## Research questions

- What is Spoofax?
- What is a REPL?
  - How is the execution context/environment handled?
  - Comparison/feature matrix of some popular REPLs
    - Python and the IPython project
    - R
    - Lisp (Scheme, Racket)
    - Haskell
    - AutoCAD
- What is Literate Programming?
  - What are the key differences between the following literate programming solutions?
    - IPython/Jupyter notebooks
       More information: <u>Literate programming</u>, <u>RStudio</u>, <u>and IPython Notebook</u>.
    - Swift playgrounds
      - More information: Swift Playgrounds.
    - Org-mode in Emacs (with Babel)
       Support for tangling source code within comments. More information: The Org Manual
  - o How does Literate Programming relate to REPLs?
    - Think about e.g. reevaluation of expressions (cascading results to later/earlier results).
- How and where does a REPL fit within Spoofax?
  - How to specify language specific features (features that differ accross languages)?
    - How are language-specific REPL commands handled?
    - How to dynamically add definitions to earlier contexts?
      There needs to be some way to distinguish language constructs which are definitions, and language constructs which evaluate to a value. See e.g. paplj, one would like to define classes intermixed with evaluating expressions.
    - How can a partial program (without entry point) be executed?
  - How can we integrate IDE specific features with generic REPL features?
    - What is the interaction with the editor views?
       For example jumping to definitions when clicking on types or function names.
- How are plugins developed for Eclipse?
  - How are Spoofax's Eclipse plugins implemented?

## Structure of the report

- Introduction
- Problem definition
  - What is Spoofax?
  - What is a REPL?
  - What is Literate Programming?

- Problem analysis
  - How and where does a REPL fit within Spoofax?
  - How are plugins developed for Eclipse?
- Requirement analysis
  - Minimal viable product
- Realisation of the product
  - Methodologies used during the project
  - Development tools
- Conclusion