# Dickinson User Guide

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## Introduction

Dickinson is a text-generation language for generative literature. Each time you run your code, you get back randomly generated text.

# **Installing Dickinson**

First, install cabal and GHC. Then:

```
cabal install language-dickinson
```

This provides emd, the command-line interface to the Dickinson language.

You may also wish to install manpages for reference information about emd. Manpages are installed at

emd man

### **Editor Integration**

A vim plugin is available.

## **Program Structure**

Dickinson files begin with \%-, followed by definitions.

## Example

%-

Here is a simple Dickinson program:

```
(:def main
(:oneof
(| "heads")
(| "tails")))
```

Save this as gambling.dck. Then:

```
emd run gambling.dck
```

which will display either heads or tails.

The :oneof construct selects one of its branches with equal probability.

In general, when you emd run code, you'll see the result of evaluating main.

#### Comments

Comments are indicated with a ; at the beginning of the line. Anything to the right of the ; is ignored. So

```
%-
```

```
; This returns one of 'heads' or 'tails'
(:def main
  (:oneof
      (| "heads")
      (| "tails")))
```

is perfectly valid code and is functionally the same as the above.

#### Definitions & Names

We can define names and reference them later:

```
%-
(:def gambling
  (:oneof
    (| "heads")
     (| "tails")))
(:def main
    gambling)
```

We can emd run this and it will give the same results as above.

## Branching

When you use :oneof, Dickinson picks one of the branches with equal probability. If this is not what you want, you can use :branch:

```
%-
(:def unfairCoin
  (:branch
     (| 1.0 "heads")
      (| 1.1 "tails")))
(:def main
    unfairCoin)
```

This will scale things so that picking "tails" is a little more likely.

#### Interpolation

We can recombine past definitions via string interpolation:

```
(:def adjective
  (:oneof
    (| "beautiful")
    (| "auspicious")
    (| "cold")))

(:def main
    "What a ${adjective}, ${adjective} day!")
```

#### **Multi-Line Strings**

For large blocks of text, we can use multi-line strings.

```
(:def twain
    '''
    Truth is the most valuable thing we have - so let us economize it.
    - Mark Twain
    ''')
```

Multiline strings begin and end with '''.

#### Expressions

Branches, strings, and interpolations are expressions. A :def can attach an expression to a name.

```
(:def color
  (:oneof
    (| "yellow")
    (| "blue")))

(:def adjective
    (:oneof
     (| "beautiful")
      (| "auspicious")
      (| color)))

(:def main
    "What a ${adjective}, ${adjective} day!")
```

Branches can contain any expression, including names that have been defined previously (such as color in the example above).

### REPL

```
To enter a REPL:

emd repl

This will show a prompt

emd>

If we have

%-

(:def gambling
 (:oneof
```

```
(| "heads")
    (| "tails")))
in a file gambling.dck as above, we can load it with
emd> :l gambling.dck
We can then evaluate gambling if we like
emd> gambling
or manipulate names that are in scope like so:
emd> "The result of the coin toss is: ${gambling}"
We can also create new definitions:
emd> (:def announcer "RESULT: ${gambling}")
emd> announcer
```

### Saving & Restoring States

We can save the REPL state, including any definitions we've declared during the session.

```
emd> :save replSt.emdi
If we exit the session we can restore the save definitions with
emd> :r replSt.emdi
emd> announcer
For reference information about the Dickinson REPL:
:help
```

#### Libraries

Dickinson allows pulling in definitions from other files with :include.

#### Using Libraries

#### Example

```
The color module is bundled by default:

(:include color)

%-

(:def main
   "Today's mood is ${color}")
```

## Writing Libraries

## Examples