**textual programming**
- parsing
  - YACC
  - PEG
- row/column
  - position
  - lines
  - offset
  - non-overlapping cells

all language designs influenced by strict non-overlapping grids of character cells

**Visual Programming**
- Divide and Conquer
  - Easy Visual Programming
    - shapes
      - rectangle, ellipse, text, straight lines, curvy lines, arrows
        - position
          - overlapping cells
          - x,y
          - width, height
        - parsing
          - backtracking
            - Relational
              - PROLOG
                - miniKanren?
  - Hard Visual Programming
    - pixels

SVG

DaS
- Diagrams as Syntax
  - Arrowgrams