Compiling Layers

- compiler for *one* layer is uncomplicated

- defer checking details which are not included in a layer

    - loader does final check before running code

- *one* layer is "small", compiler can be "inefficient", e.g. backtracking

    - no need to compile whole system at once

    - compile bits of system

        - leave unresolved check breadcrumbs for loader

    - loader does final check before running

        - most checking has already been done incrementally

    - allows mix-and-match of components

        - one app might be X layers deep

        - another app might be Y layers deep

        - incremental checking leaves intermediate "object files" usable in any app, regardless of depth

Dataless

- data referred-to only by handles

- no syntax for operation on data

  - move data (parameters, return)