

2024-04-27 Free Range Programming

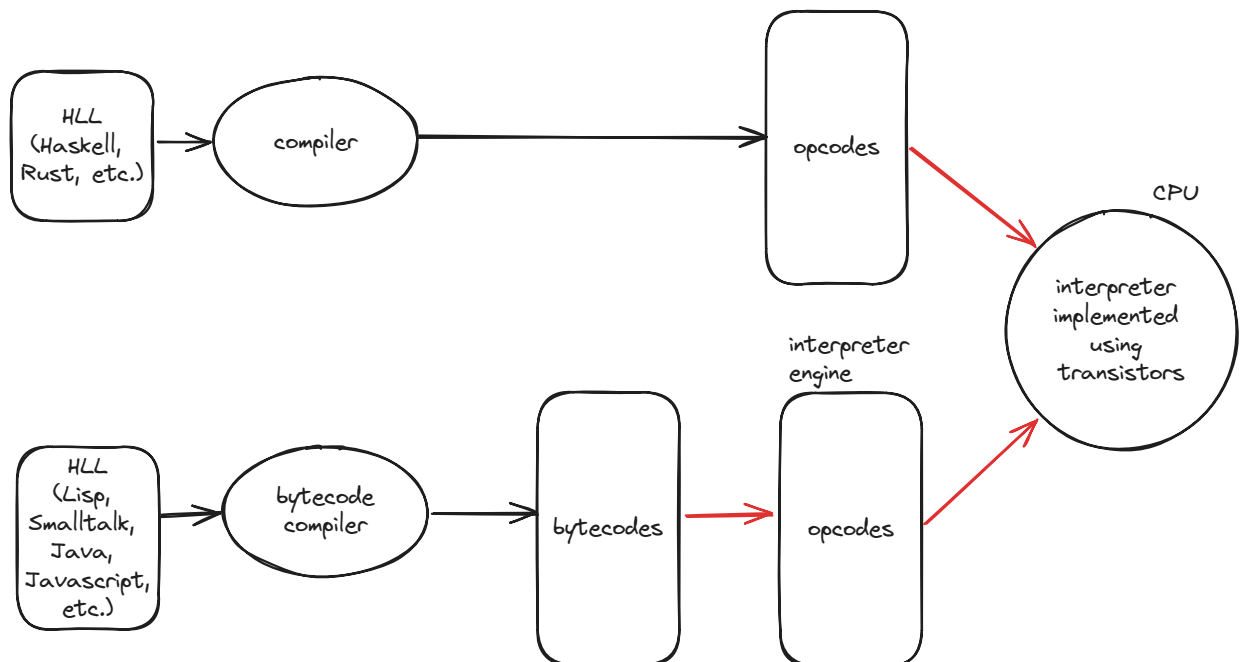
Bloatware

Coding is the act of creating assembler programs.

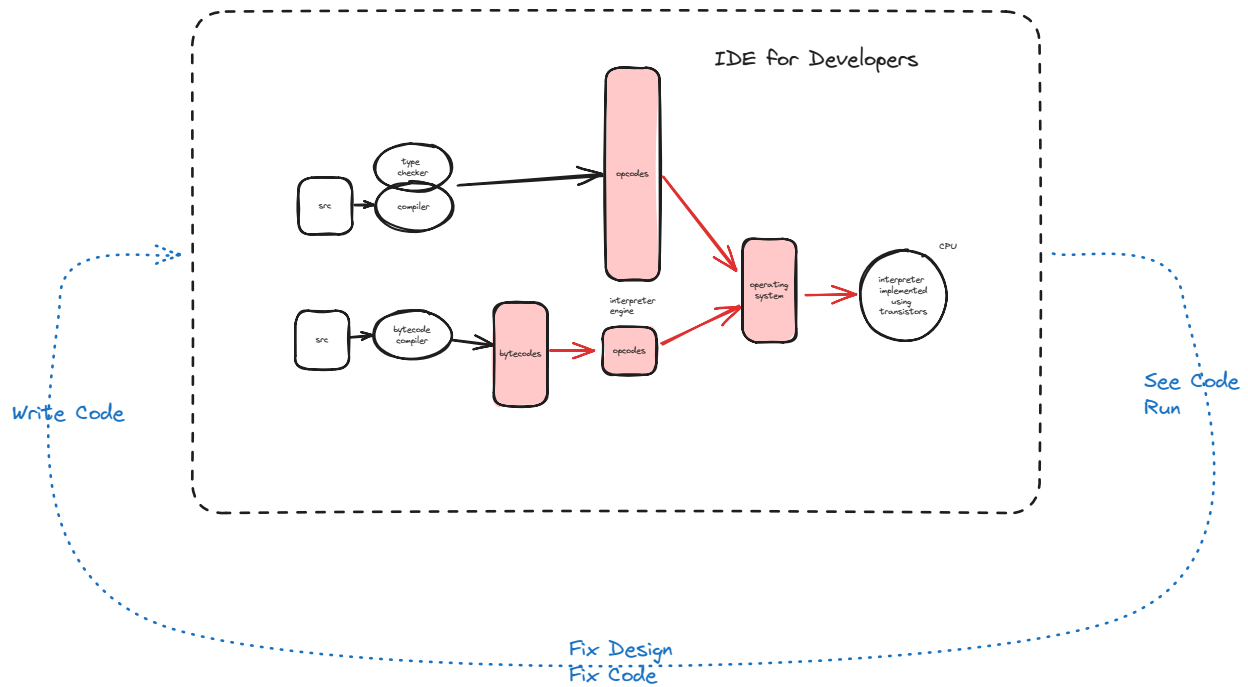
All programming languages, including languages like Haskell and Rust, ultimately create assembler.

The so-called interpreted languages create scripts that are run by engines that are coded in assembler. This adds an extra layer of indirection - the CPU interpreter interprets the engine which interprets encoded instructions.

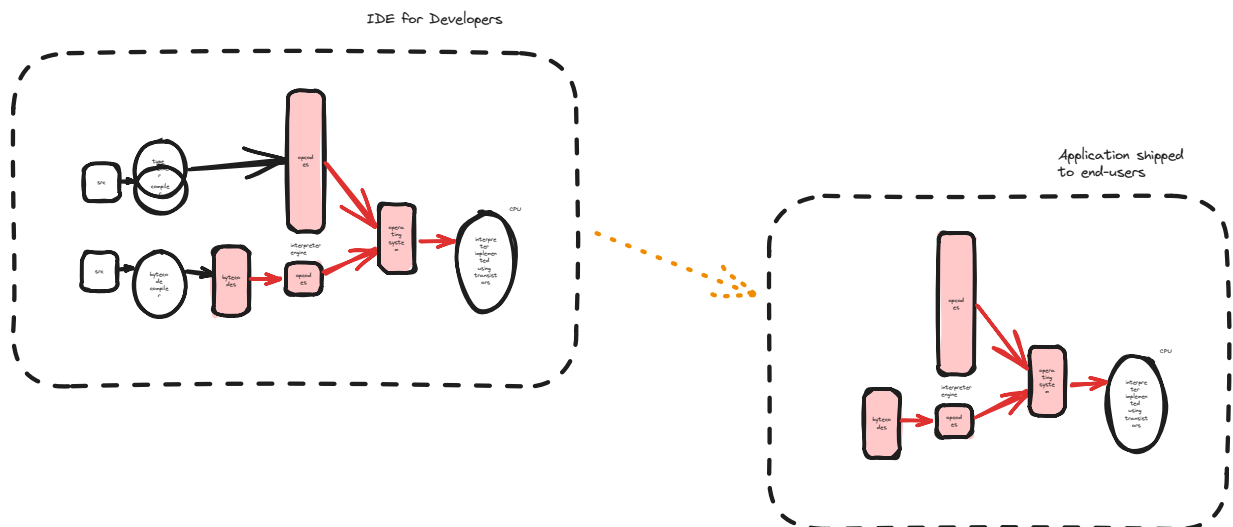
All languages are interpreted. So-called “compiled” languages are interpreted directly by the hardware CPU. The CPU is an interpreter. It interprets encoded instructions (“opcodes”) in hardware.



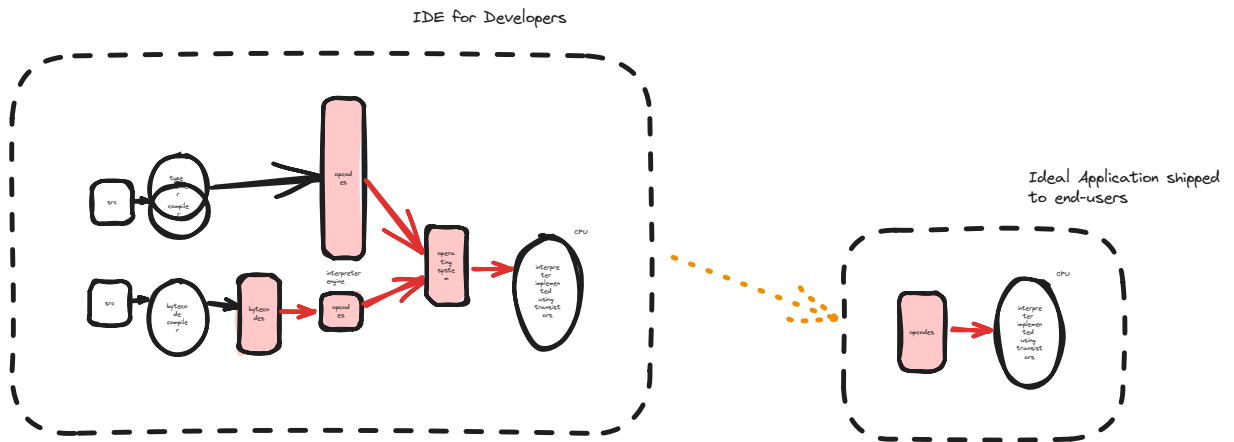
Type-checking creates extra code that developers find to be useful, especially on their souped-up development machines.



Then, developers ship code that still contains the useful stuff.

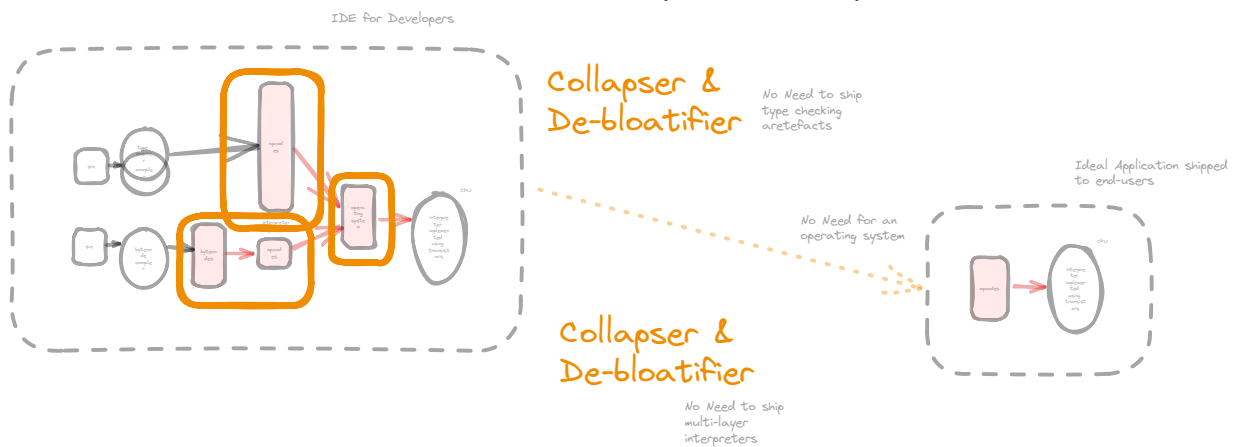


But, end-users don't need all of that extra code. End-users don't need to pay for souped-up machinery.



What's missing from this process?

Production Engineering



Appendix - See Also

See Also

References <https://guitarvydas.github.io/2024/01/06/References.html>

Blog <https://guitarvydas.github.io/>

Blog <https://publish.obsidian.md/programmingsimplicity>

Videos <https://www.youtube.com/@programmingsimplicity2980>

[see playlist “programming simplicity”]

Discord <https://discord.gg/Jjx62ypR> (Everyone welcome to join)

X (Twitter) @paul_tarvydas

More writing (WIP): <https://leanpub.com/u/paul-tarvydas>