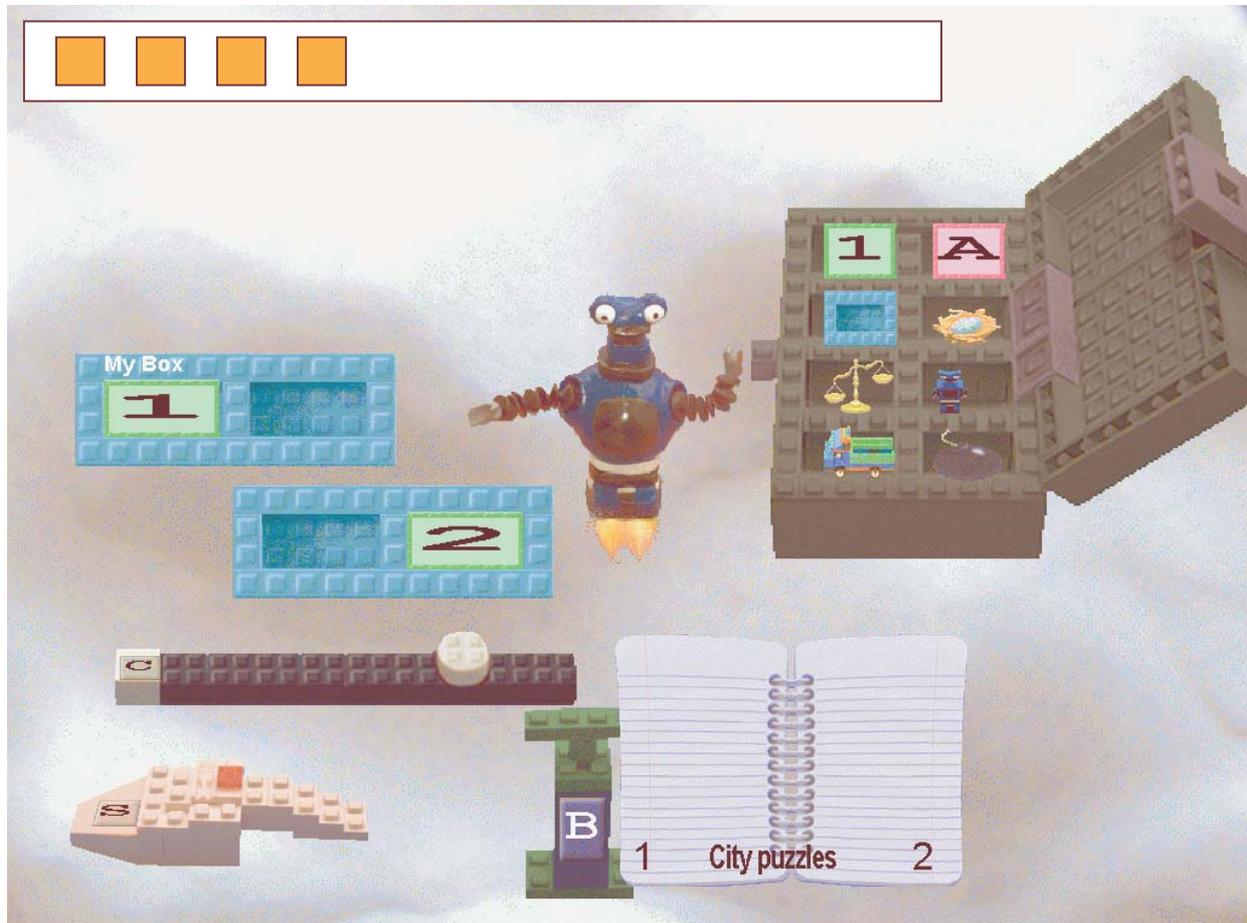
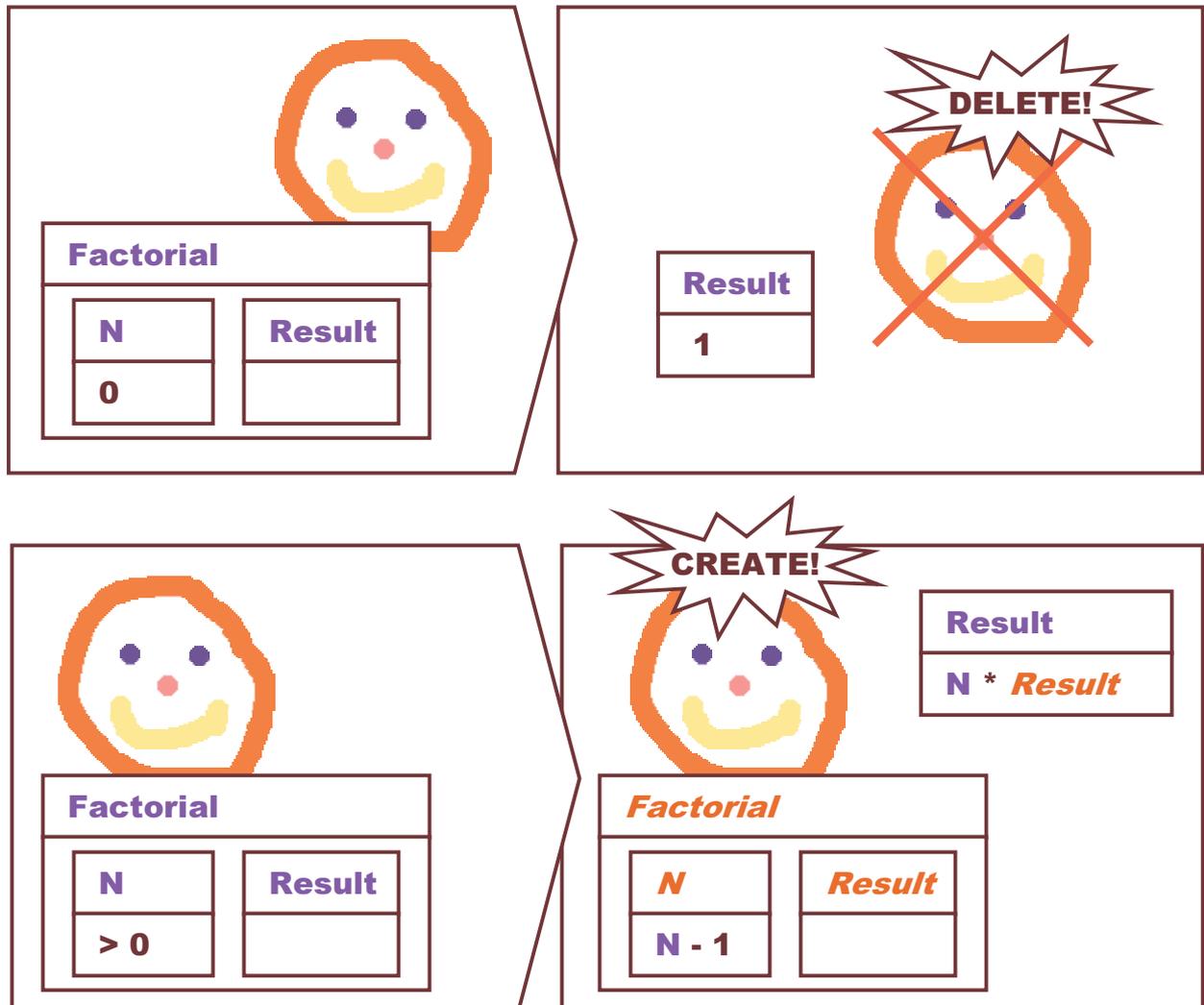


# ToonTalk robot editor



The strip at the top has one square for each robot action that has been recorded. The programmer can go back and edit the actions by selecting a square. Actions could be altered, deleted or inserted. A question is the resolution of the actions. Is there a one-to-one mapping between robot actions and edit actions? Is each key press an action? Or should edit actions consist of bigger units, such as dropping a number pad with a certain value, rather than a sequence of typing actions while holding a number pad followed by a drop action? Should actions be discrete, or based on time, like in time travel? In this example, actions are intended to be discrete and at a higher level than the low level recording.

# Comic strip programming



This is not a ToonTalk example, but a mock-up of a comic strip program based on ideas from ToonTalk and concurrent constraint programming. The example is highly experimental and is meant to show how the ideas presented in my thesis could be developed further. The characters are factorial agents. Variables are single assignment. It is difficult to tell which agent  $N$  and  $\textit{Result}$  belong to in the recursive case. I used colours but this is hard to see in greyscale, so italics is used as well. There are many alternatives for how to represent data, and using ToonTalk boxes is another option.