

# decksh

a little language for decks



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*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

Percent Grid

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
      rect 15 20 8 6 "rgb(127,0,0)"
      ellipse 27.5 20 8 6 "rgb(0,127,0)"
      line 50 20 60 20
      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>
<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" >
<li>text, image, list</li>
<li>rect, ellipse, polygon</li>
<li>line, arc, curve</li>
</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 x1="50" y1="20" x2="60" y2="20"/>
<curve x1="80" y1="20" x2="95" y2="30" x3="90" y3="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

*read from stdin, write to stdout*

decksh mydeck

*read from file, write to stdout*

decksh -o out.xml

*read from stdin, write to file*

decksh -o out.xml mydeck

*read from file, write to file*

chmod +x mydeck; ./mydeck

*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  
darrow  
crarrow  
clarrow  
cuarrow  
cdarrow

## Images

image  
cimage

## Charts

dchart  
legend

# *Assignments*

```
// decksh assignments
x=10                                // number assignment
y=20
factor=2
what="hello world"                 // string assignment

size=x/factor                      // assignment with binop
text what x y size                 // text "hello world" 10 20 5

y-=10                             // assignment operation
size+=factor                       // assignment op, substitute
text what x y size                 // text "hello world" 10 10 7

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

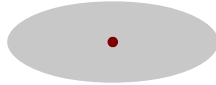
*"filename" x y width size [color]*

# Graphics



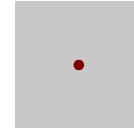
rect

*x y w h [color] [op]*



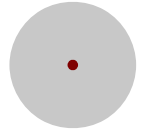
ellipse

*x y w h [color] [op]*



square

*x y w [color] [opacity]*



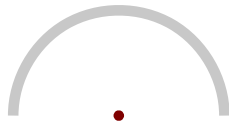
circle

*x y w [color] [op]*



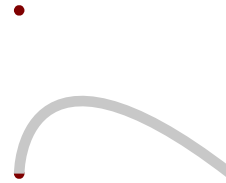
polygon

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



arc

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



curve

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



line

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



hline

*x y len [lw] [color] [op]*



vline

*x y len [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

Five

● One

● Two

● Three

● Four

● Five

1. One

2. Two

3. Three

4. Four

5. Five

`list`

`blist`

`nlist`

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

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

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

# Arrows



larrow

*x y len [aw] [ah] [lw] [color] [op]*



rarrow

...



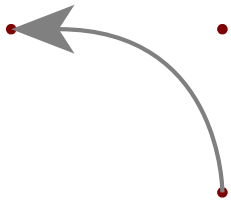
uarrow

...



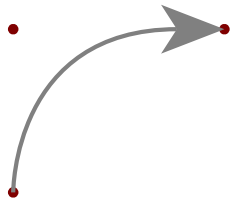
darrow

...



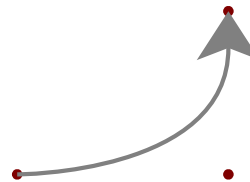
lcarrow

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



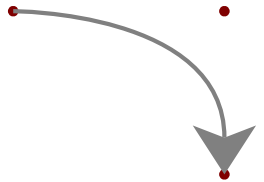
rcarrow

...



ucarrow

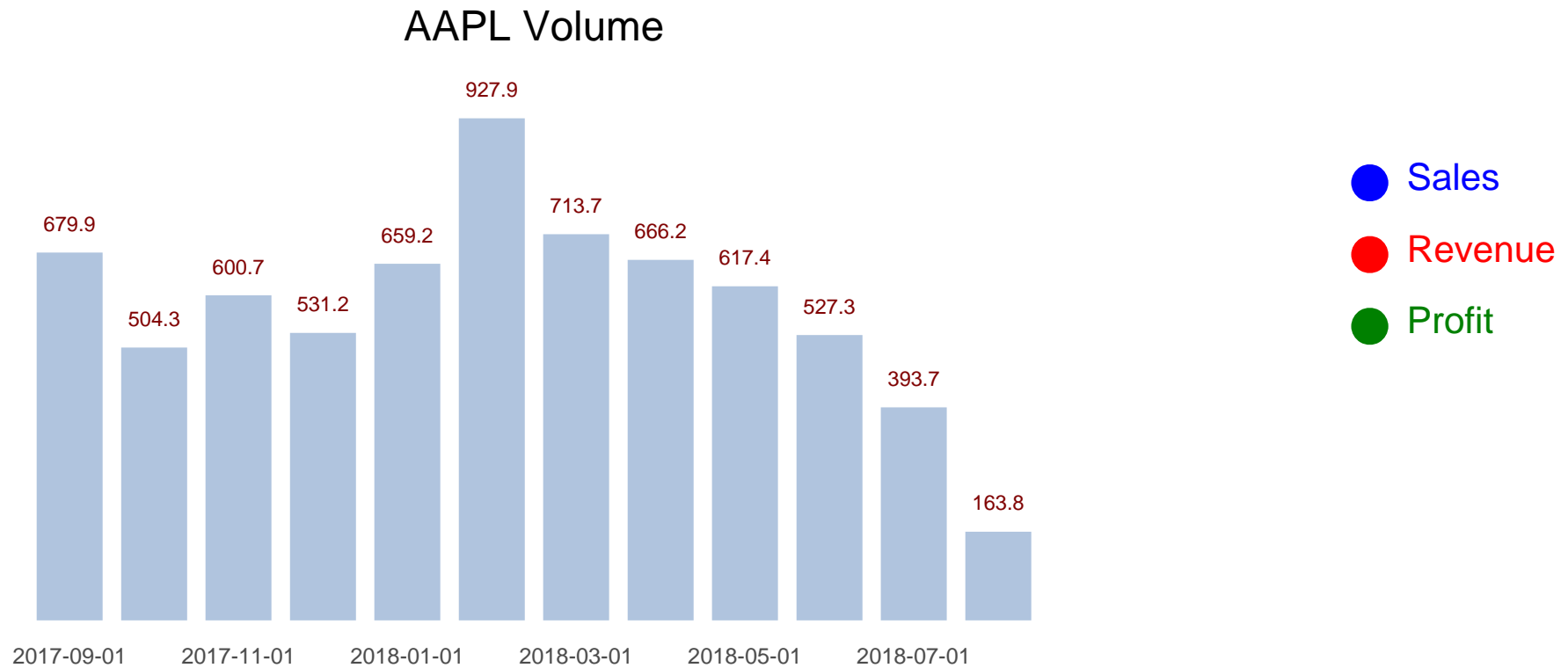
...



dcarrow

...

# Charts



dchart

*[args]*

legend

*x y size [font] [color]*



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
  rect    15 20 8 6          "rgb(127,0,0)"
  ellipse 27.5 20 8 6        "rgb(0,127,0)"
  line    50 20 60 20
  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

edek

## Deck elements

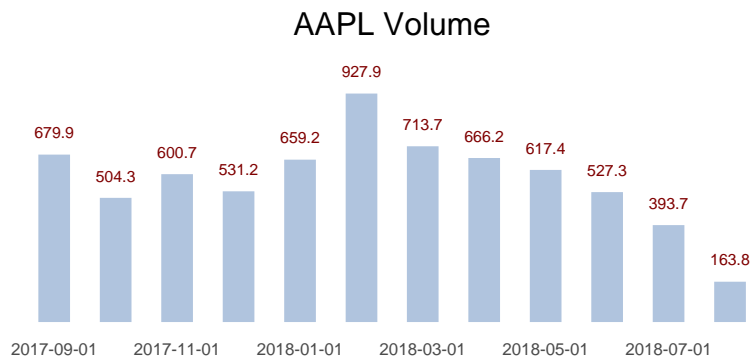
- text, image, list
- rect, ellipse, polygon
- line, arc, curve



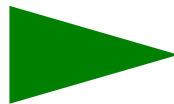
decksh example.dsh | pdf

# Deck elements

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



Dreams



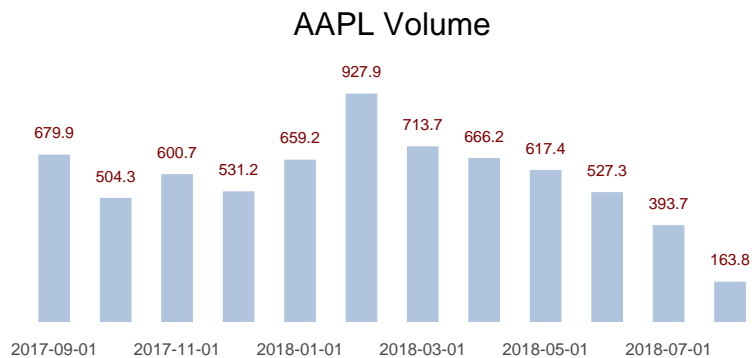
*text*

# Deck elements

*list*

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

*chart*



Dreams

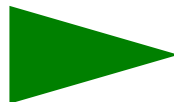
*rect*



*ellipse*



*polygon*



*line*



*arc*

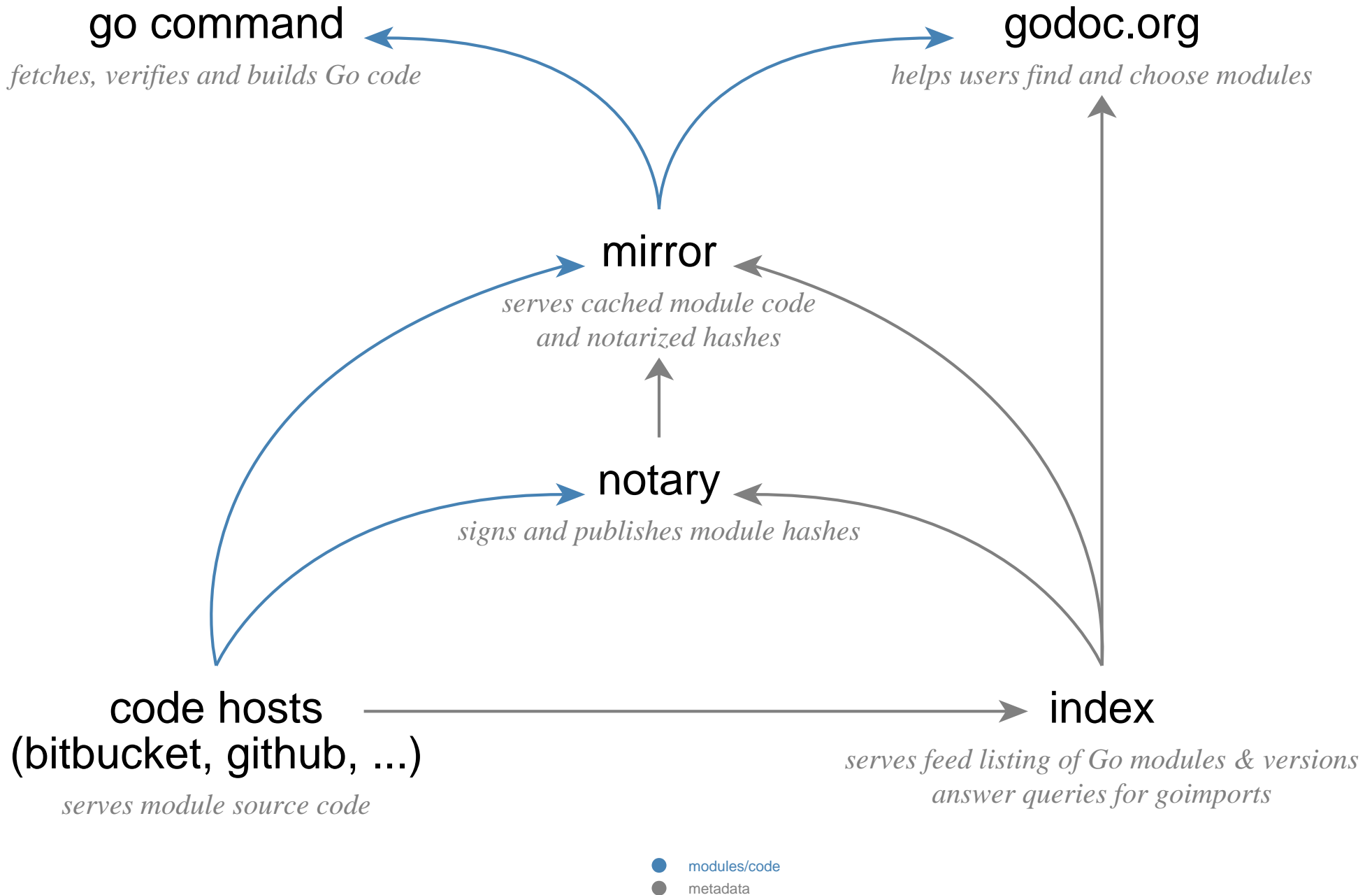


*curve*



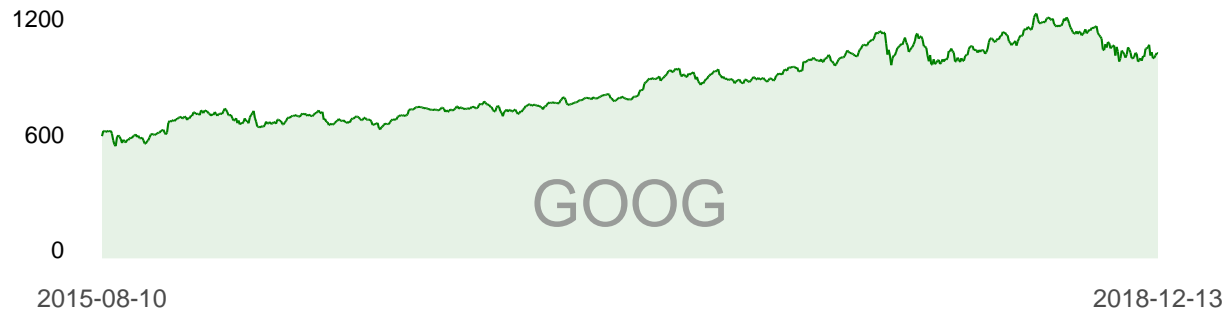
# Examples

# Go Module Information Flows





Pichai



+38.19%



Nadella



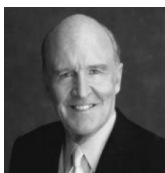
+66.79%



Cook



+68.56%

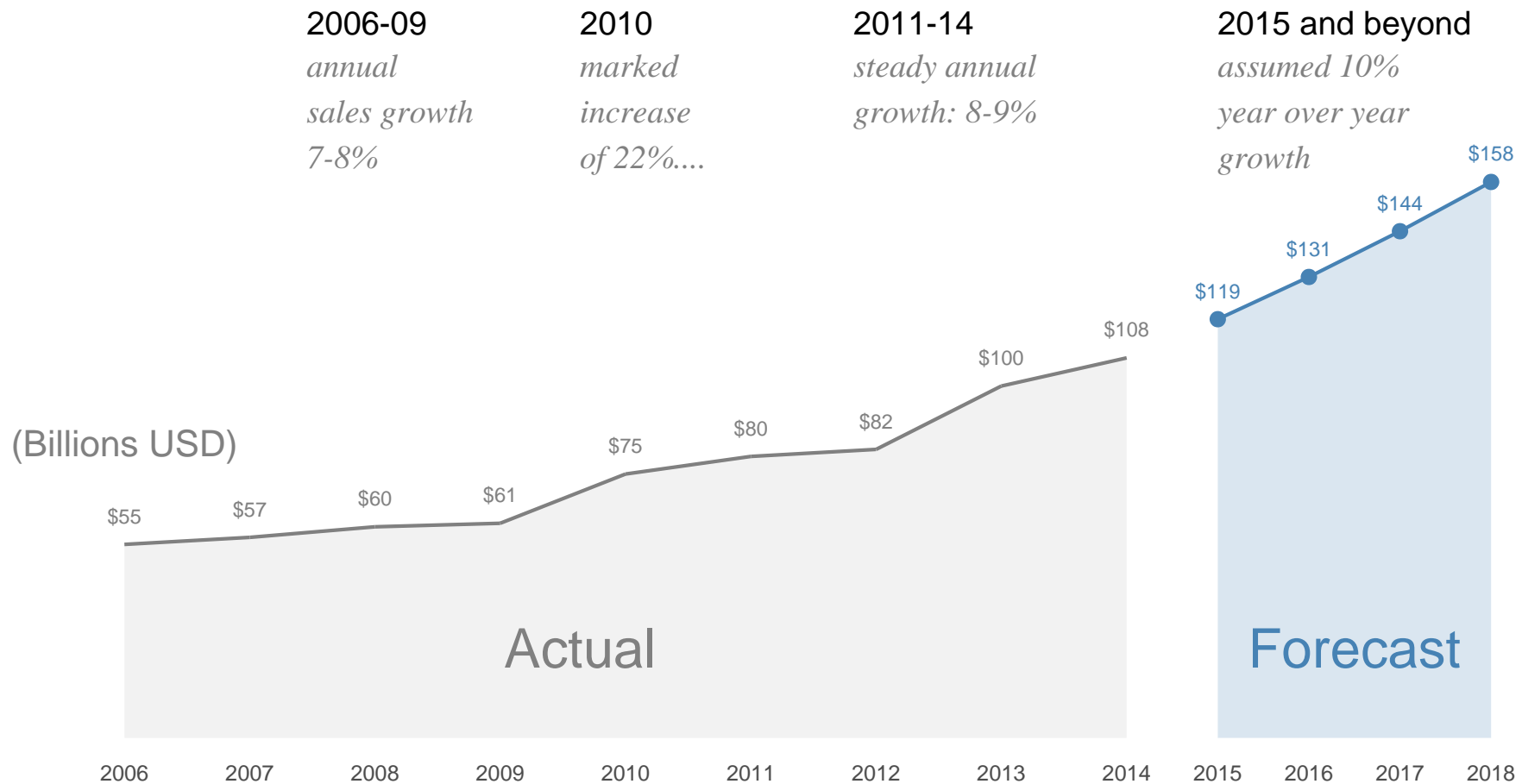


Welch



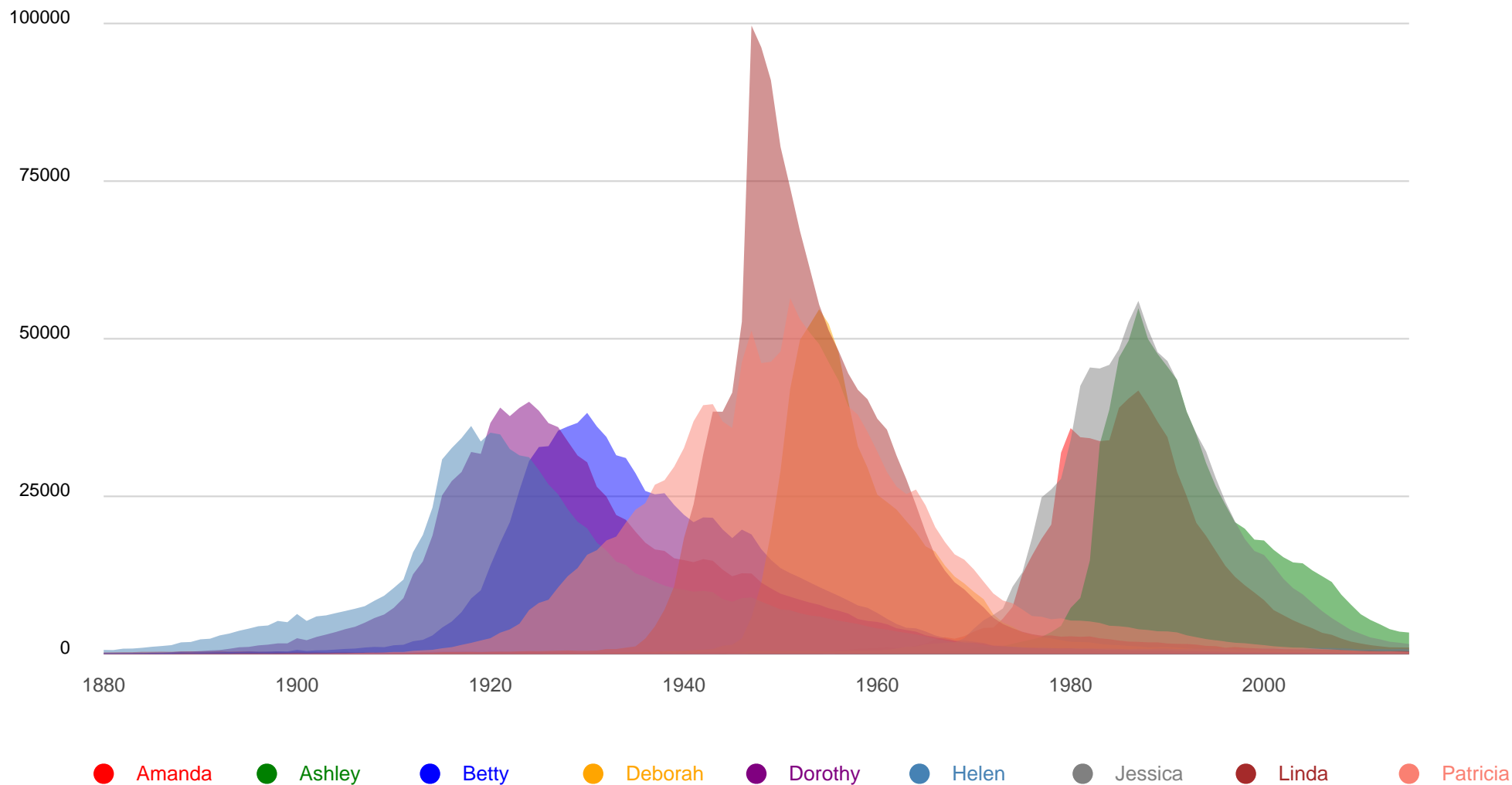
+96.56%

# Sales over time



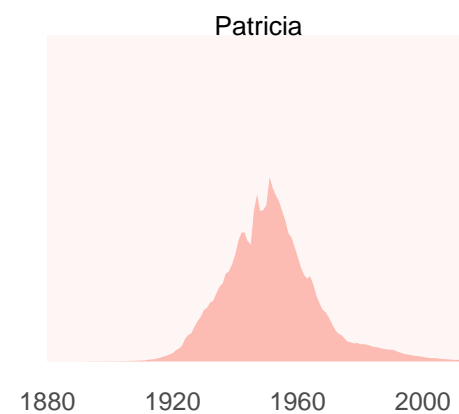
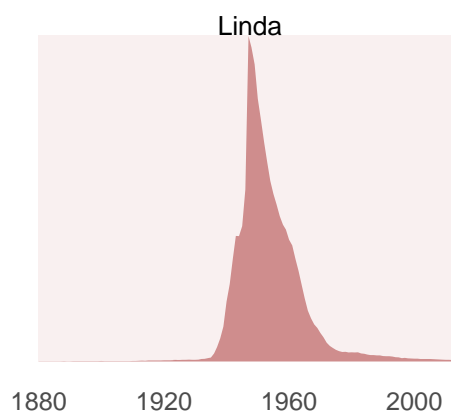
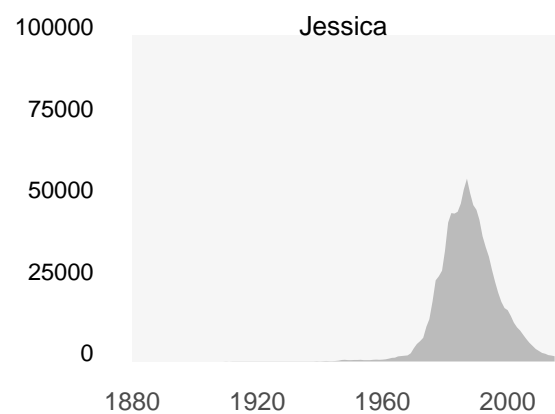
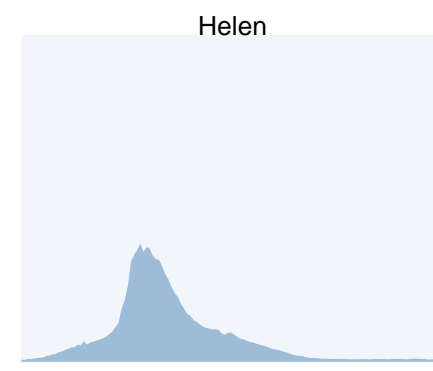
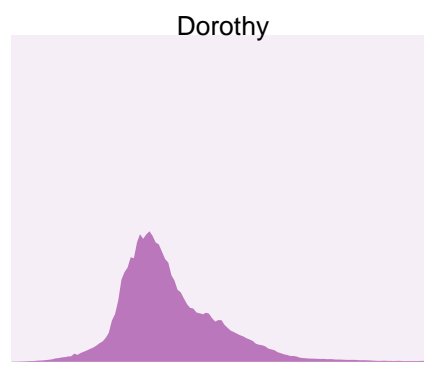
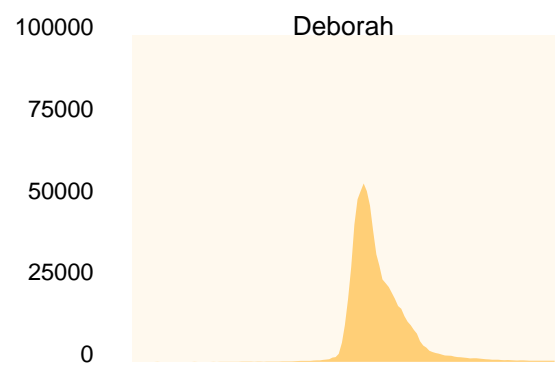
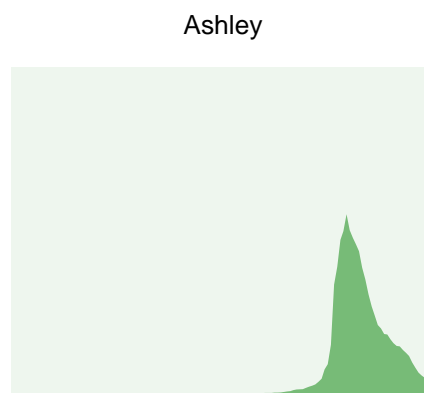
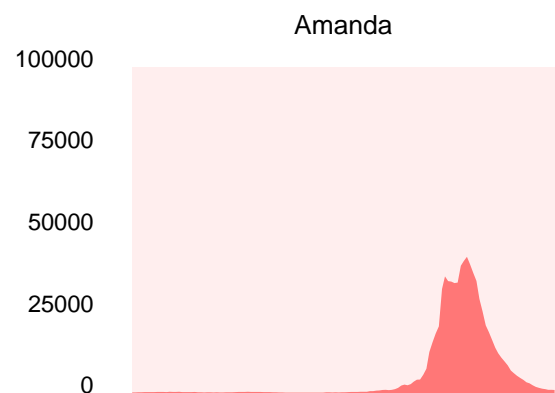


# Evolution of Baby Names in the US: 1880-2015

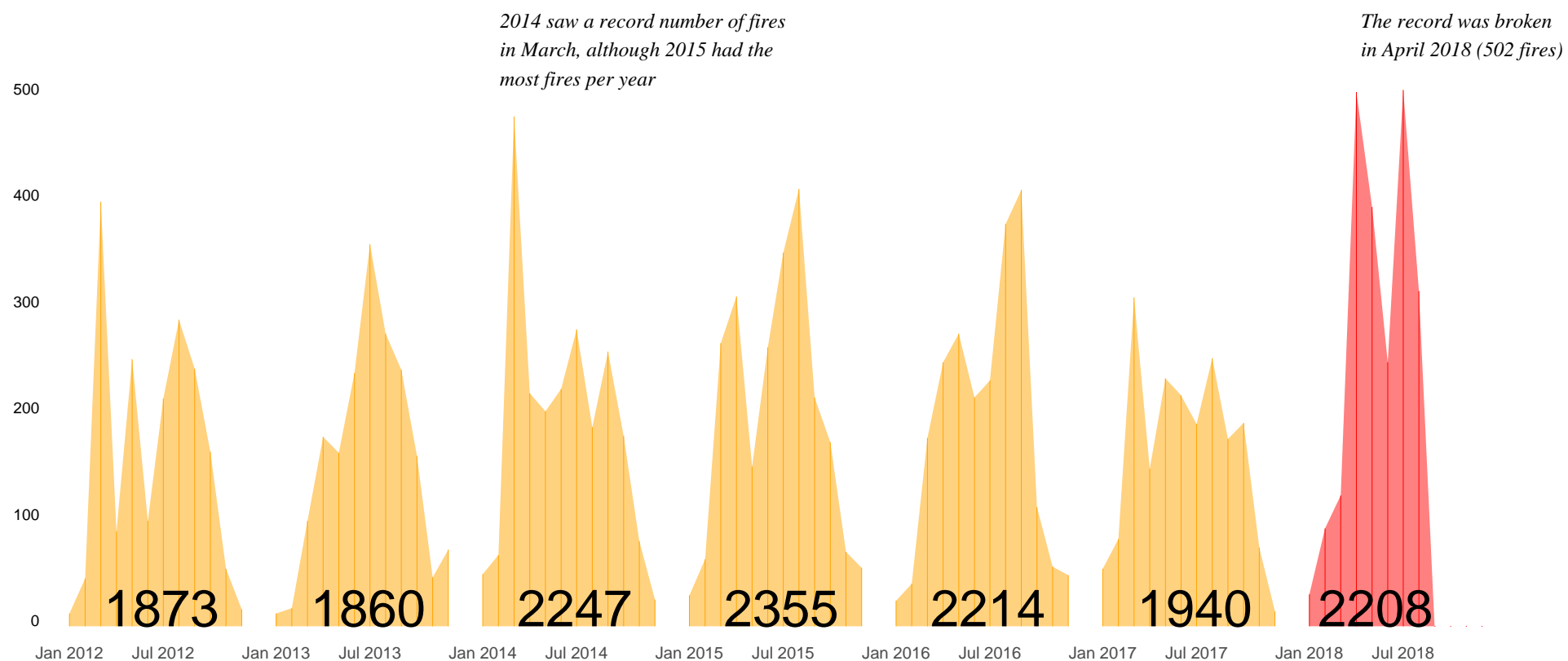




# Evolution of Baby Names in the US: 1880-2015



# German Wildfires 2012-2018



*go get it*

deck

`github.com/ajstarks/deck`

decksh

`github.com/ajstarks/deck/cmd/decksh`

pdfdeck

`github.com/ajstarks/deck/cmd/pdfdeck`

dchart

`github.com/ajstarks/deck/cmd/dchart`

deck fonts

`github.com/ajstarks/deckfonts`