



Big Mamas Kitchen

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Welcome to the Kitchen!!

Big Mama is strong, bold, loves cute things (such as her cat, Katchup), and cultivates the most flavorful dishes for her consumers. After a few minutes in her kitchen your taste buds are sure to be left tingling. She will throw in a wide variety of flavors from spicy to sweet, from tangy to salty, and will always finish a job with a sassy wink.

Better get your plates, are you ready for a taste?

WHO IS THIS LANGUAGE FOR?

This language is for people who love to cook as it uses cooking/baking phrases. BigMamasKitchen serves to spice up statically typed/scoped languages.



MAIN FEATURES

- Statically typed with static scoping
- Cooking keywords
- Emoticon brackets (^-^)^ ~ (^-^)
- Emoticon comments
 - Single line: ~(=^..^)
 - Multi-line: --[=] [=]--
- Simple statements terminated with ;)
- Cinnamon Roll Arrays (@)
- Square Waffle Dictionaries [#]



TYPES

Boolean

spicy

```
ingredient spicy = raw ;)
```

Number

bitter

```
ingredient bitter = 1 ;)
```

String

salty

```
ingredient salty = "hi";)
```

Array

(@)

```
ingredient spicy(@) eggs =  
(@)raw, raw(@) ;)
```

Map/Object

[#]

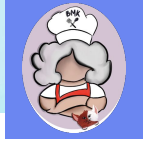
```
ingredient salty[#] waffle =  
[#] "key" : "value" [#] ;)
```

Null Type

bland

```
ingredient bland =  
nothing ;)
```

HELLO WORLD



BMK

```
mamaSays "Hello world!";)
```



JS

```
console.log("Hello world!");
```

CREATEST COMMON DIVISOR

```
recipe bitter gcd (bitter a, bitter b) (^-^~
  addAPinchOf a < 0 (^-^~
    a = -1 * a ;)
  ~(^-^~
  addAPinchOf b < 0 (^-^~
    b = -1 * b ;)
  ~(^-^~
  addAPinchOf b > a (^-^~
    ingredient bitter temp = a ;)
    a = b ;)
    b = temp ;)
  ~(^-^~
  stir until cooked (^-^~
    addAPinchOf b == 0 (^-^~
      serve a ;)
    ~(^-^~
    a = a % b ;)
    addAPinchOf a == 0 (^-^~
      serve b ;)
    ~(^-^~
    b = b % a ;)
  ~(^-^~
  serve 0 ;)
  ~(^-^~
```



BigMamasKitchen



Javascript

```
function gcd(a,b) {
  a = Math.abs(a);
  b = Math.abs(b);
  if (b > a) {
    let temp = a;
    a = b;
    b = temp;
  }
  while (true) {
    if (b === 0) return a;
    a %= b;
    if (a === 0) return b;
    b %= a;
  }
  return 0;
}
```


2D Dictionaries and Arrays



Dictionary of Dictionaries

```
ingredient bitter[#][#] dictDict =  
[#]"key1": [#]"inner1": 5[#], "key2": [#]"inner2": 2[#][#];)
```

Array of Arrays

```
ingredient bitter(@)(@) doubleArray = (@) (@)1,2,3(@), (@)4,5,6(@) (@) ;)  
mamaSays doubleArray(@)1(@)(@)2(@) == 6 ;)
```

Questions?



Github:

github.com/mmikol/BigMamasKitchen

Website:

mmikol.github.io/BigMamasKitchen