Department of Computer Science
CS 298/299 Proposal
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# JestScript - A Whimsical Dive into Humorous Programming

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## Introduction

In the realm of code seriousness, JestScript emerges as a playful endeavor, infusing the traditionally stoic world of programming with humor. Motivated by the desire to bring joy to coding, JestScript presents a unique take on syntax, error messages, and debugging experiences.

**Keywords:** *programming language, enjoyable coding, programming language design, user experience, light-weight programming language*

## Problem Definition and Motivation

The motivation behind JestScript lies in challenging the stereotypical perception of coding as a dry and serious task. With a plethora of programming languages prioritizing functionality over fun, JestScript aims to provide developers with a light-hearted alternative, fostering a more enjoyable coding atmosphere.

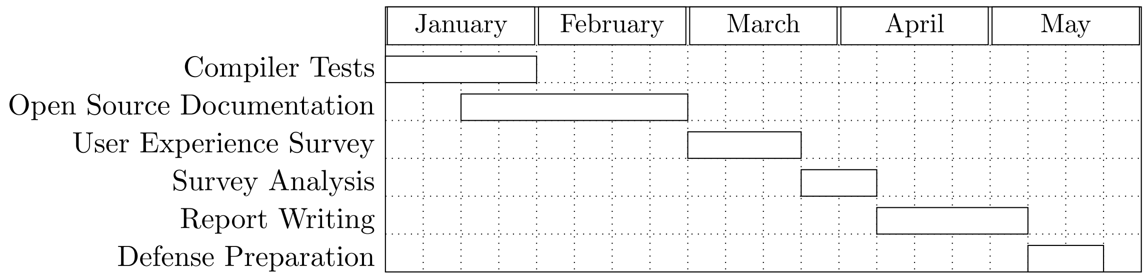
## Results Achieved in CS 297

- JestScript Compiler: The JestScript compiler that translates JestScript code into executable instructions for the target platform
- JestScript Syntax Guide: A detailed guide documenting the JestScript syntax, language rules, and conventions for developers.

## Expected Deliverables in CS 298/299

- Open-Source Repository: The public repository on a platform like GitHub containing the JestScript source code, documentation, and issue tracker.
- User Feedback Analysis Report: A report summarizing user feedback from testing phases, outlining areas of improvement and potential future enhancements.

## Timeline and Milestones for CS 298/299



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