# Syntax

- 4 primitives for syntax

  - rectangles

  - ellipses

  - lines (arrows)

  - text

- State of the Art PLs use only one of the 4 (text)

- SVG

# Lines & Cells vs. (x,y)

- State of the Art —> PLs (all) based on lines of non-overlapping bitmap cells (aka characters)

- State of the Art —> sequencing implied by cell line

- 4 Primitives —> based on (x,y) instead of (line,offset)

- 4 Primitives —> bitmap cells may overlap