



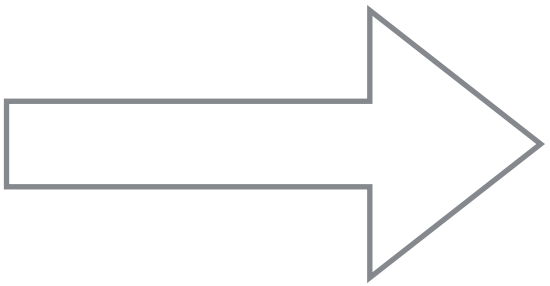
Compilation vs. Projection

Text

Files







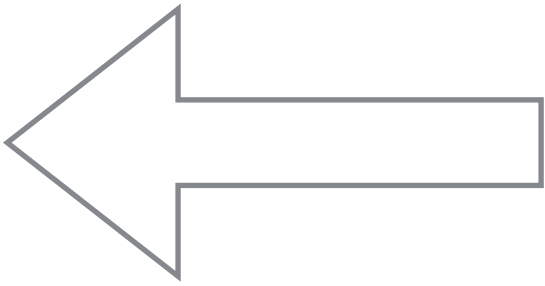
AST

Competition



Structural  
Text UI





AST

Rejection





Prone to  
syntax errors  
and name errors



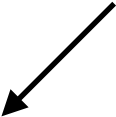


Convolutional  
and confusing  
errors



Fixed  
formatting





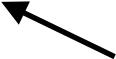


Better UI for type mismatches  
with improved blame assignment  
(root cause detection)



Blank page

Responsive  
Layout



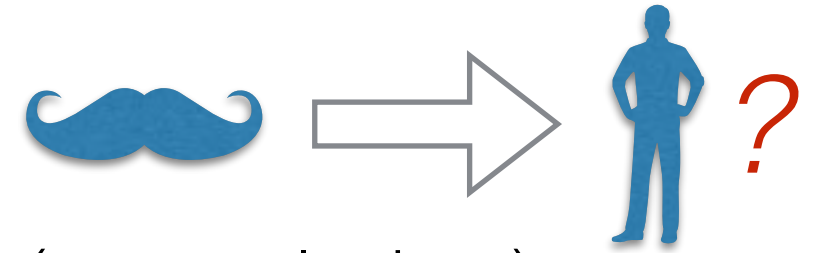









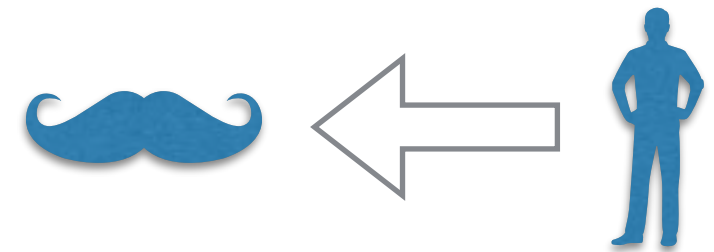
## Name Resolution:



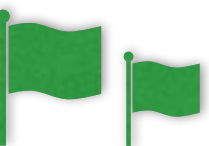
- Adding new functions may break existing code (name clashes)
- Even a “simple” rename is far from trivial:
  - Prone to silently change code behaviour (C++, D, ...) 
  - Only applies in one branch, causing evident and undetected merge conflicts

---

## Name Presentation:



- Adding new functions never breaks existing code
- Clashes are a presentation issue - how to display them?
- Renames are simple and reliable
- Enables localisation - Identifiers may have names in different languages (English, French, etc) enabling diverse collaboration





# Compilation vs. Projection

