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

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Abstract

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. 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. The problem JestScript addresses is the potential monotony and stress associated with programming, which can lead to burnout and decreased creativity. By introducing humor into the coding process, JestScript seeks to rejuvenate developers' enthusiasm and creativity, making programming not just a task but an engaging and enjoyable experience. The method employed involves the integration of comedic language constructs, pun-laden error messages, emoji-based variables, and randomized easter eggs. JestScript encourages developers to find amusement in their code, offering a new perspective on the coding journey. For evaluation, JestScript's success will be measured through developer surveys assessing the perceived enjoyment and creativity during coding sessions. Additionally, code analysis tools will gauge the impact of humor on the efficiency and clarity of the written code. Through this approach, JestScript aims to prove that humor has a valid place in the coding world, contributing to a more positive and innovative programming environment.

CS 297 Results

- 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.
- Emoji Support Module: A module enabling the use of emoji-based variables in JestScript, with documentation on supported emojis and guidelines.

CS 298 Key Deliverables

Software

- JestScript Compiler: The JestScript compiler that translates JestScript code into executable instructions for the target platform.
- JestScript Interpreter: An interpreter for JestScript, allowing developers to run JestScript code without compilation for quick testing and debugging.
- Open-Source Repository: The public repository on a platform like GitHub containing the JestScript source code, documentation, and issue tracker.

Report

- User Feedback Analysis Report: A report summarizing user feedback from testing phases, outlining areas of improvement and potential future enhancements.
- Testing and Quality Assurance Reports: Regular reports summarizing the results of unit testing, code reviews, and efforts to address bugs and issues.

Schedule

Due Date	Action Item	Deliverable
Feb 7	Create a basic language specification document	Specification document
Feb 14	Implement basic input/output functionality	Input/output functionality

Challenges and Innovations

- Adoption and Integration: Integrating humor into programming languages presents a challenge in terms of widespread adoption. Developers and organizations may be hesitant to adopt JestScript for serious projects, fearing potential disruptions to established workflows.
- Balancing Humor and Functionality: Striking the right balance between humor and maintaining the essential functionality of a programming language is a delicate challenge. JestScript needs to ensure that the introduction of humor does not compromise the efficiency and reliability of the code produced.
- Joyful Coding Experience: JestScript innovates by placing a strong emphasis on the emotional aspect of coding. It introduces a joyful and lighthearted coding experience, which, if successful, could inspire other languages to explore more creative and enjoyable approaches to programming.
- Creative Expression through Emoji Variables: The use of emoji-based variables is an innovative way to encourage creative expression in code. This feature not only adds a visual component to the code but also allows developers to infuse personality and humor into their variable names, fostering a more expressive coding style.

References

[1] C. A. R. Hoare, "An axiomatic basis for computer programming," *Communications of the ACM*, vol. 12, no. 10, pp. 576–580, 1969.