#### Contribution:C

Not C/C++

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#### 1. Overview

- ▶ Implementation Language: C
- Building and Testing: CMake
- ► Features:
  - Hierarchical Company
  - Cut, Depth, Median, Total
  - Parsing, Unparsing

#### 2. "Object" Model

▶ No OO Support

► Instead: Structured Programming

State: Plain Old Data

Operations: Functions with Pointers

#### 3. Graph Traversal

▶ Most Features Traverse Object Graph

Solution: Visitor Pattern

- Common, Idiomatic C
- Function and Void Pointers

Used for Cut, Depth, Median, Total, Parsing, Unparsing

### 4. Parsing and Unparsing

- ► Huge Library Support
- ► Still Complicated in C:
  - Lack of Containers
  - No Reflection
  - String Handling is Bonkers
- Solution: Just Use Another Language

## 4. Parsing and Unparsing

Lua

- ► Embedded Scripting Language in C89
- Stack-Based C Interface

- "Table" Container (Hash/Array Combination)
- Conversion to JSON, XML, YAML etc.

## 4. Parsing and Unparsing

- ► Parsing:
  - ► Traverse Lua Table
  - Calls to C to Build Object Graph
- Unparsing:
  - Traverse Object Graph
  - Calls to Lua to Build Table

# Thank You All For Listening

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