Wave

SparkyPotato

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GETTING STARTED

Wave is a general-purpose, multiparadigm programming language designed to be performant, yet easy to learn.

SETTING UP WAVE

1.1 Dependencies

Compiling Wave requires the following dependencies to be installed:

- *A suitable C++ toolchain*
- *CMake*
- *Python*
- *Doxygen*
- *Sphinx*

Doxygen and Sphinx are only required for building the documentation (what you're seeing now). See *Building*.

1.1.1 Getting a C++ toolchain

1.1.1.1 On Linux

You should already have GCC pre-installed.

1.1.1.2 On Mac

Open a Terminal instance by searching for it in Spotlight. Then enter the following command:

```
xcode-select --install
```

1.1.1.3 On Windows

1. Download Visual Studio 2019 Community from here.
2. In the installer, make sure to select the 'Desktop Development with C++' component.

1.1.2 Getting CMake

Download and install the correct binary distribution of CMake for your platform from here.

1.1.3 Getting Python

Download Python from here.

1.1.4 Getting Doxygen

Doxygen is not required if you do not want to build the documentation. Download the right version of Doxygen from here.

1.1.5 Getting Sphinx

Sphinx is not required if you do not want to build the documentation.

1. Open a terminal window. On Mac, search it in Spotlight, and on Windows, search for 'Command Prompt'.

2. Enter the following command (requires Python):

```
pip install -U Sphinx
```

1.2 Cloning

If you have Git simply call:

```
git clone https://github.com/SparkyPotato/Wave --recursive
```

Or else, you can head over to GitHub, and download the repository by clicking on 'Code' and then 'Download ZIP'.

1.3 Building

Note: If you do not wish to build the documentation, you do not need to install Doxygen or Sphinx. To disable documentation building, add the option -nodoc while invoking Build.py

1. Open another terminal window, and navigate into the Wave directory you just cloned. On Windows, you can click on the path in File Explorer and type cmd to open a Command Prompt in the current directory.

2. To quickly get up and running, just call:

```
python3 Build.py
```

If you want to know all the options you can set in the build script, call:

```
python3 Build.py -h
```