Xtremely Delightful Random Development Environment and Dragons: A Novel Way of Programming

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Abstract

It is a well-known fact that programmers think strangely and enjoy thinking even stranger ^[citation needed]. To delight the weirdos monsters people known as programmers, one may introduce them to esoteric programming languages that require them to think in novel ways—or our approach, creating an esoteric integrated development environment (IDE) for Java. This IDE, Xtremely Delightful Random Development Environment and Dragons (XDRandomDEaD), challenges programmers to code with their only keyboard input being whitespace and enter keys, the movement arrows, and backspace; all other code is written by pseudo-random generators that the user selects. This makes programming an extremely delightful experience with no frustration whatsoever ^[citation needed]. It also includes dragon pictures for emotional support.

1 Introduction

The stereotype is that STEM majors are not creative. This is objectively untrue—we are creative within the framework of having a problem to solve and optimize. So, what if we started creating problems on purpose? This is the philosophy of the integrated development environment (IDE) Xtremely Delightful Random Development Environment and Dragons (XDRandomDEaD). The more problems programming in it has, the more delighted programmers will be as they try to speedrun making a functional program—just see how popular EsoLangs StuCo is!

We chose the programming language Java for XDRandomDEaD because Java is our favorite little pookie bear a somewhat problematic language that is nowhere near as stupid as Julia, which is just horrible programmers might know. Java is also a very wordy language, and lines of code in it are often quite long. For example, public static void main(String[] args) is the function header for a main function. Because of this property, using pseudo-random generators to write code will be extremely delightful.

XDRandomDEaD's only keyboard inputs allowed are whitespace, newlines, backspaces and deletes, and the movement arrow keys. Every other input is a pseudo-random generator or the mouse (allowing you to select text). You can select text and delete it, but to input new non-whitespace/non-newline text, you must use a generator outlined in the following section.

2 XDRandomDEaD Generators

There are 11 generators in XDRandomDEaD:

- Digit (0-9)
- Lowercase Latin Letter (a-z)
- Uppercase Latin Letter (A-Z)
- Unicode Latin-1 Supplement Lowercase Vowels
- Unicode Latin-1 Supplement Uppercase Vowels
- Unicode Latin-1 Supplement Consonants (Both Cases)
- Non-reserved English Dictionary word (3-9 Letters)
- Java Keywords 1 (a-i) + false
- Java Keywords 2 (j-z) + true, null, and String
- Punctuation
- Dragons

Here are the options of some generators that may be unclear from their name:

Unicode Latin-1 Supplement Lowercase Vowels

• à	• ê	• Õ
• á	• ë	• Ö
• â	• ì	• Ø
• ã	• í	• ù
• ä	• î	• ú
• å	• ï	• û
• æ	• ò	• ü
• è	• ó	• ý
• é	• ô	• ÿ

Unicode Latin-1 Supplement Uppercase Vowels

•	Å	•	Ā	•	Ä
•	Á	•	Ã	•	Å

• Æ	• Î	• Ø					
• È	• Ï	• Ù					
• É	·Ò	• Ú					
• Ê	• Ó						
• Ë	• Ô	• Û					
• Ì	• Õ	• Ü					
• Í	• Ö	• Ý					
Unicode Latin-1 Supplement Consonants							
• Ç	• Þ	• ð					
• Đ	• ß	• ñ					
• Ñ	• ç	• þ					
https://drive.google.com/file/d/1h116LxnsjdkKGs_cN_sMxdRhW8_pgLMj/view?usp=sharing (sourced from EFF's diceware wordlist, minus the Java keywords) Java Keywords 1 (a-i) + false							
• abstract	• continue	• for					
assert							
	• default	• goto					
• boolean	defaultdo	 goto if					
booleanbyte		• if					
	• do	ifimplements					
• byte	dodouble	 if implements import					
bytecase	dodoubleelse	ifimplements					
bytecasecatch	dodoubleelseenum	 if implements import					
bytecasecatchchar	dodoubleelseenumextends	 if implements import instanceof					
bytecasecatchcharclassconst	dodoubleelseenumextendsfalse	 if implements import instanceof int interface					
bytecasecatchcharclassconst	 do double else enum extends false final 	 if implements import instanceof int interface					
 byte case catch char class const Java Keywords 2 (j-2)	 do double else enum extends false final true, null, and String 	 if implements import instanceof int interface 					

• short	• synchronized	• tries
• static	• this	
• strictfp	• throw	• void
• String	• throws	 volatile
• super	• transient	
• switch	• true	• while
Punctuation		
• {	• \$	• "
• }	• %	• '
• [• ^	• \
•]	• &	• <
• (•	• >
•)	• *	• ,
• .	• -	• ?
• #	• +	• /
• !	• _	• `
• @	• =	• ~
Dragons		
• fire	• draconic	• claw
• dragon	• wyvern	• wing
• dungeon	• drake	• lizard
• treasure	• serpent	
• wyrm	• legendary	• Tiamat
• lair	• scale	• Bahamut

3 XDRandomDEaD Dragons

XDRandomDEaD also supports the feature of a nice dragon image popup on the client's screen everytime they select the dragon generator. This cannot be turned off.

4 Evaluation

Don't do this. A very good idea that will surely make programmers happy!

References

Electronic Frontier Foundation. (2016, July 18). $https://www.eff.org/files/2016/07/18/eff_large_wordlist.txt$