3.13 – Development and prototyping

In this section, I will provide a running commentary of the process of development. I intend the structure of my development to take the form of three iterations (though this is subject to change).

* The first iteration will ignore the educational and user-friendly aspects of the program and simply focus on creating a compiler, an assembler and an interpreter that work together properly
* In the second iteration, I will add a graphical interface and make the process user- and student-friendly, giving graphical illustrations of what is happening along the way
* In the third iteration (less important than the others) I will add in the features that fall under the secondary Success Criteria and Features of the Proposed Solution. These are the more complex programming structures, and mostly involve additions to the compiler.