GRID HASKELL
Grid Haskell
{value=start;
name=getLine;
type=IO [Char]
x=0;y=0;
direction=[>];}
{x=0;y=1;
value="This is a comment, it won't be evaluated, since there is no path from the start to here."}
{value=getChar;
x=1;y=0;
outputs=[>,v];
direction=>;}
{value='\n'
x=2;y=0;
outputs=[>];
direction=>;}
{value=if;
x=3;y=0;
then=>;
else=v;}
{value=[];
x=4;y=0;
outputs=[>];
direction=>;}
{value=return;
x=5;y=0;}
{value=getLine;
x=3;y=1;
outputs=[>];
direction=v;}
{x=4;y=1;
outputs=[v];}
{x=4;y=2;
outputs=[<];}
{x=1;y=2;
outputs[v];}
{x=2;y=2
outputs=[]}
Haskell
getLine :: IO [Char]
getLine = getChar >>= \c ->
if c == '\n'
then return []
else getLine >>= \cs ->

return (c : cs)

Start >	getChar[v,>] >	'\n'[>]>	==[>]>	if else v then >	[]>]>	return
	[v]			getline[>]v	[v]	
	[>]	[>]	[>]	[v]v	[v]	
				[v]v	[<]	
				(:)[v]v		
				return		