application that provides exposes one endpoint, which will be used to run code and/or unit tests remotely.

This endpoint must respect a specific contract. The endpoint must have a parameter that contains a field named “code” which is a string that represents the code that the user wants to run, a field named “executeTests” which is a Boolean that represents if the user wants to test the code being sent against the unit tests defined and a field named “unitTests” which is a string that contains the unit tests to run with the code sent by the user.

This endpoint must return a structure that contains a field named “rawResult” which is a string that represents either the correct result of the code submitted by the user or the errors that appeared while compile/running the code.