**Programming Code technical document**

**Group 5**

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We started using GNU CLISP, the text editor Notepad++ and CMD (command Prompt) to run different lisp code examples that we followed from “Tutorials Point LISP” while also using the online compiler to run it faster than through notepad++. However, we learned that we would need a library to allow the random function to work for us, so we deiced to work with Emacs, which uses the updated version ‘Common Lisp.’

To get Emacs to work, we followed a YouTube video by Baggers; within the video, we ended up downloading Steel Bank Common Lisp, SBCL, Emacs, Slime, and Quicklisp. Emacs was used as our software text editor to format the code, downloading SBCL was used to implement Common LISP into Emacs. We then downloaded Slime, which extended the use of Emacs compiler, allowing a side by side view of our text editor and allowing easier runtime access to test our code.

We downloaded Quicklisp, which worked with CMD to help acquire libraries compatible with Emacs and Common Lisp; this also gave us access to retrieve our library needed to implement the random function and install multiple different libraries and files need to run those libraries. Quicklisp calls files from a public source that sits on Github’s servers, allowing us to download them and instantly install them into the Emacs directory.

Finally, once we have downloaded all the acquired software needed to format and compile common lisp, we began working on our project while trying out different examples of code and researching. Today, 10/19/2020, we have a text-based working menu working, which we wanted to implement the menu to allow the project to become more complex in the furture. Our next plan is to implement the Sticks-game code, which we are configuring to it function properly.

**Work cited:**

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