

Scribble Programming Language

Scribble is an imperative programming language which can be used as a scripting language inside of C++ applications. It has been designed to reduce development time and allow for third party modification of a product without requiring the release of source code.

The language has a simple syntax and supports garbage collection to try and reduce the effort required to implement complex tasks. It also allows developers to write more intensive functions in the faster C++ programming language via a simple 2 way interface which allows each language to execute specific functions in the other at runtime.

Scribble programs are compiled during the master programs runtime and can be recompiled without having to close the process within which they are embedded. This allows for rapid prototyping of code, which is very important in large programs where a full C++ recompile can take a long time.