Interpreted Scripting Language for Interaction with .NET

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Goals

- Simple syntax well suited for simple scripts, preserving Turing completeness
- Very few run-time errors that would place the interpreter into corrupted state
- Ability to interface the interpreter from .NET applications
- Provide methods written in C#

Exemplar usage

- Multiple people instructed to write a program to play a game (either from game theory or actual video game) with some strategy
- Programs would play against each other

- This was done with iterated prisoners dilemma in the past

Process

Text on input

- Text is fed into parser
- Text is converted into a list tokens
- Statements are recognized from the sequence of tokens

Block of statements

- Environment is created possibly having extra built-in functions and variables
- Execution can now be started in an environment