Python. Client Side.

Skulpt is an entirely in-browser implementation of Python.

No preprocessing, plugins, or server-side support required, just write Python and reload.

Clear

The code is run entirely in your browser, so don't feel obligated to "crash the server", you'll only stub your toe.

Interactive:

This is a very cool new feature that is just getting off the ground. This would be a great project to jump in and help out on!

```
Python 2.6(ish) (skulpt, Thu Sep 16 2021 09:07:33 GMT-0400 (Eastern Daylight Time)) [Mozilla/5.0 (Windows NT 10.0; Win64; x64) AppleWebKit/537.36 (KHTML, like Gecko) Chrome/93.0.4577.63 Safari/537.36] on Win32
```

```
Don't type "help", "copyright", "credits" or "license" unless you've assigned something to them
```

What's New?

- Python 3 Grammar. The master branch is now building and running using the grammar for Python 3.7.3. There are still lots of things to implement under the hood, but we have made a huge leap forward in Python 3 compatibility. We will still support Python 2 as an option going forward for projects that rely on it.
- Node JS and Webpack -- We have updated our toolchain for development to use node and webpack.
- Suspensions! This may not mean a lot to you, but trust me its going to be big. Suspensions provide the foundation for the asynchronous execution we need to build an interactive debugger, a smoother turtle module, enhanced urllib and other cool features. For developers you should check out the time module and the suspensions.txt file under doc/.
- Stub implementations of the standard library modules. You will now get an unimplemented exceptions rather than some other file not found error.
- General cleanup and standardization of the code. See the short description of the coding standards in the CONTRIBUTING file
- Loads of bugfixes: see
- slice() function implemented. And improvements to list slicing.
- string and operator module added.
- Keyword arguments for sorted()
- text() function in processing