# 

TC3048.1 Compilers Design

**Final Project.**

**MyStarlight Compiler**

**Team 1**

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**Index**

[**Description and Technical Documentation**](#_h1hm8xc7huzu) **2**

[Project Description](#_7ris5i5n51l) 2

[Language](#_854glbq6qq0b) 2

[Compiler](#_1bjy4qvtzadh) 2

[Virtual Machine](#_uog7fj1bn0ge) 2

[Performance Testing](#_whmff066hwv) 2

[Code Documentation](#_ogg3v5lh7khl) 2

[**User’s Guide**](#_fsfiygvirene) **2**

[Quick Reference Manual](#_clrfl3hexqss) 2

[Demo](#_zi2zpekswz40) 2

# Description and Technical Documentation

## Project Description

### Purpose and Scope

The goal of this project is to create, design and implement a declarative object-oriented programming language to apply the knowledge and skills acquired through the Compilers Design course. First and foremost, we define the basics of a programming language, such as tokens, reserved words, literals, and the corresponding regular expressions that identify them. Furthermore, we define the syntax diagrams, context free grammar, neural points among other syntaxis actions that let us parse and compile the program.

The language must be able to support global variables, local variables, functions, arithmetical, logical, and relational expressions, input/output operations, control flow statements, context management and non-atomic variables such as arrays and two-dimensional matrices. As mentioned before, we are developing an object-oriented language so classes with public attributes will be added as well as object definition and single inheritance.

### Requirements Analysis and description of the main test cases

### Project Follow-up

## Language

## Compiler

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## Virtual Machine

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## Performance Testing

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## Code Documentation

# User’s Guide or User’s Manual?

## Quick Reference Manual

## 

## Demo