

Glue Tool Scoped Variables

- Glue transpiler generates entry and exit code to create/destroy scoped variables
- Variables are dynamically scoped
 - dynamic scoping is preferred here, because actions are syntax-driven
 - syntax-driven actions depend on *runtime* input stream, not static
- API:
 - `scopeAdd(name, value)` — pushes *name* onto scope stack with given value, shadows all other instances of variables with the same name
 - `value=scopeGet(name)` — returns top-most value with given name
 - `scopeModify(name, value)` — rewrites (instead of pushing) top-most variable with given name

Glue — Foreign Functions

- Foreign functions constitute a layer of detail that is elided from top layer
- Glue specifies no syntax for underlying functionality
- Glue punts to underlying language (toolbox language)
- All external (foreign) functions placed in file `foreign.js`
- SH script (bash, zsh, etc.) `cats foreign.js` into final app
- (idea inspired by (stolen from) S/SL)