

# Recordings

*Why tell when you can show?*

REPL-based programming often falls short of true interactivity. In most interpreted languages, constructs such as classes and methods require too much *top-down* design, creating unnecessary cognitive load in the prototyping phase.

**Recordings** are bottom-up functions. They can be created after the fact in a REPL, and can be reused, composed with other functions, or added to a module or class.

