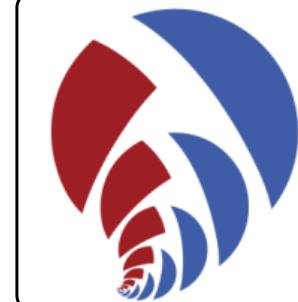
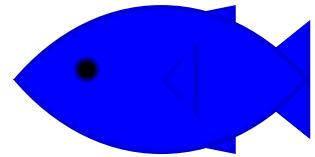


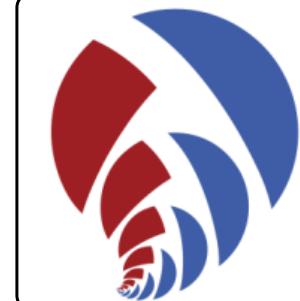
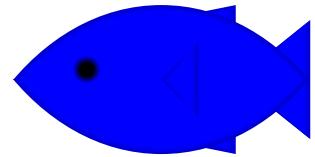
**FUN AND GAMES ☺**  
**SUMMARY OF THE SUMMER OF #LANG**

**BEN GREENMAN**  
**2022-10-30**



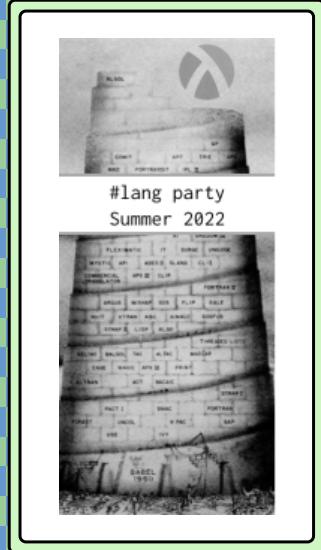
WELCOME BACK!





WELCOME BACK!





**SUBMIT ANY LANGUAGE**  
July – October

**Enter the 2022 Lang Party**  
form to submit entries

[Get started](#)

## Lang Request

Suggest a language, inspire collaborators

[Get started](#)

**WIN A PRIZE**



Beancount

forge/bsl

text-adventure game

SML

Qi 3.0

RAWK

GDLisp

recursive-language

Karp

Super

tmux-vim-demo

Standard ML

TinyBASIC

gtp-output

F<sup>b</sup>m

Budge

Hydromel

Sew

Punct

laundry

russian-lang

CPSC411s



A 2D video game scene featuring a background of a blue and green checkered pattern. In the center, there is a rectangular button with a black border and a white fill. The text "LET'S GO!" is displayed in a bold, black, sans-serif font, centered within the button.

LET'S GO!

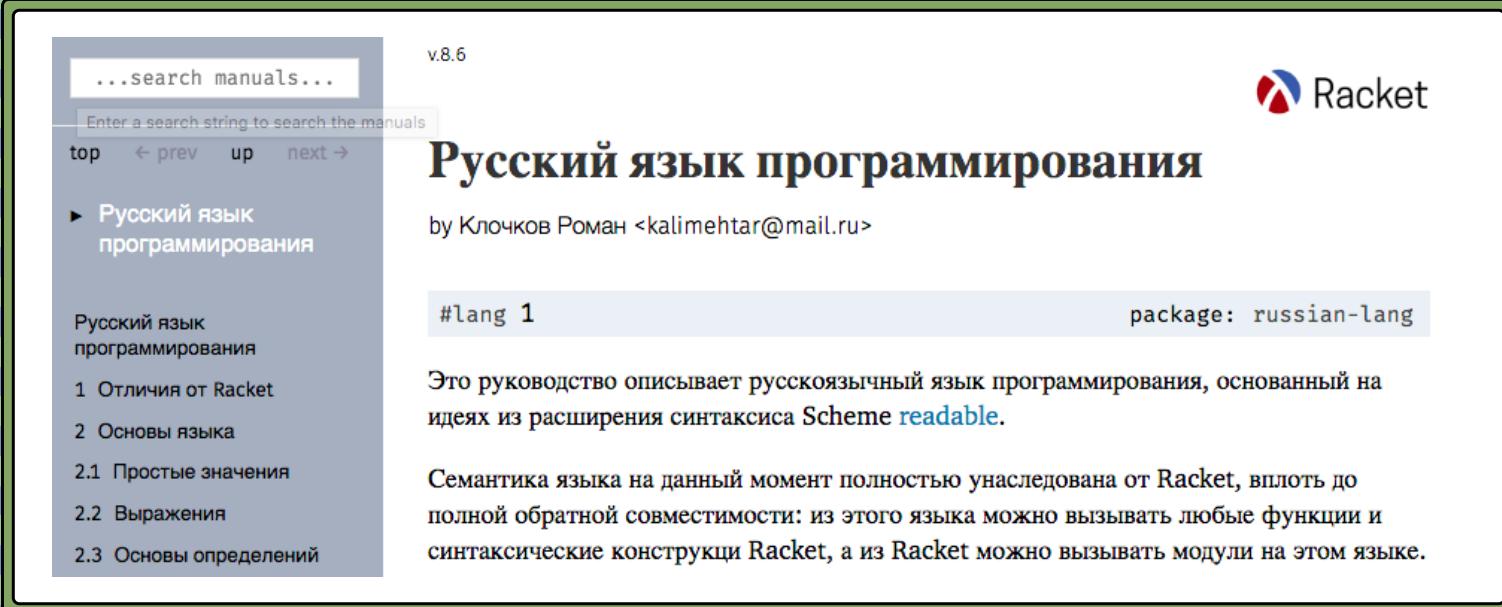
russian-lang

```
#!  
используется  
с-префиксом #: racket  
  
r:letrec  
;  
  is-even? $ r:lambda (n)  
    n == 0 || is-odd? (n - 1)  
  is-odd? $ r:lambda (n)  
    n /= 0 && is-even? (n - 1)  
  is-odd? 11
```

RUSSIAN WORDS

SWEET-EXPRS

russian-lang



The screenshot shows a manual page for the Racket programming language, specifically the Russian extension. The page has a header with the Racket logo and the title "Русский язык программирования". It includes a search bar, navigation links, and a table of contents. The main content area contains a code snippet and a descriptive paragraph about the language's features.

v.8.6

...search manuals...

Enter a search string to search the manuals

top ← prev up next →

▶ Русский язык программирования

Русский язык программирования

1 Отличия от Racket

2 Основы языка

2.1 Простые значения

2.2 Выражения

2.3 Основы определений

#lang 1 package: russian-lang

Это руководство описывает русскоязычный язык программирования, основанный на идеях из расширения синтаксиса Scheme [readable](#).

Семантика языка на данный момент полностью унаследована от Racket, вплоть до полной обратной совместимости: из этого языка можно вызывать любые функции и синтаксические конструкции Racket, а из Racket можно вызывать модули на этом языке.

[github.com/Kalimehtar/russian-lang](https://github.com/Kalimehtar/russian-lang)

laundry

**GRAMMAR FOR  
ORG-MODE**

#lang org  
  
#+todo: X Y | Z  
\* DONE runtime keywords  
\* FUTURE colorer

[github.com/tgbugs/laundry](https://github.com/tgbugs/laundry)

Punct

```
#lang punct "my-tags.rkt"
---
title: Prepare to be amazed
date: 2020-05-07
---
> This is **markdown**.
•attrib{Surly Buster (2008)}
```

RACKET-POWERED  
MARKDOWN

CONTROL CHAR •

[github.com/otherjoel/punct](https://github.com/otherjoel/punct)

Beancount

**DOUBLE-ENTRY  
BOOKKEEPING**

```
#lang reader "beancount.rkt"
```

```
* Banking
```

```
2020-01-01 open Assets:BoA  
institution: "Bank of America"
```

```
2020-01-01 * "Opening Balance"
```

```
Assets:BoA    3239.66 USD  
Equity:Opening -3239.66 USD
```

```
2020-01-06 * "Landlords Inc." "rent"
```

```
Assets:BoA    -2400.00 USD  
Expenses:Rent 2400.00 USD
```

[github.com/PanAeon/beancount-racket](https://github.com/PanAeon/beancount-racket)

## RAWK

```
#lang rawk
BEGIN {
  (print "First column:")
  (define rows 0)
}
END { (print "Total rows:" rows) }
*{
  (print ($s 0))
  (++rows)
}
```

## AWK SCRIPTING

```
transform "a,b,c\nand,e,f\nng,h,\n" ","
```



First column:

a

d

g

Total rows: 3

<gitlab.com/xgqt/racket-rawk/>

Hydromel

**HARDWARE DESCRIPTION**

**FUNCTIONAL  
+  
SYNTH-ABLE**

```
#lang hydromel

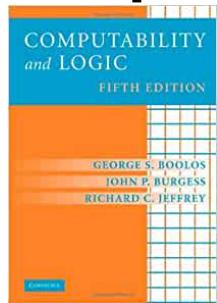
component half_adder
  port a : in bit
  port b : in bit
  port s : out bit
  port c : out bit
  c = a and b
  s = a xor b
end
```

[github.com/aumouwantsillage/Hydromel-lang](https://github.com/aumouwantsillage/Hydromel-lang)

recursive-language

$\mathbb{N} \rightarrow \mathbb{N}$

Computability and Logic



```
#lang recursive-language
import Pr,Cn,s,id;
sum = Pr[id_1^1,Cn[s,id_3^3]];
check sum(2,23) = 25;
```

[github.com/sorawee/recursive-language](https://github.com/sorawee/recursive-language)

## TinyBASIC

```
#lang tinybasic  
....  
300 IF J = 1 THEN GOTO 682  
610 LET Z = 0  
612 LET Z = Z + 1  
615 LET X = A / 10  
620 IF X <> 0 THEN GOTO 612
```

## EXPERIENCE HISTORY

# TinyBASIC

```
$ racket -l tinybasic/examples/pascals-triangle
```

```
      1  
     1   1  
    1   2   1  
   1   3   3   1  
  1   4   6   4   1  
 1   5   10  10  5   1  
1   6   15  20  15  6   1  
1   7   21  35  35  21  7   1  
1   8   28  56  70  56  28  8   1  
1   9   36  84  126 126  84  36  9   1
```

[github.com/winny-/tinybasic.rkt](https://github.com/winny-/tinybasic.rkt)

Fbm

**STACK-BASED  
FOR LEARNING**

```
#lang reader ff
fact: dup 1> [ dup 1 - fact * ] ? ;
(prints): dup [ q< (prints) q> putc ] ? ;
prints: (prints) drop ;
0 'Factorial' 32 '100:' 10 prints
5 fact .
/* 120 */
```

[github.com/Hypercubed/f-flat-minor](https://github.com/Hypercubed/f-flat-minor)

Budge

[ [1, -1, 3, 5],  
[2, -2, 4, 6],  
[3, -3, -4],  
[6, -5, -6],  
[4, -4, 1, 3],  
[3, [3, -3], 2],  
[5, -5, 1]]

**GODEL NUMBERING**

**PRIME FACTORIZATION**

# Budge

Create account Log in

Page Discussion Read View source More Search Esolang



Main page Community portal Language list Browse by category Recent changes Random page Help

Tools What links here Related changes Special pages Printable version Permanent link Page information

## Budge-PL

**Contents [hide]**

- 1 The Budge programming language
  - 1.1 Syntax and semantics
  - 1.2 Example program: Addition
  - 1.3 Turing completeness
  - 1.4 External resources

### The Budge programming language

Budge-PL (bʌdʒ, b'dz̥h) is an esoteric programming language. It uses Gödel numbering to represent registers and their values by relying on the Fundamental Theorem of Arithmetic (prime factorization). The language uses similar constructs as FRACTRAN®, however, it provides a more convenient way to construct loops and uses integers rather than fractions to denote instructions. It also abstracts prime

[esolangs.org/wiki/Budge-PL](http://esolangs.org/wiki/Budge-PL)

Standard ML

[smlfamily.org](http://smlfamily.org)



SML

```
#lang sml
title: "A readme file"
author: [
  {name: "Leif"
   location: {{Cambridge, @MA}}}
  {name: "Ben"
   location: {{Boston, @MA}}}]
(define MA "Mass")
```

MARKUP

NOT ML

[github.com/LeifAndersen/racket-sml](https://github.com/LeifAndersen/racket-sml)

Super

LANG EXTENSION

INDEXING

FIELD + METHOD ACCESS

```
#lang super racket  
(define str "abcde")  
str[1]  
  
(define p  
  (new point [x 0] [y 0]))  
(p .move-x 1)
```

[github.com/soegaard/super](https://github.com/soegaard/super)

Sew

```
#lang sew racket

[8<-plan-from-here [<> ...]
 #'(begin (provide main)
          (define (main) <> ...))]

(displayln "Hello, world!")
```

**LANG EXTENSION**

**EASY EDITING**

[github.com/lathe/sew-for-racket](https://github.com/lathe/sew-for-racket)

gtp-output

**DATA DESCRIPTION**

**QUICK STATS**

```
#lang gtp-measure/output/typed-untyped
("00000" ("cpu time: 566 ...
("00001" ("cpu time: 820 ...
("00011" ("cpu time: 805 ...
....
```

[github.com/bennnn/gtp-measure/blob/master/output/typed-untyped.rkt](https://github.com/bennnn/gtp-measure/blob/master/output/typed-untyped.rkt)

tmux-vim-demo

```
#lang tmux-vim-demo
#:name "python-demo"
#:pre "python3"
# pick 10 samples, compute avg.
from random import sample
samples = sample(range(100), 10)
sum(samples)/len(samples)
```

**INTERACTIVE DEMOS**

**WORRY FREE**

[github.com/benknoble/tmux-vim-demo](https://github.com/benknoble/tmux-vim-demo)



A Functional, Flow-Oriented DSL

**FLOW-ORIENTED**

Qi 3.0

```
#lang racket
(require qi)
(map (○ (- 10 2))
      (list + - * /))
;;(12 8 20 5)
```

[github.com/countvajhula/qi](https://github.com/countvajhula/qi)

forge/bsl

```
#lang forge/bsl
sig StackElem {
    prev: lone StackElem
}
pred Step1Pop {
    some Init.top
    Mid.top = Init.top.prev
}
```

## TEACHING SW MODELING

[github.com/tnelson/Forge](https://github.com/tnelson/Forge)

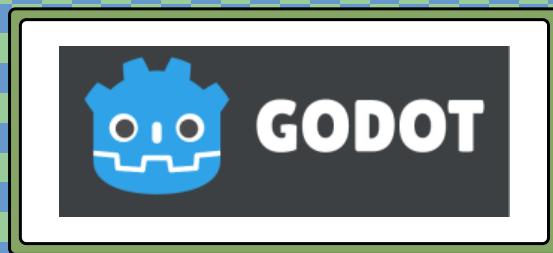
```
#lang cpsc411/hashlangs/base  
  
(begin  
  (set! r15 5)  
  (set! r14 1)  
  (with-label fact (compare r15 0))  
  (jump-if = end)  
  (set! r14 (* r14 r15))  
  (set! r15 (+ r15 -1))  
  (jump fact)  
  (with-label end (set! rax r14))  
  (jump done))
```

CPSC411langs

**126 LANGUAGES**

**SCHEME → X86**

[github.com/cpsc411/cpsc411-pub](https://github.com/cpsc411/cpsc411-pub)



**GODOT**

**GDSCRIPT**

**GDLisp**

```
#lang gdlisp
(define (foo a)
  (match a
    [1 10]
    [2 20]
    [_ (let ([acc 0])
         (for ([n a]) (-set! acc 10))
         acc)]))
```

[github.com/eutro/gdlisp](https://github.com/eutro/gdlisp)

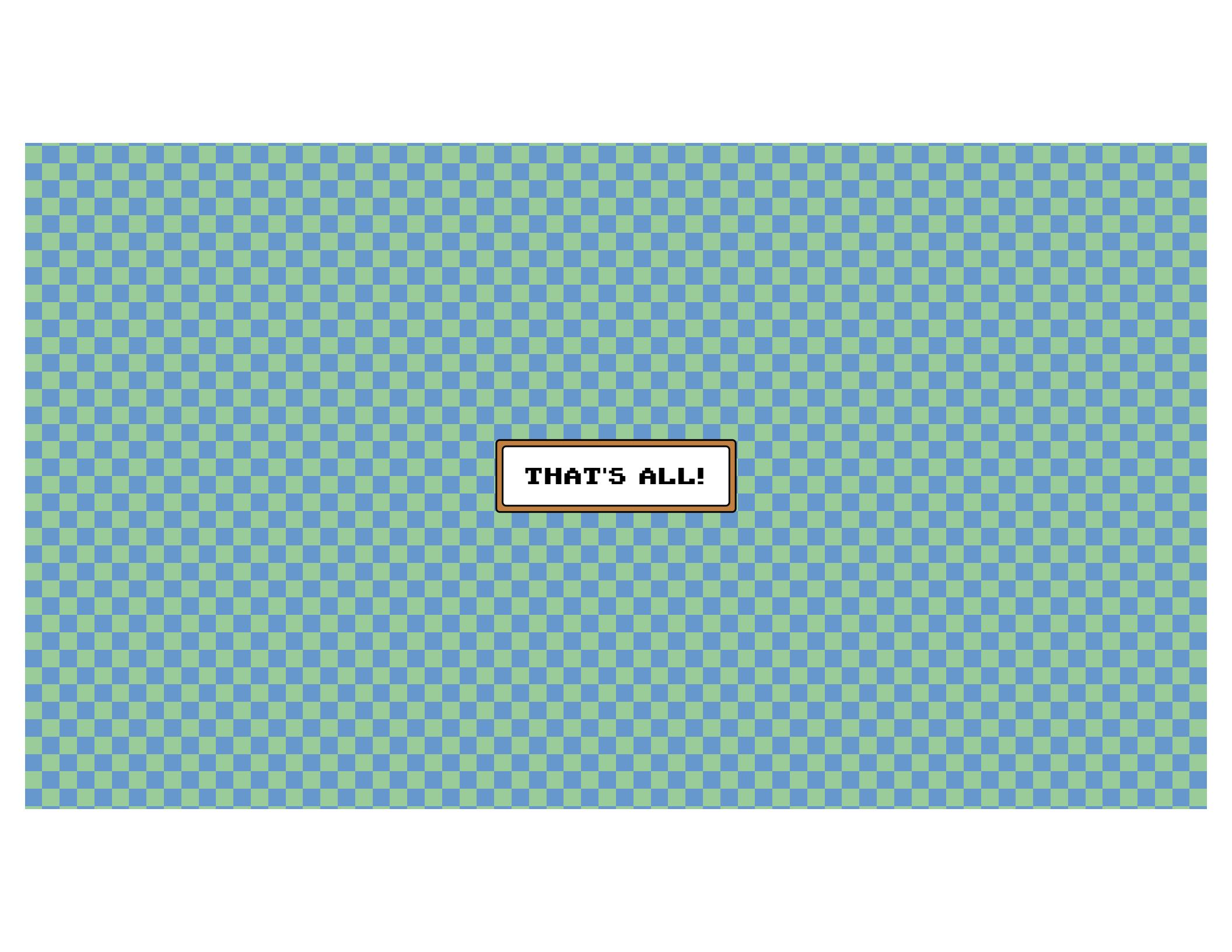
Karp

```
#lang karp/problem-definition
(decision-problem
 #:name iset
 #:instance
 ((G is-a (graph #:undirected))
  (k is-a (natural)))
 #:certificate
 (subset-of (vertices-of G)))
```

**NP REDUCTION**

**RANDOM TESTING**

[github.com/REA1/karp](https://github.com/REA1/karp)



THAT'S ALL!

## PART 2: LANG REQUEST



LOP Fans + Racket Gurus

## **PART 2: LANG REQUEST**

1. Text Adventure Game

2. Frosthaven: Monsters and Scenarios



[github.com/lang-party/Summer2022](https://github.com/lang-party/Summer2022)



Search **H:** for hashlangs

v.8.6

Racket

## Search Manuals

You are searching all available Racket packages, including those that you may not have installed locally. Therefore, you may need to install a package to use the results shown below. [Getting Started with Packages](#) guides you through this process. If you want to re-run your search with local results only, press F1 in DrRacket or run `raco docs` on the command line.

[?] [!]

H:

<< Showing 1-20 of 217 matches >>

- "agatha" language
- 1 language
- 2d language
- \_exp language
- editor/unctable/text language

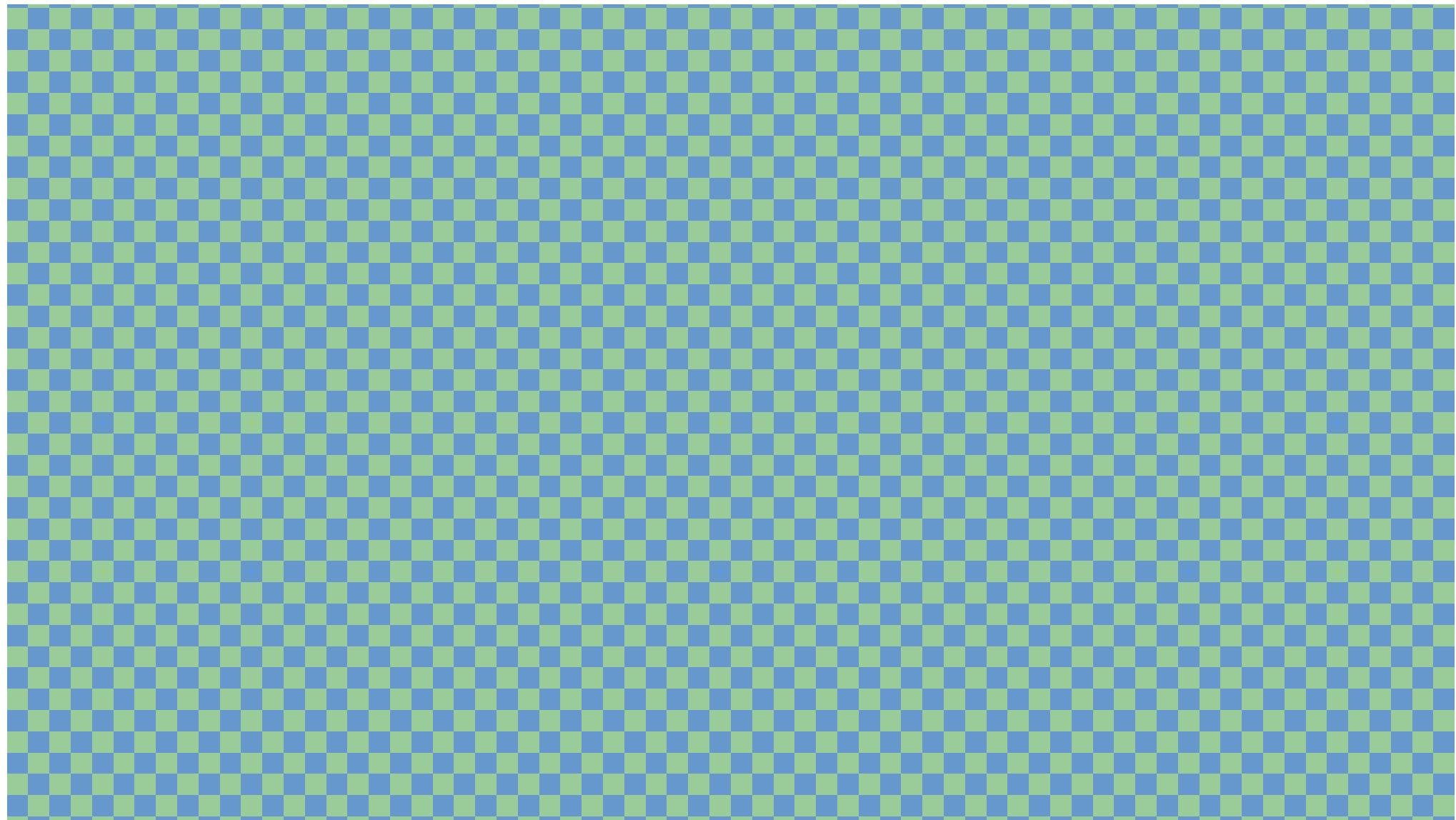
# THANK YOOG

KALIMENTAR	TGBUGS	AUMOUVANTSILLAGE	HYPERCUBED
WINHY-	OTHERJOEL	BORG	BEHHH
COUNTVAJHULA	DMACQUEEN	SOEGAARD	SORAWEE
EUTRO	XGQT	FANC096	WILBOWMA
HENDRIKBOOMS	PANAEOH	ROCKETHIA	REAL

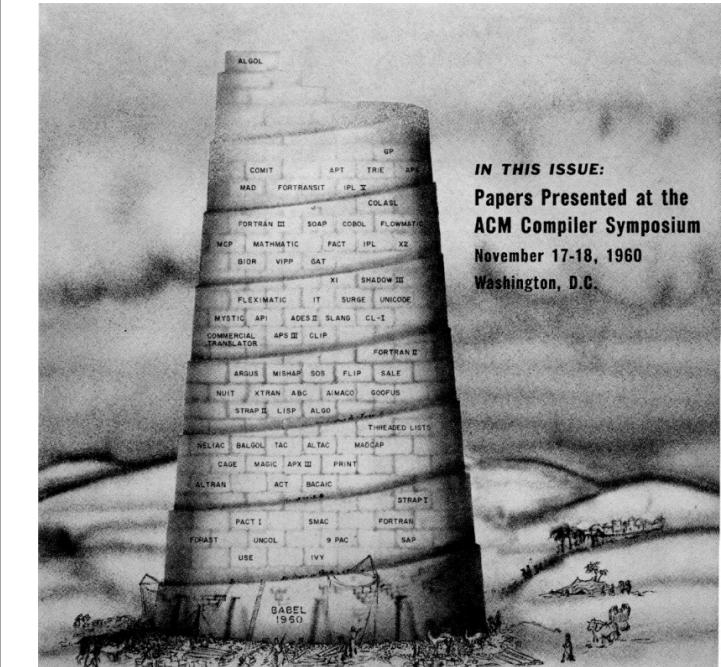
**CONTRIBUTORS**



**STEPHEN**

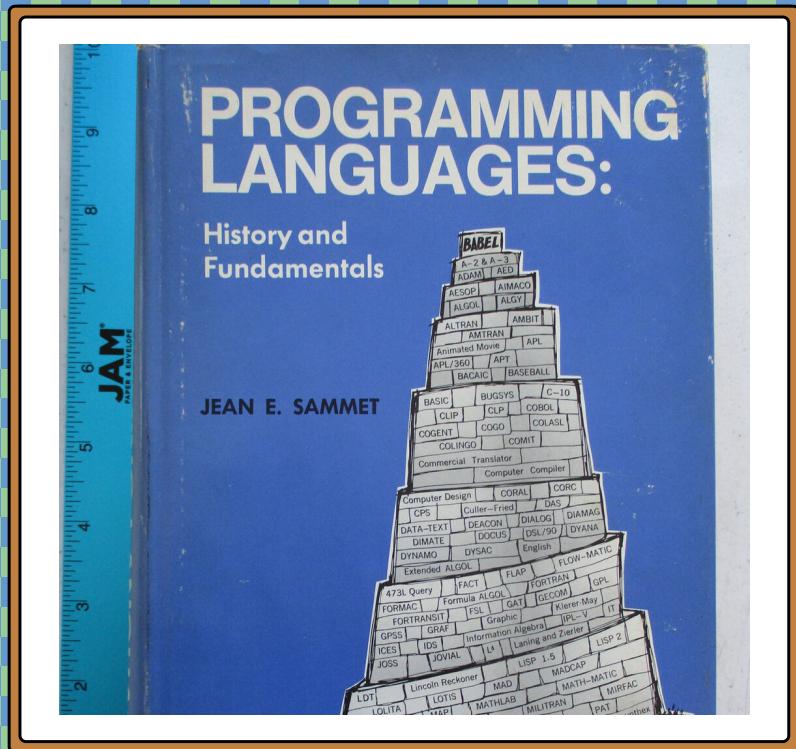


## IMAGE CREDIT



Jean Sammet  
(1928 – 2017)

## IMAGE CREDIT



Jean Sammet  
(1928 – 2017)

