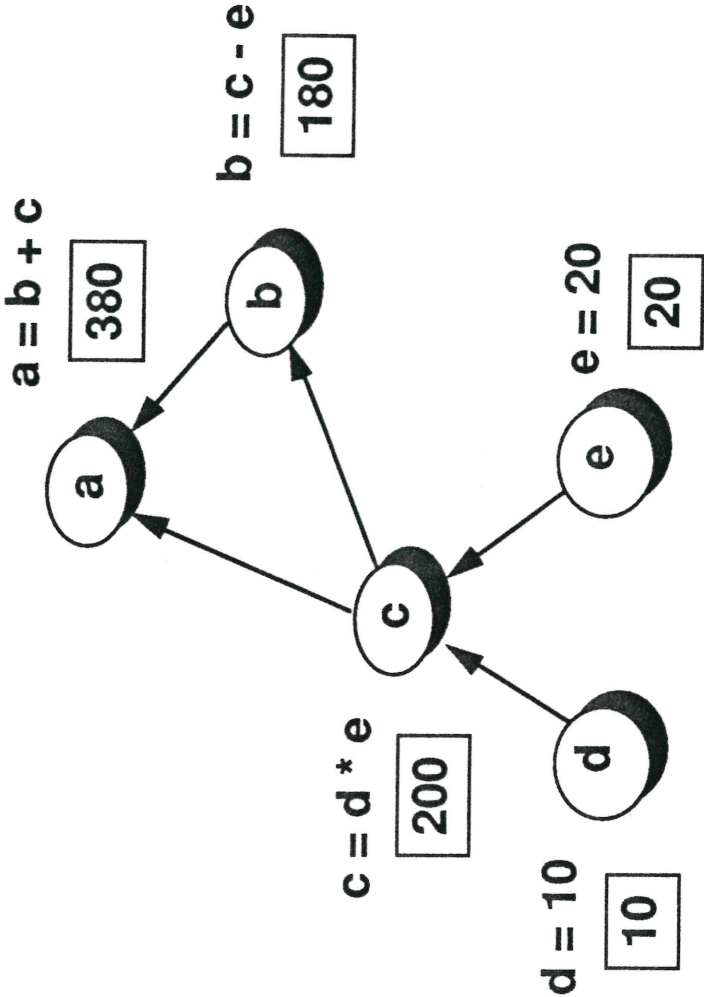
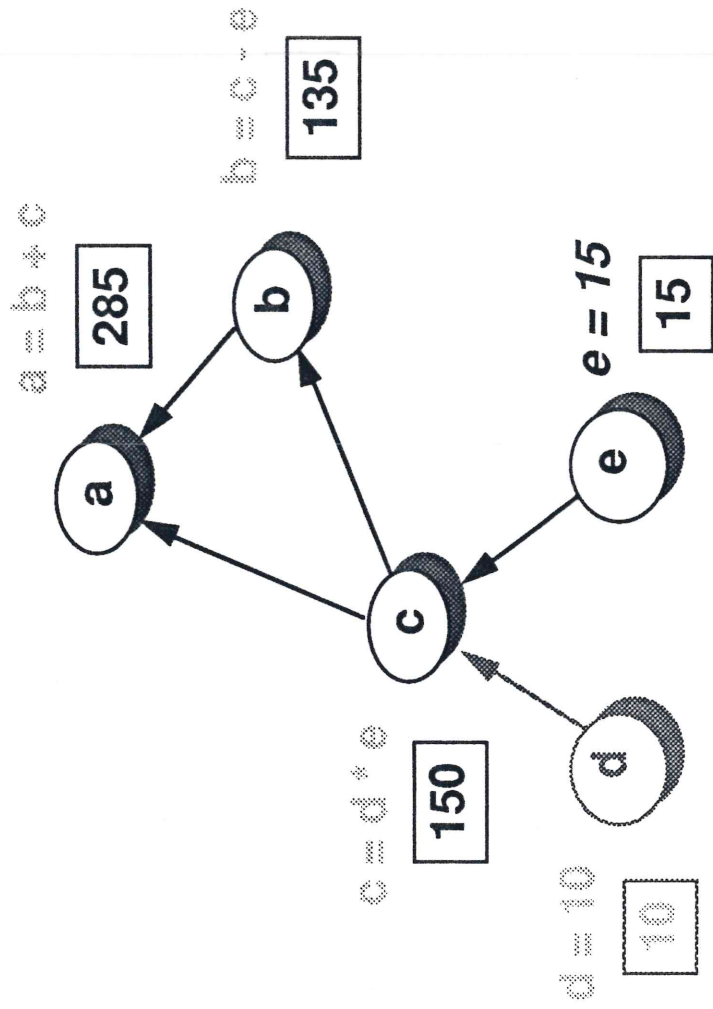


Definition Management



Definition Management



CAD DEMO

Table obstructs door
Cable is not long enough

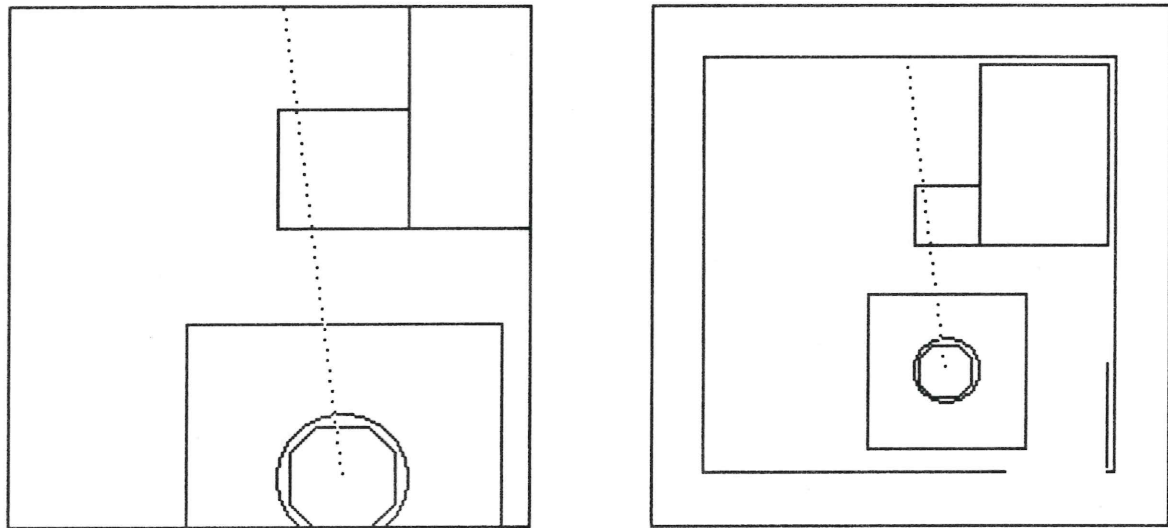


Table Position

2:Down

3:Left 4:Right

1:Up

10:Close Door

9:Use Plug 2

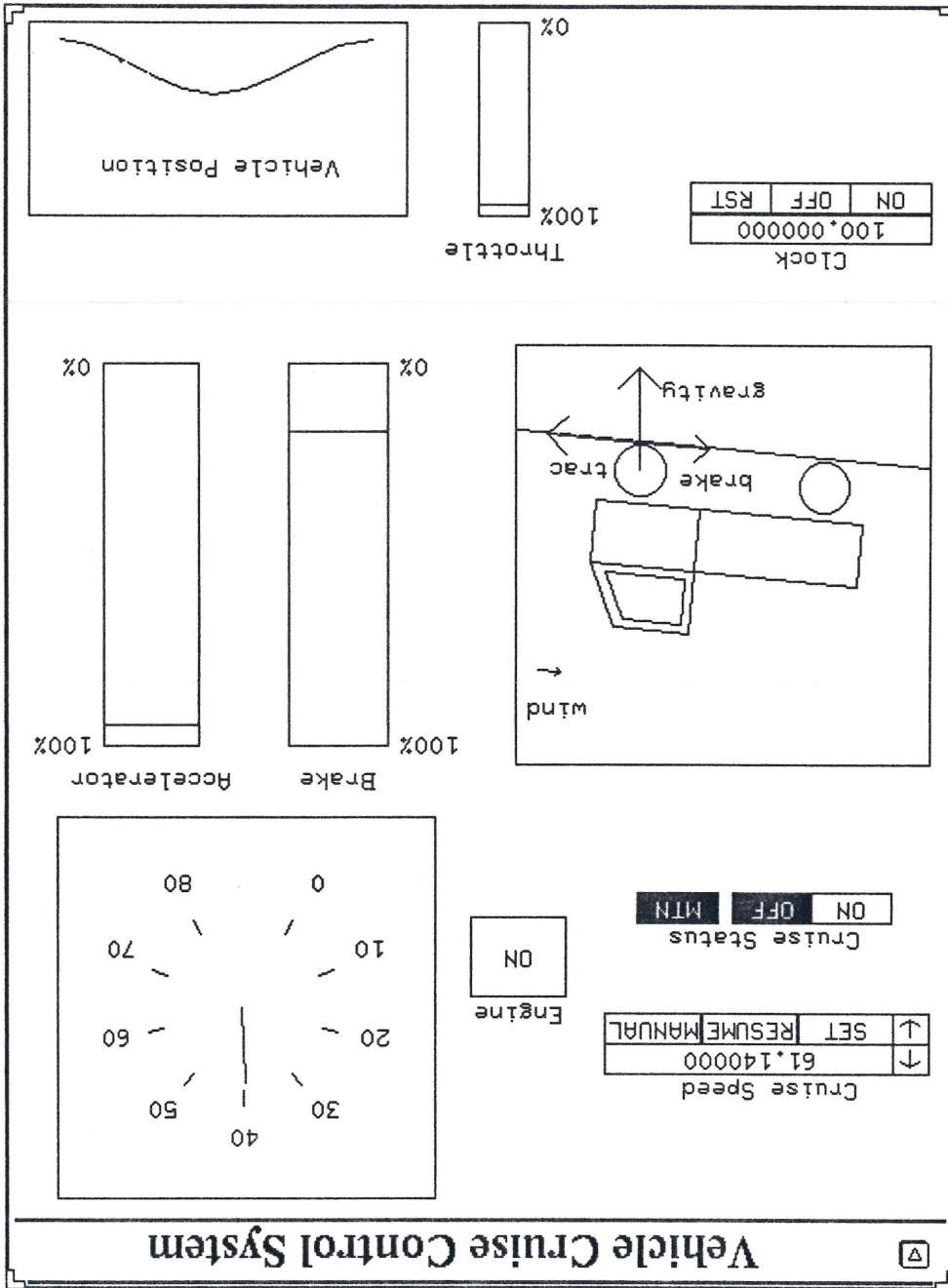
Zoom Position

5:Up

7:Left 8:Right

6:Down

Sample Output of the Vehicle Cruise Control Simulation



Implementing Definitive Notations

1. Set Naming Scheme

DoNaLD Name	EDEN Name
table	_table
table/drawer	_table_drawer
table/drawer/width	_table_drawer_width

3. Implement Implicit Actions

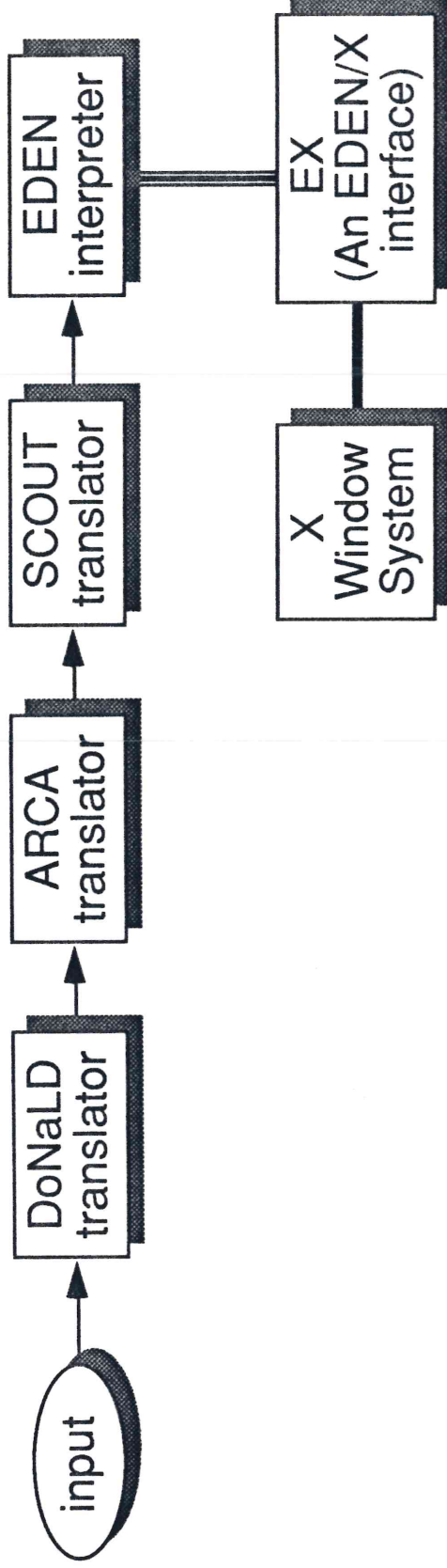
DoNaLD Code	EDEN Action Specification
integer i	N/A
point p	proc P_p: _p { plot_point(&_p); }
line L	proc P_L: _L { plot_line(&_L); }

2. Implement Data Types & Operators

DoNaLD Type	EDEN Type
integer	integer
point	['C', integer, integer]
line	['L', point, point]

DoNaLD Operator	EDEN Operator/Function
div	/
+(vector sum)	func vector_add { para p1, p2; return ['C', p1[1] + p2[1], p1[2] + p2[2]]; }

Run-time Structure of the Scout System



```

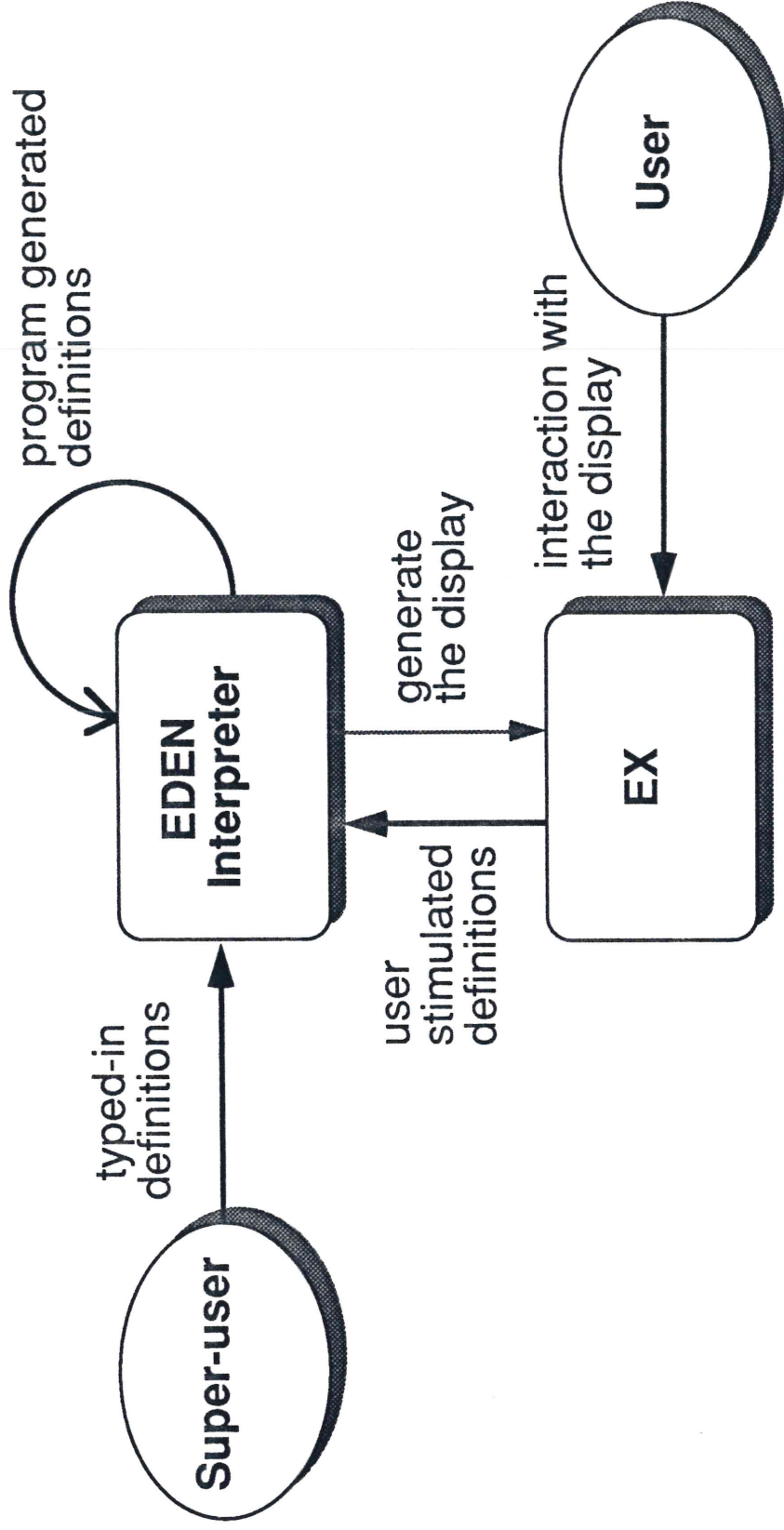
setBtn is (crSetBtn_mouse_1[2] == 4) ? pbDown : pbUp;
resBtn is (crResumeBtn_mouse_1[2] == 4) ? pbDown : pbUp;
manBtn is (crManualBtn_mouse_1[2] == 4) ? pbDown : pbUp;

%scout
window vehicle;
vehicle = {
    type: DONALD,
    box: [{10, 240}, {230, 460}],
    pict: "VEHICLE",
    xmin: -700,    ymin: -300,
    xmax: 300,    ymax: 700,
    border: 1
};

%donald
viewport MODEL
openshape conceptCar
within conceptCar {
    circle frontWheel, backWheel
    frontWheel = circle({0,0}, 60)
    backWheel = circle({-450, 0}, 60)
}

```

Extract From Vehicle Cruise Control Simulation



Sources of Definitions

%scout

S>

.
. *definitions in Scout*

%donald

D[/]>

.
. *definitions in DoNaLD*

%eden

.
. *EDEN definitions and statements*
. *(No prompt because of -n option)*

%error

.
. *EDEN as well*

%donald

.
. .
. .

? *a line of EDEN*

?A_cable = "linestyle=dashed,dash=13";

Attributes of DoNaLD lines

color

linestyle

dotted, dashed, solid(default)

dash

default: 4 (the same as 44)

linewidth

default: 0

viewport MODEL # *not to be displayed*

```
openshape conceptCar
within conceptCar {
    circle frontWheel, backwheel
    frontWheel = circle({0,0}, 60)
    ...
}
```

viewport VEHICLE # *displayed in VCCS*

```
shape vehicle
vehicle = rot(conceptCar, {0,0}, gradient)
```

```
window brakePedal;
brakePedal = {
  type:      DONALD
  box:      [brakeOrg,
             brakeOrg + {BAwidth, BALength}]
  pict:     "BRAKE"
  xmax:     100
  ymax:     100
  border:   1
  sensitive: ON
};
```

```
window brakeMark1;
brakeMark1 = {
  string:    "100%"
  frame:    ([brakePedal.box.nw-{5.c,1.r/2}, 1, 4])
  alignment: RIGHT
};
```

```
brakePedal_mouse = [1, 4, 1, 37, 50];
```

```
brakeMark1_mouse_1 = [1, 4, 0, 450, 600];
```

```
chime = 0;
```

```
proc clock_watcher : clock {  
    if (clock - clock_init) >= 5) {  
        clock_init = clock;  
        chime++;  
    }  
    SendToEden("clock = "//str(time())//";\n");  
}
```

```
proc SendToEden { para message;  
    auto ok;  
    ok = send_msg(stdmsg, [3, message], 0);  
    if (ok == -1)  
        error("can't write to message queue");  
}
```

```
proc bell : chime { if (chime) writeln("Bell!"); }
```

```
clock = clock_init = time();
```

Advanced EDEN Features

```
? _cablelength;
```

```
eager();
```

```
nameof(&var);
```

```
`string_expr`
```

```
execute(string_expr);
```

```
forget(variable_name);
```