

## Projects:

1. Based on the ideas discussed in class, design a new language. State the goals of your language. Explain why you have chosen those goals. Talk about the trade-offs you have had to make and why you had to make them. Develop a syntax for your language and write a grammar for it. Write semantics for your chosen constructs so that a compiler writer will know what to do when constructing the translator.
2. Write a translator for a simple language. This can be an assembler, an interpreter, or a compiler. Details will be provided depending on which choice you make.
3. Become a guru in a particular language. There is a document with guidelines for doing so.
4. Do a comparative analysis of two or more languages in the same category. For example, you might compare and contrast C++ and java or C++ and C# or java and C#.
5. Do a comparative analysis of two or more languages in different categories. For example, you might compare Ada and C++ or Fortran and Cobol.