

Toolbox Language - JavaScript

- prototype based instead of class-based (good for automation)
- too much syntax, e.g. “return ...” needed to create (expression) functions

Toolbox Language - Assembler

- The classic toolbox language
- Everything is a triple
 - e.g. MOV R0,R1
- no syntax
- no ordering - e.g. no declaration before use
 - good for automation
 - easy to automate and optimize, e.g. RTL, OCG