decksh a little language for decks





When you say "language," most programmers think of the big ones, like FORTRAN or COBOL or Pascal. In fact, a language is any mechanism to express intent, and the input to many programs can be viewed profitably as statements in a language. This column is about those "little languages."

Jon Bentley, ACM Programming Pearls, Little Languages, 1986

Deck



a Go package for presentations

90									
80									
70									
60							_		
50			Per	cer	nt (Gric			
40		-	_						
30									
20									
10									
	.0 2	0 3	0 4	0 5	0 6	0 7	0 8	0 9	0

decksh → deck markup

SVG PDF PNG

```
deck
   slide "rgb(250,250,250)" "black"
       ctext "Deck elements" 50 90 5
       image "follow.jpg" 70 60 640 480 60
       blist 10 70 3
           li "text. image. list"
           li "rect, ellipse, polygon"
           li "line, arc, curve"
       elist
             15 20 8 6
                                     "rgb(127,0,0)"
       ellipse 27.5 20 8 6
                                     "rgb(0,127,0)"
             50 20 60 20
       curve 80 20 95 30 90 20
              70 20 10 8 0 180 0.1 "rgb(0,0,127)"
       polygon "37 37 45" "17 23 20" "rgb(0,0,127)"
   eslide
edeck
```

```
<deck>
<slide bg="rgb(250,250,250)" fg="black">
<text align="c" xp="50" yp="90" sp="5" >Deck elements</text>
<image name="follow.jpg" xp="70" yp="60" width="640" height="480" scale="60"/>
<list type="bullet" xp="10" yp="70" sp="3" >
text. image. list
rect, ellipse, polygon
line, arc, curve
</list>
<rect xp="15" yp="20" wp="8" hp="6" color="rgb(127,0,0)"/>
<ellipse xp="27.5" yp="20" wp="8" hp="6" color="rgb(0,127,0)"/>
<line xp1="50" yp1="20" xp2="60" yp2="20"/>
<curve xp1="80" yp1="20" xp2="95" yp2="30" xp3="90" yp3="20"/>
<arc xp="70" yp="20" wp="10" hp="8" a1="0" a2="180" sp="0.1" color="rgb(0,0,127)"/>
<polygon xc="37 37 45" yc="17 23 20" color="rgb(0,0,127)"/>
</slide>
</deck>
```

Deck elements

- text, image, list
- rect, ellipse, polygon
- line, arc, curve









```
// hello world
deck
    slide "black" "white"
        ctext "hello, world" 50 25 10
        circle 50 0 100 "blue"
    eslide
edeck
```

hello, world

Running decksh

```
decksh mydeck

decksh mydeck

decksh -o out.xml

decksh -o out.xml mydeck

chmod +x mydeck; ./mydeck

read from stdin, write to stdout

read from file, write to file

read from file, write to file

executable deck
```

```
#!/path/to/decksh
deck
    slide
    ...
    eslide
edeck
```

keyword args [optionals]

Keywords

Structure

deck edeck slide eslide canvas

Loop

for efor

Text

text
ctext
etext
textblock
textfile
textcode

Lists

list blist nlist li elist

Graphics

rect
ellipse
square
circle
polygon
arc
curve
line
hline
vline

Arrows

rarrow
larrow
uarrow
crarrow
clarrow
cuarrow
cdarrow

Images

image cimage

Charts

dchart legend

Assignments

```
// decksh assignments
                               // number assignment
x=10
y = 20
factor=2
what="hello world"
                              // string assignment
size=x/factor
                              // assignment with binop
                              // text "hello world" 10 20 5
text what x y size
                               // assignment operation
y - = 10
size+=factor
                               // assignment op, substitute
                              // text "hello world" 10 10 7
text what x y size
for v=0 100 5
                              // loop from 0 to 100 by 5
    line 100 v 0 v 0.1 "blue" // blue horizontal lines
    line v 100 v 0 0.1 "red" // red vertical lines
efor
```

Text

hello world

text

x y size [font] [color] [op] [link]

The quick brown fox jump over the lazy dog

textblock

"text" x y width size [font] [color] [op] [link]

hello world

ctext

x y size [font] [color] [op] [link]

This is the contents of a file

textfile

"file" x y size [font] [color] [op] [sp]

hello world

etext

x y size [font] [color] [op] [link]

```
package main

import "fmt"

func main() {
    fmt.Println("hello, world")
}
```

textcode

"filename" x y width size [color]

Graphics



x y w h [color] [op]



"xc" "yc" [color] [op]





arc

x y w h a1 a2 [lw] [color] [op]





x y w [color] [opacity]



x1 y2 x2 y2 x3 y3 [color] [op]



x y w [color] [op]



x1 y2 x2 y2 [lw] [color] [op]

Images



image

"file" x y w h [scale] [link]



Up in the clouds

cimage

"file" "caption" x y w h [scale] [link]

Lists

One

Two

Three

Four

list

One

Two

Three

Four

blist

x y size [font] [color] [opacity] [spacing]

1. One

2. Two

3. Three

4. Four

nlist

x y size [font] [color] [opacity] [spacing]

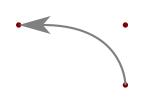
Arrows













rcarrow



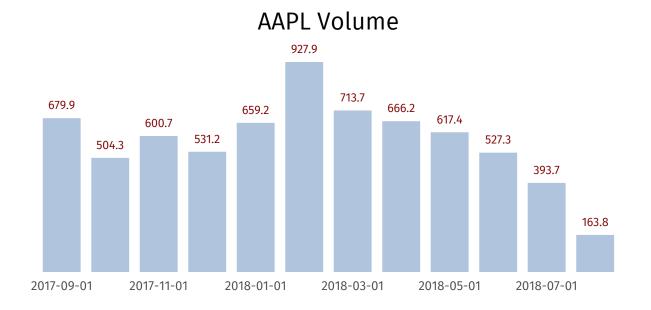
ucarrow



dcarrow

x1 y1 x2 y2 x3 y3 [lw] [aw] [ah] [color] [op]

Charts





dchart

[args]



```
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       rect
               15 20 8 6
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       ellipse 27.5 20 8 6
             50 20 60 20
       line
       curve 80 20 95 30 90 20
       arc 70 20 10 8 0 180 0.1 "rgb(0,0,127)"
       polygon "37 37 45" "17 23 20" "rgb(0,0,127)"
   eslide
edeck
```

Deck elements

- text, image, list
- rect, ellipse, polygon
- line, arc, curve

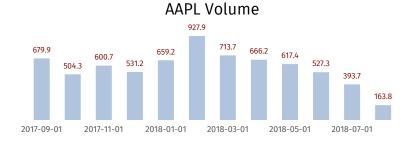




decksh example.dsh | pdf

Deck elements

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- line, arc, curve







Deck elements

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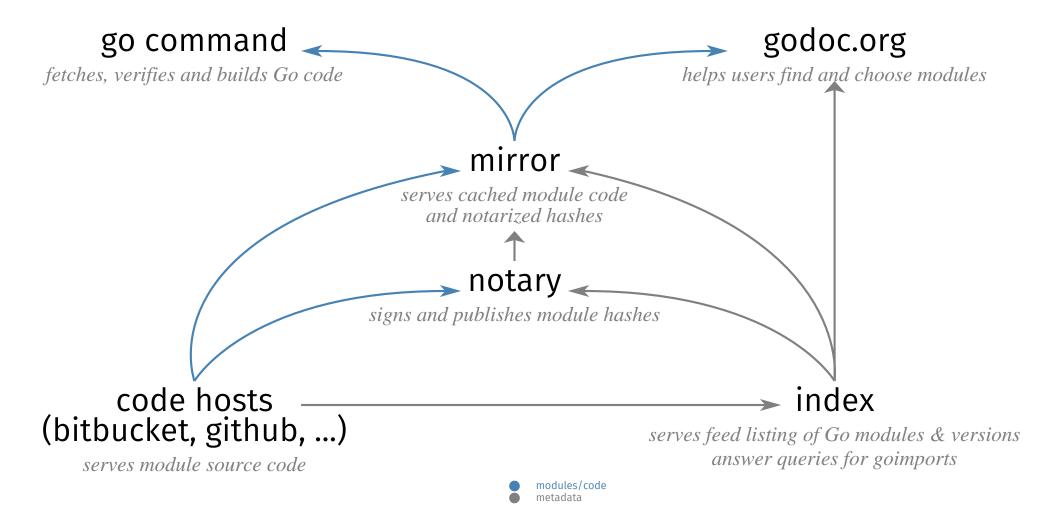


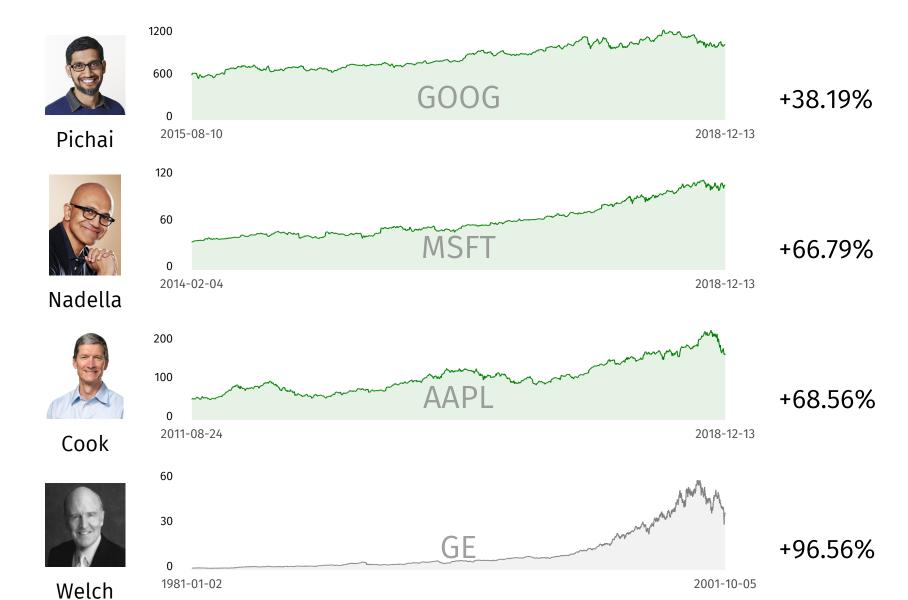
arc

curve

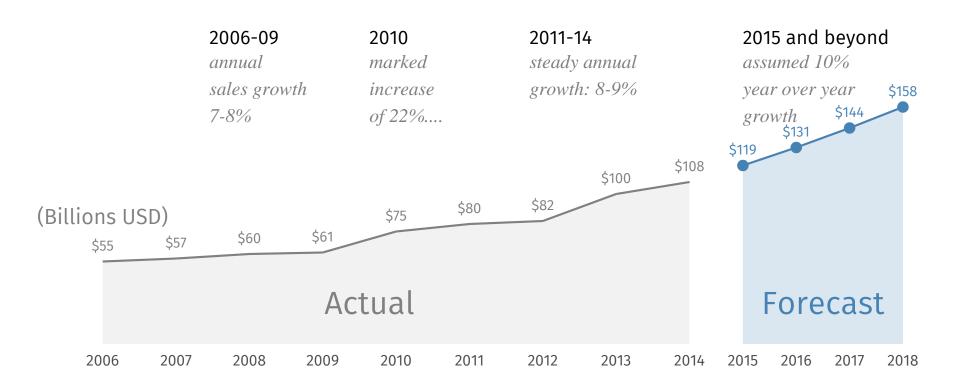
Examples

Go Module Information Flows

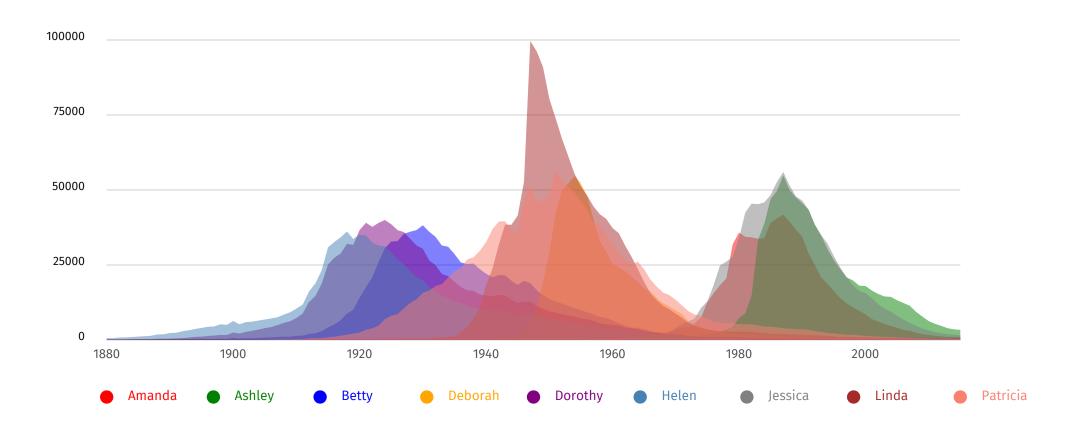


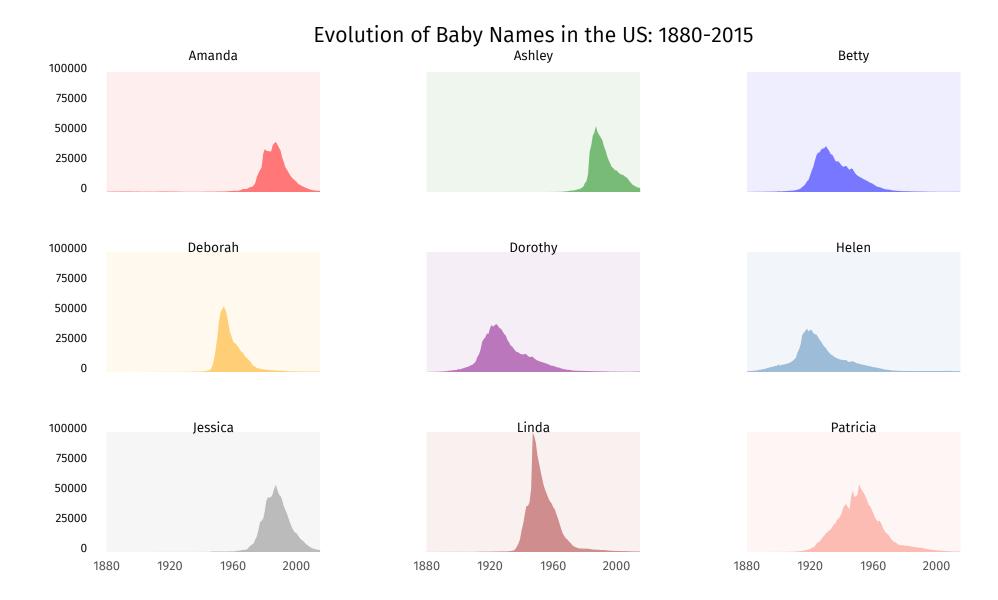


Sales over time

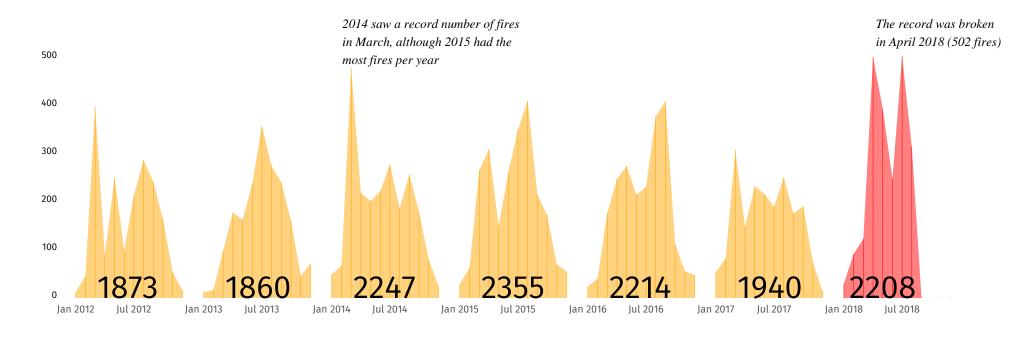


Evolution of Baby Names in the US: 1880-2015





German Wildfires 2012-2018



go get it

deck
decksh
pdfdeck
github.com/ajstarks/deck/cmd/decksh
pdfdeck
github.com/ajstarks/deck/cmd/pdfdeck
dchart
deck fonts
github.com/ajstarks/deck/cmd/dchart