

Dickinson User Guide

Introduction

Dickinson is a text-generation language for generative literature. Each time you run your code, you get back text. The text is chosen randomly based on your code and can return something different each time.

Program Structure

Dickinson programs 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`.

In general, when you `emd run` code, `emd` will display the result of evaluating `main`.

Interpolation

We can reference and recombine past definitions via string interpolation.

```
(:def adjective  
  (:oneof  
    (| "beautiful")  
    (| "auspicious")  
    (| "cold")))  
  
(:def main  
  "What a ${adjective}, ${adjective} day!")
```

REPL

Libraries

Dickinson allows

Examples