

S/SL

- See S/SL
- S/SL means Syntax / Semantic Language (not Secure Socket Layer)
- S/SL is dataless
- S/SL programs consist of a pipeline of isolated passes
- S/SL is *simple*
 - *lack of nuance*

Syntax

- 4 primitives for syntax
 - rectangles
 - ellipses
 - lines (arrows)
 - text
- PLs use only one of the 4 (text)
- SVG
- See “Syntax Primitives”