Graph Application Language

(GAL)

The Team

Anton: GAL language Guru

Andrew: Test Master

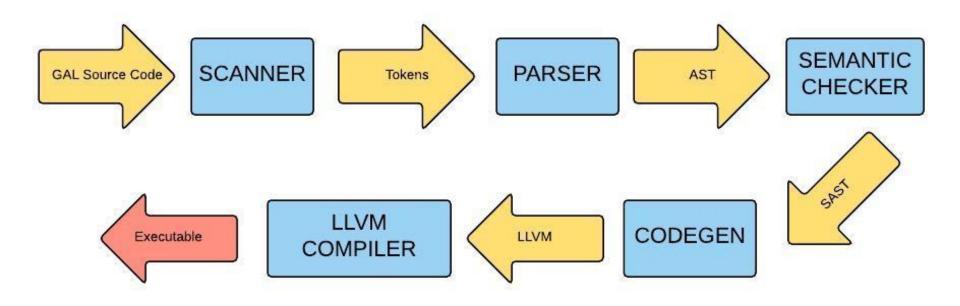
Donovan: Manager

Macrina: Standard Library Creator

The Aim

Creating a programming language that makes graph programming a piece of cake.

Compiler Architecture



Language Features

```
/*Types*/
int
string
node
edge
ilist
slist
nlist
elist
/*Declaring a Function*/
int foo(int bar) {
    bar = bar + 1;
    Return bar;
```

Language Features

List of Built-Ins for I/O and others:

- + print_int
- + print_str
- + print_endline
- + streq

List of Built-Ins for Graph:

- + length()
- + next()
- + pop()
- + peek()
- + add()

List of Built-Ins for Edges:

- + source()
- + dest()
- + weight()

The First Program- Hello World

```
/*Things written in here are comments
and they are multi line compatible*/
int main(){
    string x = "HELLO WORLD!";
    print str(x);
    /*Defining a Graph using node*/
    node n1 = |"A":2,"B",3,"C",4,"D"|;
    /*Adds an edge to the existing graph and
    updates it*/
    n1 = eadd(|"B", 5, "E"|, n1);
    /*standard library function to print the
    list of edges*/
    print elist(n1);
```

Test Suite

```
$ ./testall.sh
                           -n
                           fail assignment edge1...
test assignment list1...
                           OK
OK
                           -n
-n test boolean false... fail assignment edge2...
OK
                           OK
-n test boolean true...
                           -n
                           fail assignment int to s
OK
-n test create edge...
                          tring...
OK
                           OK
                           -n
-n
test get heaviest graph fail assignment string t
edge...
                           o int...
OK
                           OK
```

DEMO

Lessons Learned

- + Programming in pairs helps to weed out bugs in more than half the time.
- + Git commit, Git add and Git push all day
- + Use Ubuntu
- + OCaml's pattern matching is a god send.