

Background

This thesis illustrates an approach of implementing a language server for the Nickel language which communicates with its clients, i.e. editors, over the open Language Server Protocol (in the following abbreviated as *LSP*). The current chapter provides the backgrounds on

This chapter aims to provide an understanding of the underlying technologies and use-cases of this project.

Language Server Protocol

Rationale

Commands and Notifications

File Notification

Diagnostics

Hover

Completion

Go-To-*

Symbols

Infrastructure as Code

Software defined Networks

Data oriented languages

Nickel

Gradual typing

Row types

Contracts