

This work deals with some of the main components of the AAnim software project. The AAnim project is an environment (written in Java) for visualisation of algorithms, the user can write their own programs in pseudocode (the AL language), set breakpoints, observe current values of variables in a table and also in a gure, modify the values of the variables when the program is running and watch the process of the algorithm in a special panel (called animator). The main emphasis has been put on extendability – it is possible to extend the AL language with new functions, procedures and data types (using so called modules), it is possible to add new renderes of variables' values and add new animators. This work deals with module management, interpreter, animation control, code editor, main GUI aspects and summarises experience acquired by the author during creation of the project.