

Re: New symbolic/numeric/dynamic/intuitive programming language

Source: <http://sci.tech-archive.net/Archive/sci.math/2008-02/msg03557.html>

- *From:* Dave Seaman <dseaman@xxxxxxxxxxxx>
 - *Date:* Thu, 21 Feb 2008 21:32:11 +0000 (UTC)
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On Thu, 21 Feb 2008 12:31:06 -0600, Mark Nudelman wrote:

Aatu Koskensisilta wrote:

On 2008-02-21, in sci.math, Mark Nudelman wrote:

Writing a non-trivial program requires skills that are mostly independent of the language.

Indeed, and such newfangled inventions as the ability to define functions and procedure of your own and to otherwise structure your code, apparently missing in Flaming Thunder, are considered to be of some use by some. Probably elitists, the whole lot of them, unable to appreciate the beauty and elegance of

```
Set result to 1.  
For year from 2000 to 2008 do  
set result to result*year.  
Write result.
```

or encoding the logic of your program in a bunch of imaginatively placed GOTOs, while, for and until loops and other such bundles of joy.

This seems like an instance of the COBOL school of language design, the philosophy being that the closer a program looks to ordinary English, the better it is.

It's a candygrammar.

<<http://jargon.net/jargonfile/c/candygrammar.html>>

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Dave Seaman
Oral Arguments in Mumia Abu-Jamal Case heard May 17
U.S. Court of Appeals, Third Circuit
<<http://www.abu-jamal-news.com/>>

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