Carbide

Guillermo Webster and Kevin Kwok (2016)

Experimental programming environment with a variety of intriguing features. (I can't get the environment to load, and the site CSS is periodically failing for me).

antimatter15 > Fract	al Tree saved a few seconds ago	antimatter15 🎈
Visualize any DOM element with the "HTML Element" Widget	<pre>var canvas = document.createElement('canvas') @ canvas.width = 700 canvas.height = 400 canvas.style.width = '100%' var ctx = canvas.getContext('2d'); CanvasD</pre>	××
This is the recursive definition of the drawTree function. It takes four arguments:	<pre>function drawTree(x1, y1, length, angle, n){</pre>	
 x1: The starting X coordinate y1: The starting Y coordinate length: the length of the line segment to draw angle: The cumulative angle of the line segment n: The number of levels left to draw 	<pre>ctx.beginPath(); ctx.moveTo(x1, y1); ctx.lineTo(x2, y2); ctx.strokeStyle = n < 2 ? "green" : "brown"; ctx.lineWidth = n - 1; ctx.stroke();</pre>	
Stop drawing the tree whenever there are no more branches left to draw	if(n == 0) return; ☺ drawTree(x2, y2, length*0.75, angle+27, n-1); 0	= 27 100
Manipulate anything by dragging nice friendly sliders around	drawTree(x2, y2, length*0.75, angle-57, n-1);	= <u>57</u> <u>100</u>
517.50ms	tree.js	► % -Enter

- Back propagation (edit program output and input changes)
- Add **probes** to the variables, expressions, or subexpressions of running programs.
- Extensible widgets for a variety of data types that visualize and edit these values, e.g. numbers, sliders, HTML, map data, colors, graphics, strings, matrices, JavaScript object, JSON, binary data, etc...
- Supports (in theory) any language, although JavaScript is most supported right now.
- **Programming notebook** style cells (can't find a visual of this though). They point out you need fewer cells that other environments since so much visualization is handled for you.
- Rich text comments. (Pictures would be even better).
- Polished visuals and interaction design.