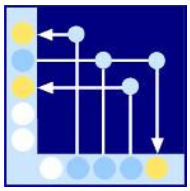

Advanced Programming with MOSTflexiPL

Lecture in Wintersemester 2025/2026
Prof. Dr. habil. Christian Heinlein

Rules for Organizing the Source Code

1. Write operator definitions which logically belong together – without any test code! – always into a suitably named file, e. g., logic operators in `logic.flx`, comparison operators in `compare.flx`, etc.

2. Create also a file `A1.flx`, `A2.flx`, ... for each task, which imports all files from rule 1 that are necessary for this task. (For example, `A1.flx` imports `logic.flx`, `A2.flx` imports `compare.flx`, and so on.)
   By that means, your code for a particular task can be used and tested, without needing to know the precise filenames from rule 1 simply by importing the respective file from this rule.

3. Also use `import`, if a module from rule 1 uses operators from another module (for example, the the comparison operators defined in `compare.flx` can use the logic operators defined in `logic.flx`) or if you define "private" auxiliary operators used by multiple modules (which might be reasonable for future tasks).

4. Write private test code always in separate files, which also use `import` to import the definitions of the operators that shall be tested.

5. At the end of the semester, put all the files mentioned above into a directory named `28921` or `28922` (the module number of the lecture in the study program MIN or MLD, respectively) in your home directory on the virtual server.
   The files from rule 1 and 4 might also be arbitrarily distributed into subdirectories.
   The files from rule 2, however, must be put directly in this directory.