IBDP Computer Science Internal Assessment

Criterion C: Development

Runxi Yu

October 12, 2024

- 1. Structure and justification
- 2. Algorithmic thinking
- 3. Development techniques

4. Existing tools

The following tools, libraries, and other materials were used in the development of this product.

- The Go programming language's specification was referred to, especially for documentation on how channel operations work; its GC toolchain (the most widely-used reference implementation) is used as the compiler during development and production; its standard library is used extensively in the program.
- Go by Example was referred to for documentation on command-line flags and contexts.
- MDN Web Docs was used as my primary source of JavaScript documentation.
- A hosted fork of gddo was used as my primary source of Go documentation, along with using the go doc command as part of the GC toolchain.
- scfg written by Simon Ser is used to parse configuration files.
- keyfunc written by Micah Parks is used to update the JSON Web Key Set to validate JSON Web Tokens for user authentication.
- websocket maintained by coder is used for bi-directional communication.

- A minimal variant of the RFC1459 IRC message format is used as the message format in client-server communication.
- golang-jwt is used to parse and validate JSON Web Tokens for user authentication.
- uuid by Google is used to generate UUIDs during testing.
- pgx by Jack Christensen is used to establish a connection with the PostgreSQL database backend.
- PostgreSQL is used as a database backend.
- golangci-lint is used as a linter to detect programming errors.
- neovim is used as a text editor; its LSP client was used to connect to gopls for error detection and documentation provision while editing code.