Diagrams A Functional EDSL for Vector Graphics



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- Large, active, creative community

Why an EDSL?

 Powerful, programmable alternative to Illustrator, Inkscape, PGF/TikZ

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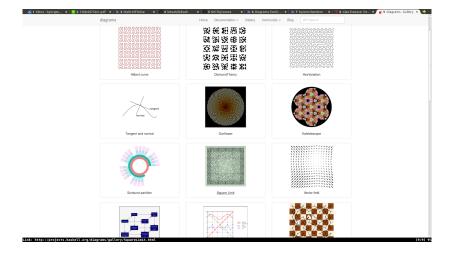
- Powerful, programmable alternative to Illustrator, Inkscape, PGF/TikZ
- Tools influence the creative process

cabal install diagrams



diagrams is a powerful, flexible, declarative domain-specific language for creating vector graphics, using the Haskell programming language.

3			
Get started	Get excited	Get connected	
Read the quick start tutorial or the user man	Check out the gallery for example images and code.	Drop by the ediagrams IRC channel with questions, or post them to the mailing list.	
News			
May 27, 2015	Composition, Envelopes and Alignment. Part 1 is about con	Jeff gobe about diagrams at the New York Hasbell users' group. Diagrams: Composition, fiverlayees and Alignment. Part 1 is about composition and envelopes, and part 2 talks about animated GIFs and the design of the arrow APR. The slides are also available.	
April 19, 2015		Diagrams 1.3 released Look for a blog post soon with a rundown of new features. In the meantime, see the migration guide for help porting existing diagrams code to 1.3.	
November 24, 201		Brent gave a talk on diagrams at the New York Haskell users' group. Part 1 presents a basic introduction to the library, and part 2 talks about mathematical abstraction and DSL design. The sides are also available.	
IS/ [+D]			

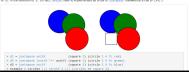






Juxtaposing without composing

Sometimes, one may wish to position a diagram next to another diagram without actually composing them. This can be accomplished with the juxtapess function. In particular, juxtapess v et al. returns a modified densition of all which has been translated to be next to all in the direction of v. (In fact, justapess to be in unplemented as a coal to juxtapess (blowed by a call to (in).)



3.5 Traits and paths
3.6 Arrows
3.7 Text
3.8 Images
4 Advanced tools for diagram

8 Rendering backends

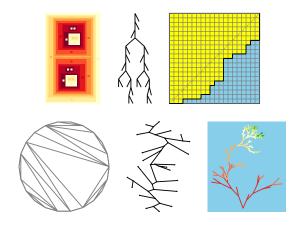
9 Other tools

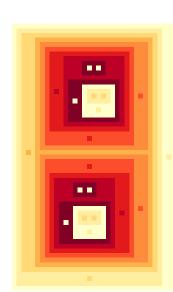
10 Type reference

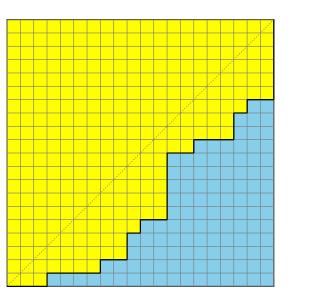
creation
5 Tips and tricks
6 Creating 3D dia
7 Animation

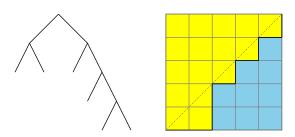
Demo: visualizing binary trees

Tree visualizations









More examples

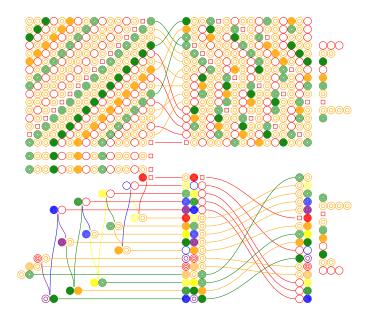
3D Trees

seeds/seeds.html

http://www.cs.rochester.edu/u/ryates/art/seeds/

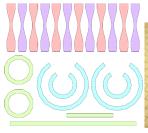


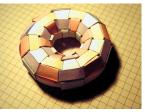
Burrows-Wheeler Transform



Weaving a Torus

http://mathr.co.uk/blog/2013-04-05_weaving_a_ torus.html





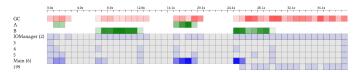
Parking in Westminster

https://idontgetoutmuch.wordpress.com/2013/10/23/parking-in-westminster-an-analysis-in-haskell/



ghc-events-analyze

http://www.well-typed.com/blog/86/hackage.haskell.org/package/ghc-events-analyze



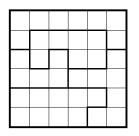
Cretan maze

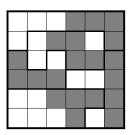
http://www.corentindupont.info/blog/posts/ 2014-02-17-Cretan-Maze.html



Puzzles

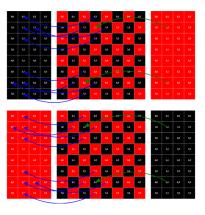
https://maybepuzzles.wordpress.com/2014/04/07/drawing-puzzles-with-the-haskell-diagrams-framework/





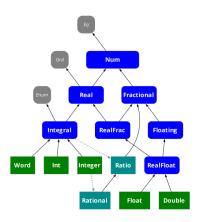
Stencil diagrams

https://readerunner.wordpress.com/2014/04/29/red-black-neighbourhood-stencil-diagrams/



Num chart

https://martingalemeasure.wordpress.com/2014/07/ 07/haskell-numeric-types-quick-reference/



Happy diagramming!

