Compilers

CMPT 432

Lab 0

Goals

Select the programming language you will use to build your compiler. Choose carefully, as you are making a semester-long commitment. You may choose from **C**, **C++**, **Java**, and **TypeScript**.

Every now and then a student will ask to use a functional language like **Haskell**, **ML**, or **LISP**. That's probably okay, but ask me first.

If there's a language that you'd like to use that I haven't already mentioned, ask me about it. If you're thinking about **Python**, let me save you some time: NO.

Development Tooling and Build Documentation

- Work out your development tooling.
- Make sure that Alan can compile and build your code.

Notes

- Set up your development environment.
- Practice your code, compile/build, deploy, debug cycle.
- Document and explain how to build and deploy your code in ridiculous detail in the readme.md document in the root of your GitHub repository.
- See the latest build environment notes on our class web site.
- Test it. A lot. If Alan cannot compile your code, you will fail.

Resources

Crafting a Compiler

- Read chapters 1 and 10.1.2

Dragon

- Read chapter 1

Other

- Overleaf: https://www.overleaf.com/
- LaTeX lab template: https://www.overleaf.com/read/njjbdtynktsc

Submitting

Commit your build and deploy documentation in readme.md in your **private** GitHub repository. Add me (Labouseur) as a collaborator and e-mail me the URL.