Assignment 6 - Abstraction Implementation

Submission details: Your submission will be a writeup and a screen capture video of you using your abstraction in a structure/projectional editor. **Writeup**: Please submit either a txt or pdf file. **Screen capture video**: I prefer mp4 or mov files, but I'll let you know if I have any trouble playing any alternatives you might submit. Remember to double check that your video includes both writing a program with your construct and running the program!

For this assignment, we're going to be implementing an abstraction for use in a structure/projectional editor.

What structure editor?

You may choose what toolkit you use for this assignment. Since you've seen Snap! in class, I suggest this as a first choice--but I know some of you entered the class with experience with other structure editors, so you're free to choose another if you prefer.

What abstraction?

Since you've already thought a lot about the abstraction you proposed in Assignment 3, I suggest that you implement that abstraction. However, if you feel this would be too much work (e.g., because you'd have to implement a lot of other constructs to write any programs that would exercise its functionality), you should feel free to choose another abstraction. No need to check with me--just use your best judgment, and include a paragraph in your writeup explaining your reasoning. Regardless of whether you choose your Assignment 3 abstraction or another, it should be a construct that *hasn't already been implemented for your target language+programming environment combination*!

Submission Materials

Writeup
<= 1 page
State the structure editor you used
Include a brief description of the construct (about one paragraph)
Include a screenshot of a program that uses the construct, and an explanation of the program
Include a screenshot of the output of the same program, and an explanation of the output

Screen Capture Video
Construct a program that uses your implemented construct
Run the program, and show the output