LINEAR (AND SUBSTRUCTURAL) TYPES!





CYCLONE

OME BLOG WIKI DOWNIO

Cyclone is a safe dialect of C.

Cyclone is like C: it has pointers and pointer arithmetic, structs, arrays, goto, manual memory management, and C's preprocessor and syntax.

Cyclone adds features such as pattern matching, algebraic datatypes, exceptions, region-based memory management, and optional garbage collection.

Cyclone is safe: pure Cyclone programs are not vulnerable to a wide class of bugs that plague C

$$\begin{array}{c}
A \rightarrow B \\
A \rightarrow B
\end{array}$$
 $A \rightarrow C \\
A \rightarrow B \land C$
 $A \rightarrow B \land C$
 $A \rightarrow B \land C$
 $A \rightarrow B \land A \rightarrow C$
 $A \rightarrow B \otimes C$
 $A \rightarrow B \land A \rightarrow C$
 $A \rightarrow B \otimes C$
 $A \rightarrow B \land A \rightarrow C$
 $A \rightarrow B \otimes C$
 $A \rightarrow B \land A \rightarrow C$
 $A \rightarrow B \otimes C$
 $A \rightarrow B \land A \rightarrow C$
 $A \rightarrow B \otimes C$
 $A \rightarrow B \otimes C$
 $A \rightarrow B \otimes C$

X:7 + x:2 {(x,2)}

sys. stlin. read()

let p = malloc 4 in Store p ((load p) + 38); Free p