Language Website #1: Go Live!

Issued: Tuesday, March 14 Due: Tuesday, April 11

Purpose

This assignment asks you to begin developing a simple website for the programming language of your choice.

Your Team's Landing Page

A webspace for your team has been established at:

onyx.boisestate.edu:/home/JBuffenb/public_html/classes/354/teams/team

as:

http://onyx2.boisestate.edu/jbuffenb/classes/354/teams/team

The purpose of your team's space is to describe and demonstrate your team's programming language, to a beginning or intermediate programmer.

Assignment

There are several parts:

- Meet with your team and choose a couple of candidate programming languages.
- Send me an email with your proposed language. I will reply with an approval email, unless too many teams have already chosen that language. Repeat this step, until we have decided on a language.
- Plan the structure of your site. For example:
 - description and history

- links to specification, documentation, manuals, and tutorials
- available translators and installation instructions
- introductory programs (e.g., hello world), with build/run instructions
- more complex example programs, with build/run instructions
- tabular comparison of characteristics and features, with respect to other (representative) languages

Hints and Advice

Choose a language that no one on your team already knows well. Rather, choose a language that you and your teammates would like to learn about. For example, any of the Language-Assignment languages would be acceptable: they are important languages, which you may have heard of, but they were (hopefully) new to you.

Choose a language for which you can obtain a translator. It does not have to run on the onyx cluster, but you will need to develop and demonstrate example programs. I can help build/install translators on the onyx cluster.

Develop your *own* examples. Do not just copy examples from the Internet. You are expected to learn the language. Each team member should develop several original examples.