

This bachelor's thesis describes some of the main components of the AAnim software project. AAnim offers an environment for viewing and creating own programs in a simple Pascal-like language named AL. AL programs can be singlestepped, it is possible to display and change the values of their variables using the table of variables or using more advanced renderers and type editors. The more specialised animation of the running program is provided by visualisation modules (named animators). The titled input data of an algorithm (input variable sets) can be created, further used and managed by AAnim. AAnim is extensible by adding modules which deliver new types, functions and procedures to AL and animators. The following main components of the program are described in this work: translator, unified algorithm data management, type editors and renderers and animators.