CS 345 - Programming Languages
Assignment 5

1 Programming Language Design in Practice (70 Points)

In this assignment you are asked to form teams of four students and design an element of a programming language in form of a Scala DSL (an internal DSL unless there are compelling reasons against it).

You are free to implement an entire language (existing or self-created), extend an existing language (e.g., Scala itself) with an interesting feature (language construct, type system extension, type inference, etc.), or, for instance, implement a compiler that translates one language into another (e.g., a non JVM language into Java Bytecode).

The amount of work should be adequate for the time (5 weeks) and group size and the project should show understanding of programming language concepts as well as creativity.

The projects will be presented the class at the end of the course.

Project Registration

This assignment is to be worked on in groups of 2-3 students. Once you have formed a team and agreed on a topic please sign up for a group on Canvas. There will be a Final Project Groups tab under Groups.

Supporting Material