Glue Tool Syntax - LHS Parameters

- 2 kinds

    - *name* —> match capture

    - @*name* —> match capture returning an array (tree) of matches

- at this level, the programmer needs to know what the grammar expects and returns (single match vs. array of matches)

    - inconvenient, but one step at a time

    - PEG can be used to create better skins over this basic syntax

- Glue transpiler generates code to eval parameters, programmer uses same names for RHS

- this syntax is *ugly* (in human terms), but PEG can be used to wrap new skins over this syntax (later) [PEG —> PEG —> PEG …]

Glue Tool Syntax - RHS

- RHS contains two specs

  - preamble JS code

  - output of text + parameters