

Projectional Syntactic Sugar

fibonacci = map iterate

initial cur 1

prev 0

next λ cur cur + prev

prev cur

mapping **cur** **prev** \rightarrow cur

Num Num

Lamdu displays the “next” function using *light lambda* syntax while the “mapping” function is displayed with plain lambda syntax

Lambda automatically presents
code with syntactic sugars

```

// See: http://www.khronos.org/OpenGL/developer/standards/webgl/webgl-shader/#vertex
// See: http://www.khronos.org/OpenGL/developer/standards/webgl/webgl-shader/#fragment

// Vertex Shader
// This shader will take the position of the vertex and the color of the vertex and
// output the position and color of the vertex.

// Fragment Shader
// This shader will take the position of the vertex and the color of the vertex and
// output the position and color of the vertex.

// Vertex Shader
// This shader will take the position of the vertex and the color of the vertex and
// output the position and color of the vertex.

// Fragment Shader
// This shader will take the position of the vertex and the color of the vertex and
// output the position and color of the vertex.

// Vertex Shader
// This shader will take the position of the vertex and the color of the vertex and
// output the position and color of the vertex.

// Fragment Shader
// This shader will take the position of the vertex and the color of the vertex and
// output the position and color of the vertex.

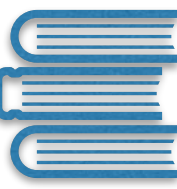
```





go fmt

Manual Formatting



Programmers maintain whitespace, deciding how to indent their code, split their lines and align function arguments, to make the code readable while fitting the screen width.

```
- const Rectangle<int> scaled (area * Point<float> (peerBounds.getWidth() / (float) getWidth(),
-                                     peerBounds.getHeight() / (float) getHeight()));
+ auto scaled = area * Point<float> (peerBounds.getWidth() / (float) getWidth(),
+                                     peerBounds.getHeight() / (float) getHeight());
```

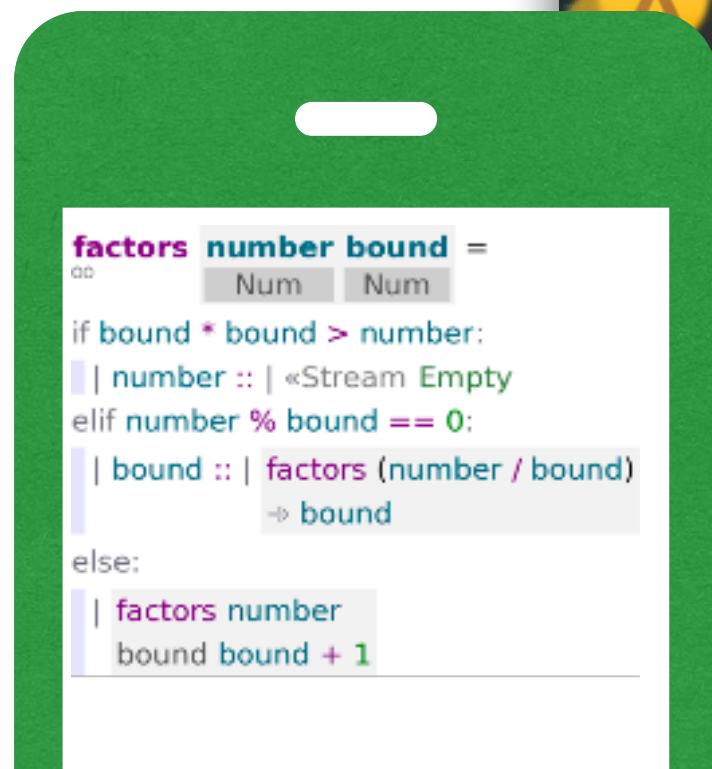
A typical C++ code diff. The programmer maintains the spacing manually.



Automatic Layout

- Convenient
- Consistent
- Responsive
- No conflicts

```
facto number bound = if bound * bound > number: | number :: | «Stream Empty
Num Num elif number % bound == 0: | bound :: | factors (number / bound)
                                     => bound
else: | factors number
      bound bound + 1
```





Projectional Syntactic Sugar

Lamdu automatically presents
code with syntactic sugars

Lamdu displays the “next”
function using *light lambda*
syntax while the “mapping”
function is displayed with plain
lambda syntax

```
fibonacci = map iterate
  initial cur 1
           prev 0
  next  $\lambda$  cur cur + prev
           prev cur
  mapping cur prev → cur
           Num Num
```