ICON

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ABSTRACT

This language is as cool as us!

1 Introduction

2 History

Icon is a high-level, general-purpose programming language with novel features including string scanning and goal-directed evaluation. It was chiefly designed by Ralph Griswold in 1977 at the University of Arizona. The design philosophy of Icon is to provide a "critical mass" of types and operations, free the programmer from worrying about details and put the burden of efficiency on the language implementation. With Icon, the designer said he could write programs he didn't have the time to write in C or C++.

There is no official Icon users' group, but The Icon Project maintains a moderated "Icon-group" electronic mailing list.

3 Control Structures

4 Data Types

5 Subprograms

6 Summary

References

[1] Laurence Tratt. Experiences with an Icon-like expression evaluation system. In *Proc. 6th symposium on Dynamic languages, 2010*, pages 73-80. IEEE, 2010.

[2] Ralph E. Griswold and Madge T. Griswold. The Icon Programming Language, Third Edition. Peer-to-Peer Communications, 1996, ISBN 1-57398-001-3.