## **Medley Interlisp**

## **Features Demos**

# A Residential Programming Environment supports Incremental Development

A residential programming environment is one in which you define, edit, debug in the live environment; write out to files to save for future session. The system tracks what changed. Multiple features work together, to act as a "programmer's assistant":

DWIM - Do What I Mean, Spelling Correction: DWIM is more than just spelling correction; it's more an attitude -- not to signal errors if what the user meant is obvious and correctable.

History and UNDO: Interlisp was the first known system. DWIM changes are undoable.

```
??
UNDO <dwim event>
PP* FOO1
```

- The file manager tracks what's been defined or changed. The file "coms" are like a manifest -determines what goes where.

```
FILES?)
```

y fileb (CLEANUP) SEE FILEB

- Helpsys and DInfo (also a first) interactive documentation

MAN INFILE
MAN CL:WITH-OPEN-FILE
MAN CLHS.OPENER
<right click DInfo>

- Masterscope (interactive cross reference) has an extensible english-like language for querying

LOAD (HELPSYS PROP)

- . ANALYZE ON HELPSYS
- . SHOW WHERE ANY CALLS CLHS.OPENER

USE EDIT FOR SHOW

. SHOW PATHS FROM HELPSYS

## **Common Lisp and Interlisp Integration**

an Inter-medley of Uncommon Lisps

- freely intermix CL and IL function, macro, variable definitions
- All datatypes are common: lists, NIL, symbols, arrays, strings, structures, numbers
- many functions and special forms are the same: CAR, COND, ED
- Some are slightly different: CL:EVAL vs. IL:EVAL, CL:LAMBDA vs. IL:LAMBDA, ...
- Extend CL to include IL and IL to include CL
- Common Lisp definitions and declarations managed by Interlisp environment

#### Demo:

. SHOW WHERE ANY ON HELPSYS CALLS CL:WHEN USE EDIT FOR SHOW

### **Structure editors**

programmable, short commands (BO 3) P (SW 1 2). Useful for editing huge list structures or Lisp functions.

EDITMODE (DEDIT) (Load it to try). Like the TTY editor with menu and showing the results in a window.

you are editing structure. Parentheses are balanced at all times, but you can just type and backspace. Keyboard controls and attached menu.

Common to all: user never counts parentheses, modifies whitespace, or needs to fiddle with line breaks or indentation

#### The Virtual Machine and OS

- D-machines had microcode to interpret a bytecoded insruction set. Subsequently, the microcode was reimplemented in C (named "maiko".
- "Sysouts" (memory images) can be moved from machine to machine; only maiko needs to have been compiled for each OS and chip architecture.
- Medley is small (relatively speaking). Bytecodes are compact. Medley online uses 16MB/user (64MB max). Installed, 256mb max. Time to make new image 15 seconds; restart a saved image "in the blink of an eye".
- Interlisp-D was the **whole operating system**: scheduler, window manager, network, drivers. Now can rely on host OS for device drivers

## **GIT: A Repository for Medley Definitions**

#### Conventionally, GIT tracks and compares files

 Change detection and presentation based on line-editing semantics: Mismatching character sequence => significant difference

# Medley's source files: external archives for structured definitions with metadata

- Saved and loaded, maybe printed, but never edited
- A given definition can be represented in different (but semantically equivalent) line and character sequences

#### Medley interface to GIT: Definition-based change tracking

P(ull)R(equest)C(ompare) command (demo)

- Retrieve changed files from GIT, find/parse PR vs master alternative definitions, compare as Lisp-structure differences

#### Idea: load and manage definitions @ commit level granularity

- If function FOO is included in commits C and D, definitions FOO;C and FOO;D are co-resident.

## LispUsers, Library, Internal

(Favorite LispUsers)

Some other development tools: SPY, File Browser

## **Revive Applications using Interlisp**

Notecards - early HyperText

Rooms - Screen / Desktop management

LOOPS - Lisp Object Oriented Programming System (not CLOS)

Truckin' - LOOPS game for teaching "Knowledge Representation"

LFG - Lexical Functional Grammar

.... and others