

## Semantic Design for the Observable-Property System

```
let Propertied = Axiom "Something with observable properties."
let PropertyChangeHandler = PropertySystem -> PropertySystem -> PropertySystem
and PropertyChangeUnhandler = PropertySystem -> PropertySystem
and PropertySystem = Axiom "An observable-property system."

let getPropertyOpt<a> : String -> Propertied? -> PropertySystem -> Maybe<a> =
  Axiom "Obtain a participant property if it exists."

let setPropertyOpt<a> : String -> Propertied? -> Maybe<a> -> PropertySystem -> PropertySystem =
  Axiom "Set a participant property if it exists."

let handlePropertyChange : String -> Propertied? -> PropertyChangeHandler -> (PropertyChangeUnhandler, PropertySystem) =
  Axiom "Invoke the given handler when a participant property is changed."

// TODO: See what categories the property system yields and make witnesses for them.
```

## Semantic Design for the Publisher-Neutral Event System

```
let Address<a> = List<String>
let Participant = ( _ : Axiom "A participant in the event system.", Propertied)
let Event<a, s :> Participant> = (Data : a, Publisher : Simulant, Subscriber : s, Address : Address<a>)
let EventSystem = ( _ : Axiom "A publisher-neutral event system."; PropertySystem)
let EventHandler<a, s :> Participant> = Event<a, s> -> EventSystem -> EventSystem
let EventUnhandler = EventSystem -> EventSystem

let getLiveness : EventWorld -> Bool =
  Axiom "Check that the event system is either live or terminated."

let participantExists : Participant? -> EventWorld -> bool =
  Axiom "Check that a participant exists."

let publish<a, p :> Participant> : a -> Address<a> -> p -> EventSystem -> EventSystem =
  Axiom "Publish an event with the given data with the given event address for the given participant."

let subscribe<a, s :> Participant> : Address<a> -> s -> EventSystem -> EventHandler<a, s> -> (EventUnhandler, EventSystem)
  Axiom "Subscribe to an event with the given event address with the given subscriber."

// TODO: Stream and Chain types and their witnesses...
```

## Semantic Design for Nu Game Engine

```
let World = (_ : Axiom "The world value."; EventSystem)
let Simulant = (SimulantAddress : Address<Simulant>; Participant)
let Game = (GameAddress : Address<Game>; Simulant)
let Screen = (ScreenAddress : Address<Screen>; Simulant)
let Layer = (LayerAddress : Address<Layer>; Simulant)
let Entity = (EntityAddress : Address<Entity>; Simulant)
let Dispatcher = Axiom "Specifies the shape and behavior of a simulant."

let getGame : World -> Game = Axiom "Get the global game handle."
let getScreens : World -> List<Screen> = Axiom "Get all screen handles belonging to the global game."
let getLayers : Screen -> World -> List<Layer> = Axiom "Get all layer handles belonging to the given screen."
let getEntities : Layer -> World -> List<Entity> = Axiom "Get all entity handles belonging to the given layer."

let tryGetParent : Simulant -> World -> Maybe<Simulant> = Axiom "Attempt to get the parent of a simulant."
let getChildren : Simulant -> World -> List<Simulant> = Axiom "Get the children of a simulant."
let getProperty : String -> Simulant -> World -> Any = Axiom "Get the property of a simulant."
let getDispatcher : Simulant -> World -> Dispatcher = Axiom "Get the dispatcher belonging to a simulant."
let getPropertyDefinition : String -> Dispatcher -> World -> PropertyDefinition = Axiom "Get property definition of dispatcher."
let getBehaviors<a, s :> Simulant> : Dispatcher -> World -> List<Behavior<a, s>> = Axiom "..."

let PropertyDefinition =
  (Type : Axiom "A value type.",
   Default : Any)

let Behavior<a, s :> Subscriber> =
  Event<a, s> -> World -> World
```

## Nu Script Semantic Design

```
let script (str : String) = Axiom "Denotes script code in str."
```

```
witness Monoid =  
  | append = script "+"  
  | empty = script "[empty -t-]"
```

```
witness Monoid =  
  | append = script "*"   
  | empty = script "[identity -t-]"
```

```
witness Monad =  
  | pure = script "[fun [a] [pure -t- a]]"  
  | map = script "map"  
  | apply = script "apply"  
  | bind = script "bind"
```

```
witness Foldable =  
  | fold = script "fold"
```

```
witness Functor2 =  
  | map2 = script "map2"
```

```
witness Summable =  
  | product = script "product"  
  | sum = script "sum"
```

```
let Property = Axiom "A property of a simulant."
```

```
let Relation = Axiom "Indexes a simulant or event relative to the local simulant."
```

```
let get<a> : Property -> Relation -> a = Axiom "Retrieve a property of a simulant indexed by relation."
```

```
let set<a> : Property -> Relation -> a -> a = Axiom! "Update a property of a simulant indexed by relation, then return its value."
```

```
let Stream<a> = Axiom "A stream of simulant property or event values."
```

```
let getAsStream<a> : Property -> Relation -> Stream<a> = script "getAsStream"
```

```
let setAsStream<a> : Property -> Relation -> Stream<a> = script "setAsStream"
```

```
let makeStream<a> : Relation -> Stream<a> = script "makeStream"
```

```
let mapStream<a, b> (a -> b) -> Stream<a> -> Stream<b> = script "map"
```

```
let foldStream<a, b> : (b -> a -> b) -> b -> Stream<a> -> b = script "fold"
```

```
let map2Stream<a, b, c> : (a -> b -> c) -> Stream<a> -> Stream<b> -> Stream<c> = script "map2"
```

```
let productStream<a, b> : Stream<a> -> Stream<b> -> Stream<(a, b)> = script "product"
```

```
let sumStream<a, b> : Stream<a> -> Stream<b> -> Stream<Either<a, b>> = script "sum"
```