

# Code Samples

January 2015 -- Joe Sandmeyer

## Overview

Attached are two source code samples selected for their brevity and the fact that they are not owned by a former employer. Both samples were created entirely by me though I give credit to Robit Hairman and Mark Miller for their critique on Puppet Speak when we prepared it for open source publishing.

## Airport Weather

Airport Weather is an iOS app that uses a Geonames.org web service to fetch and display weather conditions for locations around the world. Flurry banner ads are fetched from an ad server and presented at the bottom of the screen to monetize the app. Most of the interesting work is performed in the Objective C source file “AW\_MainViewController.m”.

## Puppet Speak

Puppet Speak is an extremely lightweight symbolic expression parser that I wrote to serialize and deserialize commands sent between remote processes over a socket connection. The use is very similar to JSON but optimized to be lighter and easier to port between languages.

I created it for use in the BrainPool animation and AI controller which needed a way for a remote process to send control commands to game engine scripting systems using a variety of open and proprietary scripting languages. The C++ version of the parser is shown in “PpsCore.cpp” and uses less than 300 lines of code. A Python version of the parser was implemented in less than 100 lines. A version for Perch, the Shark3D scripting language was under 200 lines.

We published Puppet Speak as open source at “<http://puppetspeak.sourceforge.net/>” so that game programmers could easily connect any game to the BrainPool controller and because there are a wide variety of other possible uses.