

LITSPEAK REPORT

ASSIGNMENT 5

60-214

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“I confirm that I will keep the content of this report confidential. I confirm that I have not received any unauthorized assistance in preparing for or writing this report. I acknowledge that a mark of 0 may be assigned for copied work”

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LitSpeak Informal Explanation

LitSpeak is a context-free programming language that is superior to Tiny+ and Java by their Syntax swag.

Main Purpose

The purpose of the language is to take input from user's and produce output by leveraging simple and complex algorithms. This language differs from other programming languages because it speaks to the youth of today on another level that is all their own. By relating to a different audience, it captures the interest of beginner programmers. This could potentially initiate a movement in diversity by not only capturing a programmer's interest in the development stages, but by holding their attention through humour throughout their entire career.

By creating a git repository, we have invited other developers to continue developing our language, which could unite homies from all over the globe. <https://github.com/selinagabes/LitSpeak>

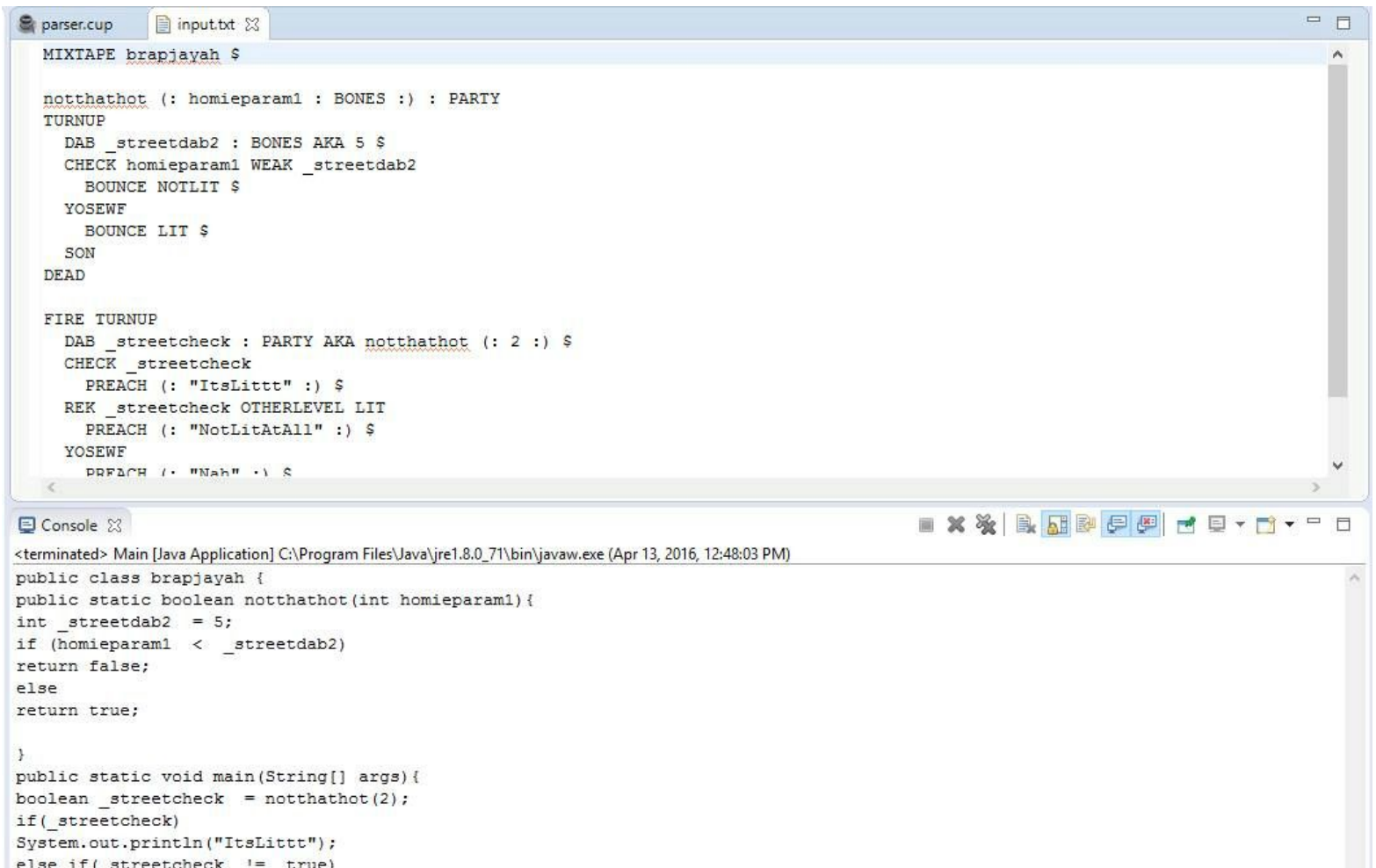
The open source repository also falls parallel with the ethics of programmers and the open source community. Before this point, we were mere users of the open source, and now we can finally say that we are contributors.

Application Domain

Currently the application is built for general purpose applications. By this we mean that it can compile and run functions built within each other to perform general and simple tasks. The end-goal of this language is to build it to be a Programming education language, such as Miranda, or basic C that we learned in 60-140.

We will be relying on the community and our sparse spare time to drive this dream forward. You see the dream would be one day, for 60-100 to be using LitSpeak instead of Miranda.

Print Program



The screenshot shows a Java IDE with two tabs: 'parser.cup' and 'input.txt'. The 'parser.cup' tab is active, displaying a CUP parser definition for a program named 'brapjayah'. The code defines a 'notthathot' function that checks if a 'homieparam1' value is greater than or equal to 5. If true, it prints 'ItsLittt'; otherwise, it prints 'NotLitAtAll'. The 'Console' tab shows the output of the Java application, which is a reproduction of the CUP code, indicating that the parser was successfully compiled and executed.

```
MIXTAPE brapjayah $

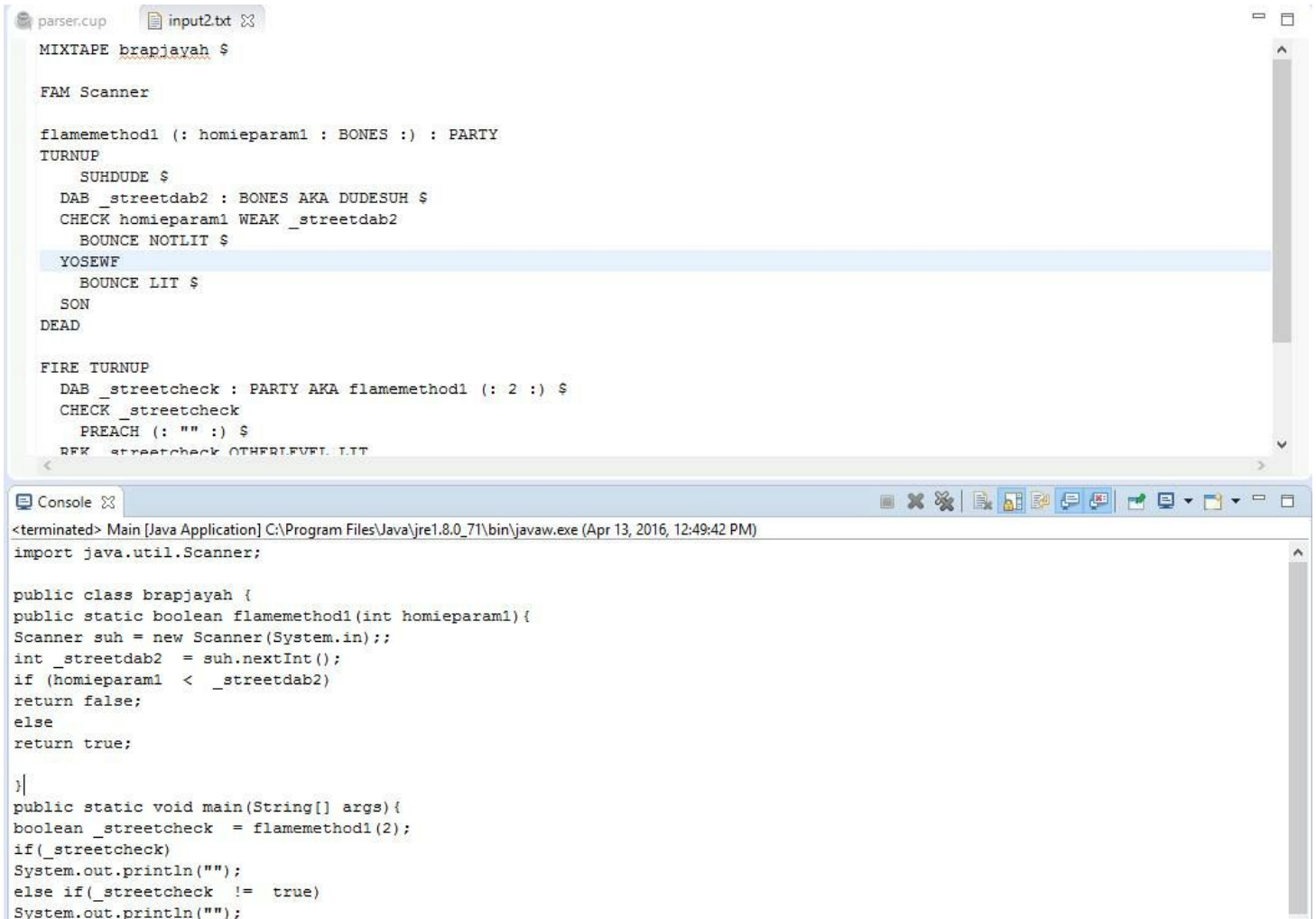
notthathot (: homieparam1 : BONES :) : PARTY
TURNUP
  DAB _streetdab2 : BONES AKA 5 $
  CHECK homieparam1 WEAK _streetdab2
  BOUNCE NOTLIT $
  YOSEWF
  BOUNCE LIT $
  SON
  DEAD

FIRE TURNUP
  DAB _streetcheck : PARTY AKA notthathot (: 2 :) $
  CHECK _streetcheck
  PREACH (: "ItsLittt" :) $
  REK _streetcheck OTHERLEVEL LIT
  PREACH (: "NotLitAtAll" :) $
  YOSEWF
  PREACH (: "Nah" :) $

<terminated> Main [Java Application] C:\Program Files\Java\jre1.8.0_71\bin\javaw.exe (Apr 13, 2016, 12:48:03 PM)

public class brapjayah {
public static boolean notthathot(int homieparam1){
int _streetdab2 = 5;
if (homieparam1 < _streetdab2)
return false;
else
return true;
}
public static void main(String[] args){
boolean _streetcheck = notthathot(2);
if(_streetcheck)
System.out.println("ItsLittt");
else if( _streetcheck != true)
}
```

Scanner Program



The screenshot shows an IDE with two tabs: 'parser.Cup' and 'input2.txt'. The 'parser.Cup' tab is active, displaying a Java program. The 'Console' tab is also open, showing the output of the program.

```
MIXTAPE brapjayah $

FAM Scanner

flamemethod1 (: homieparam1 : BONES :) : PARTY
TURNUP
    SUH DUDE $
    DAB _streetdab2 : BONES AKA DUDESUH $
    CHECK homieparam1 WEAK _streetdab2
    BOUNCE NOTLIT $
YOSEWF
    BOUNCE LIT $
SON
DEAD

FIRE TURNUP
    DAB _streetcheck : PARTY AKA flamemethod1 (: 2 :) $
    CHECK _streetcheck
    PREACH (: "" :) $
    RFK _streetcheck OTHERWISE LIT
```

Console Output:

```
<terminated> Main [Java Application] C:\Program Files\Java\jre1.8.0_71\bin\javaw.exe (Apr 13, 2016, 12:49:42 PM)
import java.util.Scanner;

public class brapjayah {
    public static boolean flamemethod1(int homieparam1){
        Scanner suh = new Scanner(System.in);
        int _streetdab2 = suh.nextInt();
        if (homieparam1 < _streetdab2)
            return false;
        else
            return true;
    }

    public static void main(String[] args){
        boolean _streetcheck = flamemethod1(2);
        if(_streetcheck)
            System.out.println("");
        else if(_streetcheck != true)
            System.out.println("");
    }
}
```

