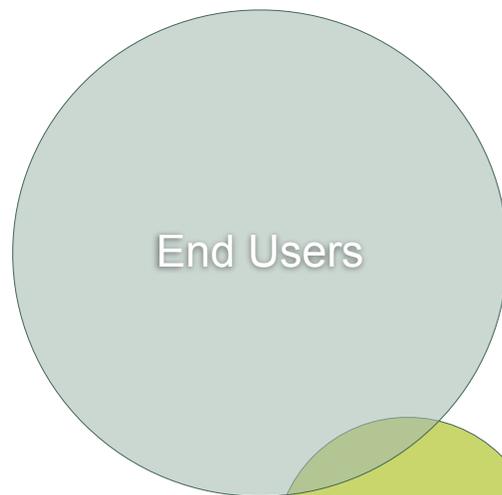




End User Programming

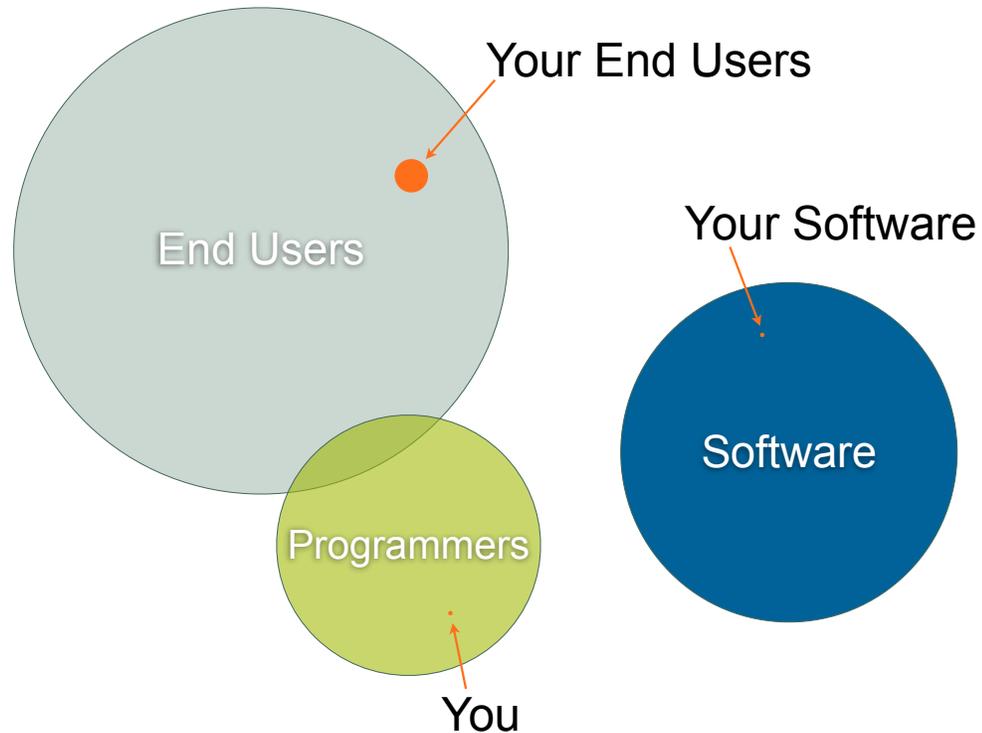
Glenn Vanderburg
Relevance, Inc.



End Users

Programmers

Software



But How?

- **We will:**
 - **Briefly discuss the renaissance in end-user programming research**
 - **Examine notable successes and failures**
 - **Establish some principles for success**
 - **Create a plan of action**

End-User Programming Renaissance

Current Efforts

- **Scratch**
- **Hackety Hack**
- **OLPC**
- **Processing**
- **Lego Mindstorms**
- **and more ...**

SCRATCH New Open Save Save As Share! Undo Language Extras Want Help? 9 Tetris

Motion Control Looks Sensing Sound Numbers Pen Variables

Scripts Costumes Sounds

when clicked
hide
stop script

when I receive L
switch to costume L
go to x: 0 y: 150
show

repeat until touching = 1
show
change y by -20
if touching color ?
set touching to 1
change y by 20
else
wait speed secs

stamp
hide
switch to costume L
broadcast newBlock
stop script

when UP arrow key pressed
if randomNum = 4
if orientation = 4
switch to costume L

score 0
lines 0

INSTRUCTIONS:
Build unbroken horizontal lines of blocks to score points!

CONTROLS:
Left and right arrows to move
Up arrow to rotate
Down arrow to accelerate

next:
mouse x: 240
mouse y: 151

Stage Scripts: 3
long Scripts: 7
reverseL Scripts: 7
S Scripts: 7
L Scripts: 7
reverseS Scripts: 7
square Scripts: 6
T Scripts: 7
detector Scripts: 2
blocker Scripts: 2
instructio...



Hackety Hack

Lesson 2A
Downloading

Start a new program. (Click on the paper icon in the toolbar. It's the second one from the left.)

```
# A simple file downloader.  
url = ask("Enter a web address:")  
save_as = ask("Save the file as:")  
web.download(url, save_as)
```

Save the program as **Downloader**.

Continue →



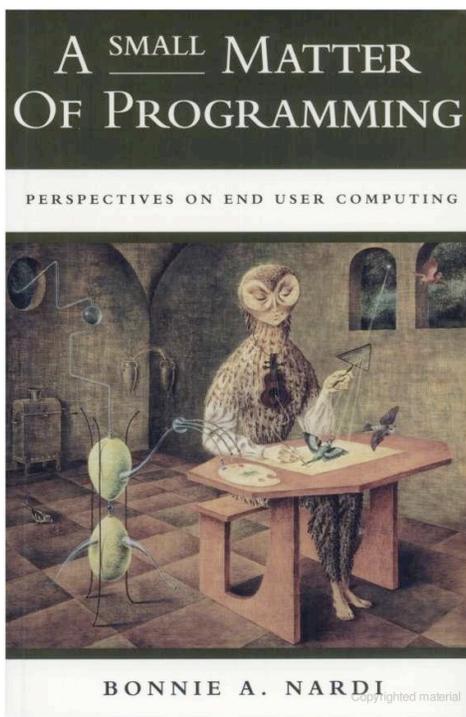
Downloader

A blank program, started on September 29th, 2008 at 7:50 AM.

```
1 # A simple file downloader.  
2 url = ask("Enter a Web address:")  
3 save_as = ask("Save the file as:")  
4 Web.download(url, save_as)  
5  
6  
7  
8  
9  
10  
11  
12  
13  
14  
15  
16  
17  
18
```

Program will run below.

Copy Save Run



Successes and Failures

Success: Spreadsheets

- **VisiCalc**
- **Lotus 1-2-3**
- **Microsoft Excel**
 - **Probably the most popular programming platform ever**

Car Loan Comparison6

Standard Car Loan Analysis

This worksheet can help you analyze a standard car loan. Enter values into the yellow boxes, writing over the sample values. Results will be shown in the green boxes.

Once you set the duration of the loan, you may need to extend the Amortization Table. If you decrease the duration, you may need to start again from a new worksheet.

This worksheet is locked to preserve the formulas that calculate your results. To unlock the worksheet, go to the Tools menu, select Protection, then choose Unprotect Sheet. This sheet does not use a password.

Analysis	
Amount financed	\$12,500.00
Annual interest (e.g., 8.25)	8.25%
Duration of loan (in years)	3
Start date of loan	8/1/00
Monthly payments	\$393.15
Total number of payments	=I7*12
Principal amount	\$12,500.00
Finance charges	\$1,653.32
Total cost	\$14,153.32

Amortization Table

Pmt No.	Payment Date	Beginning Balance	Interest	Principal	Balance	Accumulative Interest	Accumulative Principal
1	8/1/00	12,500.00	85.94	307.21	12,192.79	85.94	307.21
2	9/1/00	12,192.79	83.83	309.32	11,883.47	169.76	616.53
3	10/1/00	11,883.47	81.70	311.45	11,572.02	251.46	927.98
4	11/1/00	11,572.02	79.56	313.59	11,258.43	331.02	1,241.57
5	12/1/00	11,258.43	77.40	315.75	10,942.68	408.42	1,557.32
6	1/1/01	10,942.68	75.23	317.92	10,624.77	483.65	1,875.23
7	2/1/01	10,624.77	73.05	320.10	10,304.66	556.70	2,195.34
8	3/1/01	10,304.66	70.84	322.30	9,982.36	627.54	2,517.64
9	4/1/01	9,982.36	68.63	324.52	9,657.84	696.17	2,842.16

Microsoft Excel

- Informal handling of data
- Very loosely structured
 - You can put many “tables” on a sheet
 - Lone cells acting as variables
 - Excel gives everything a name for you
- Rich expression language

Failure: Lotus Improv

Lotus Improv - [Worksheet1 - View1 - Untitled1]

File Edit Create Worksheet Tools Window Help

Sales Person: Mike

		Months			
		Nov	Dec	Year Total	
Toaster	Tuesday	2002		10	10
		2003	0	11	11
	Wednesday	2002	100	50	150
		2003	110	55	165
	Thursday	2002	200	100	300
		2003	220	110	330

Products Days Year

1 Year Total = sum(Jan .. Dec)

2 :2003 = :2002 * 110%

Overlaps formula 1

Arial 9 General 2 \$ () E+ %

File Edit Create Worksheet Tools Window Help

		Period1	Period2	Period3	Period4		
Balance Sheet	Assets	Cash	200,000	10,326	74,863	188,791	
		Accounts Receivable	0	60,000	50,000	40,000	
		Inventories	0	27,600	33,120	39,744	
		Vendor Deposits Made	0	10,000	10,000	0	
		Total	200,000	107,926	167,983	268,535	
		Noncurrent Assets	Plant	0	250,000	250,000	250,000
			Property	0	100,000	100,000	100,000
			Equipment	0	75,000	75,000	75,000
			Other	0	0	0	0
			Depreciation	0	(40,000)	(80,000)	(120,000)
	Total	0	385,000	345,000	305,000		
	Total	200,000	492,926	512,983	573,535		
	Liabilities and Equity	Liabilities	Accounts payable	0	50,000	55,173	65,541
			Customer Deposits	0	2,500	5,000	7,500
			Amortized Debt	0	150,000	141,730	132,411
Credit Line used			0	50,000	40,000	30,000	
Total			0	252,500	241,903	235,452	
Equity		Contributed Capital	200,000	200,000	200,000	200,000	
		Dividends Paid	0	(10,000)	(25,000)	(50,000)	
		Retained Earnings		40,426	71,080	138,083	
		Net	200,000	240,426	271,080	338,083	
		Total	200,000	492,926	512,983	573,535	
Income Statement	Revenue	Product Sales	650,000	795,000	993,200		
		Service Fees	100,000	125,000	150,000		
		Other	30,000	46,000	30,000		
		Total	0	780,000	966,000	1,173,200	
	Cost of Goods Sold	Inventory	Beginning	0	0	27,600	33,120
			Additions	0	276,000	331,200	397,440
			Ending	0	27,600	33,120	39,744
		Cost	0	248,400	325,680	390,816	
		Factory and Labor	0	192,000	230,400	276,480	
	Depreciation	0	40,000	40,000	40,000		
	Total	0	480,400	596,080	707,296		
	Gross Margin	0	299,600	369,920	465,904		
	Operating Expenses	General and Admin	100,000	120,000	130,000		
		Research and Development	29,000	33,800	39,560		
		Sales and Marketing	113,000	134,600	160,520		
Total		0	242,000	288,400	330,080		
Operating Income	0	57,600	81,520	135,824			
Interest Income	0	826	5,989	15,103			
Interest Expense	0	6,000	22,355	18,924			

FINANCE IMP - C:\IMPROV\MODELS\EXAMPLES

Financials - Balance Sheet Report..... This view isolates Balance Sheet data.

Financials - Cash Flow Report.....

Financials - Complete.....

Financials - Income Statement Report..... It is formatted and prepared as a printed report.

1 BALANCE SHEET FORMULAS

2 Assets.CurrentAssets.Cash = Cash Flow.Ending Cash

3 Period1.Assets.CurrentAssets.Cash = Liabilities and Equity.Equity.Contributed Capital.Period1

4 Assets.CurrentAssets.Inventories = Income Statement.Cost of Goods Sold.Inventory Ending

5 Current Assets.Total = groupsum(Current Assets)

6 Noncurrent Assets.Total = groupsum(Noncurrent Assets)

7 Assets.Total = groupsum(Assets)

Failure: Lotus Improv

- By most standards, much better than Excel
 - Inherently multidimensional
 - More structured and sophisticated
- But it failed.
 - Easier to do sophisticated things
 - Harder to do simple things
 - Harder to *explore* your problem

What Went Wrong?

Improv set out “to fix all this”. It was an auditors dream. It provided rarified heights of abstraction, formalisms for rows and columns, and in short was truly comprehensible. It failed utterly, not because it failed in its ambitions but because it succeeded.

—Adam Bosworth

In the end it didn't go anywhere, probably because in setting out to improve on spreadsheets, Improv lost the essence of a spreadsheet ...

—Pito Salas, inventor of Improv

Success: Ruby DSLs

- Rich Kilmer, JA00 2007
- USAF system for managing mid-air refueling network.
- Core of system described in Ruby code.
- Non-programmer domain experts reading, correcting, and even writing new Ruby code for the system.
- That code formed the core of the running system.

Ruby DSL Example

```
# I'm guessing at what the real thing  
# looks like -- Glenn  
coronet :grand_forks do  
  base    'Grand Forks AFB'  
  tankers :long_range  8  
  tankers :short_range 15  
  location [47.964296, -97.394829]  
end
```

Failure: AppleScript

```
on get_header_from_message(desiredHeader, theMessage)
  tell application "Mail"
    set hdrs to (headers of theMessage)
    repeat with hdr in hdrs
      if name of hdr is desiredHeader then
        return contents of hdr
      end if
    end repeat
    return ""
  end tell
end get_header_from_message
```

Failure: AppleScript

- Scripting system for MacOS
- Looks just like English!
 - Which is the problem.
 - It doesn't *act* like English.
- People don't have a big problem with formal languages.
 - They just want to have clear rules
 - And sensible behavior in the face of mistakes

What Went Wrong?

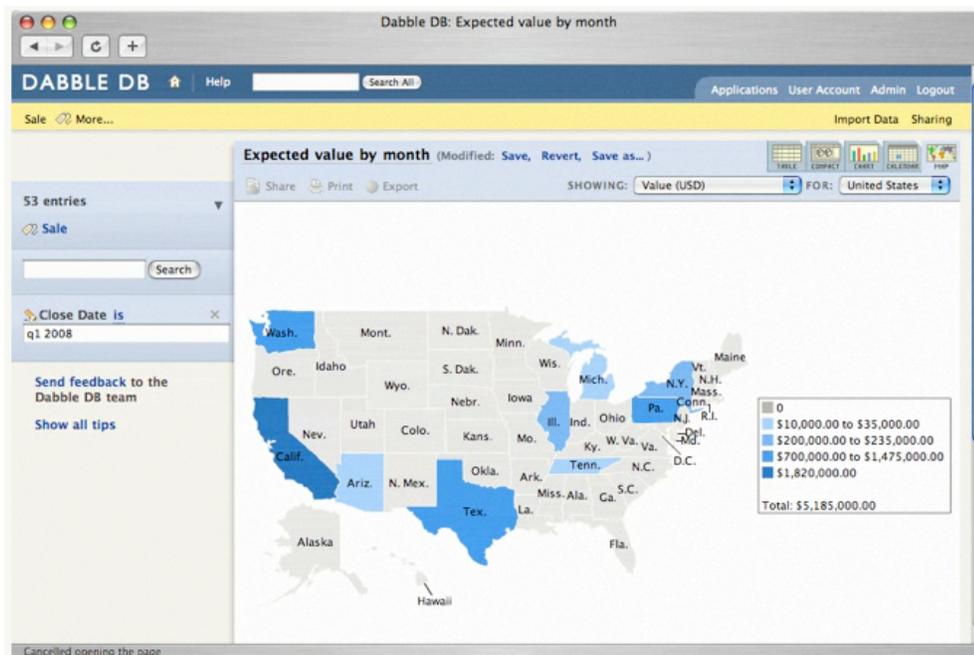
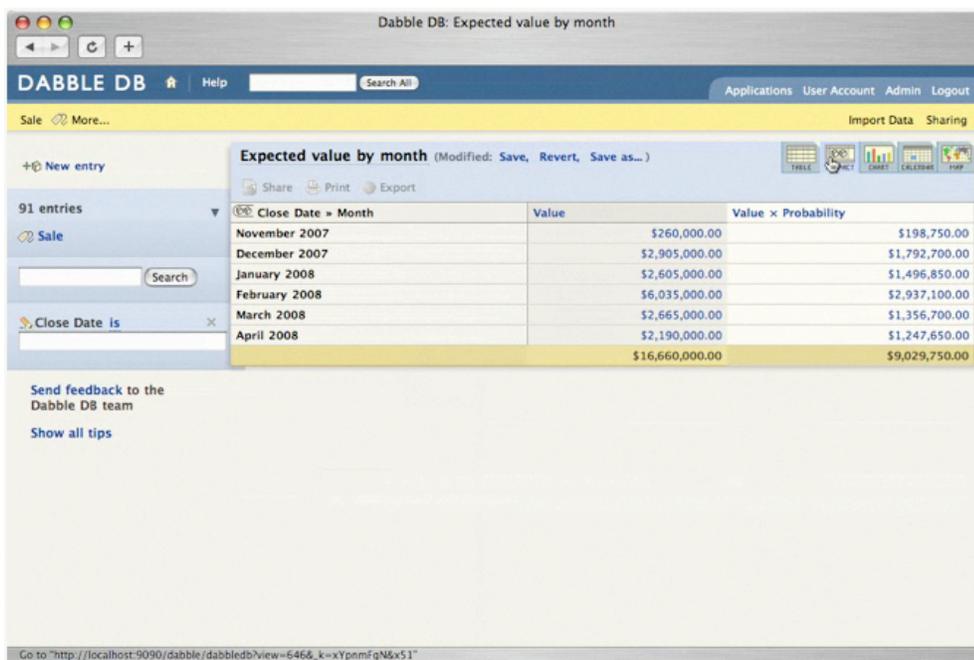
The experiment in designing a language that resembled natural languages was not successful. [...] In the end the syntactic variations and flexibility did more to confuse programmers than help them out.

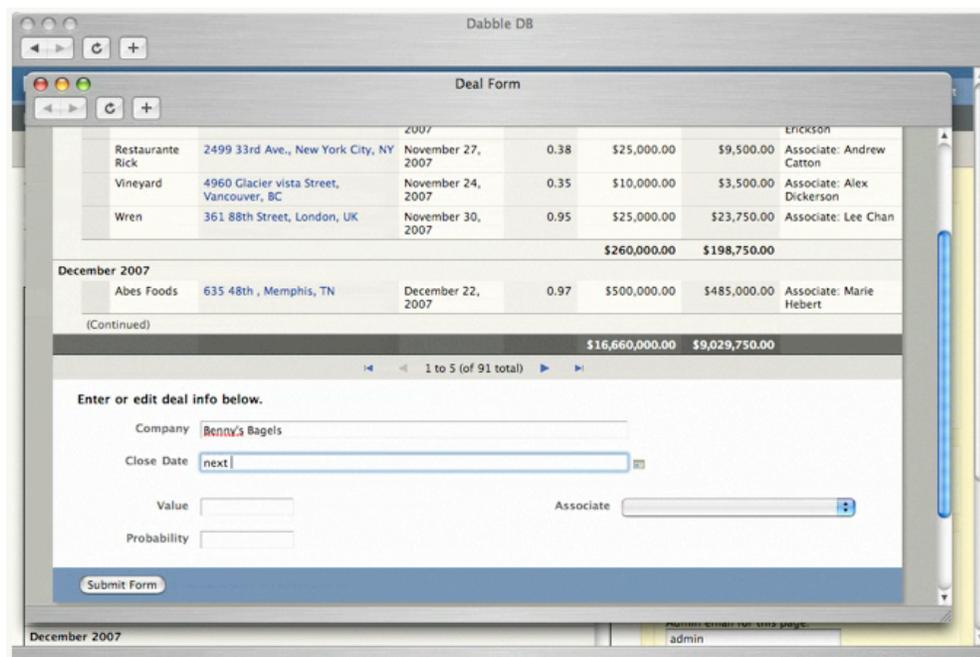
The main problem is that AppleScript only appears to be a natural language on the surface. In fact is an artificial language, like any other programming language [...] even small changes to the script may introduce subtle syntactic errors which baffle users. It is very easy to read AppleScript, but quite hard to write it.

—William Cook, designer of AppleScript

Success: DabbleDB

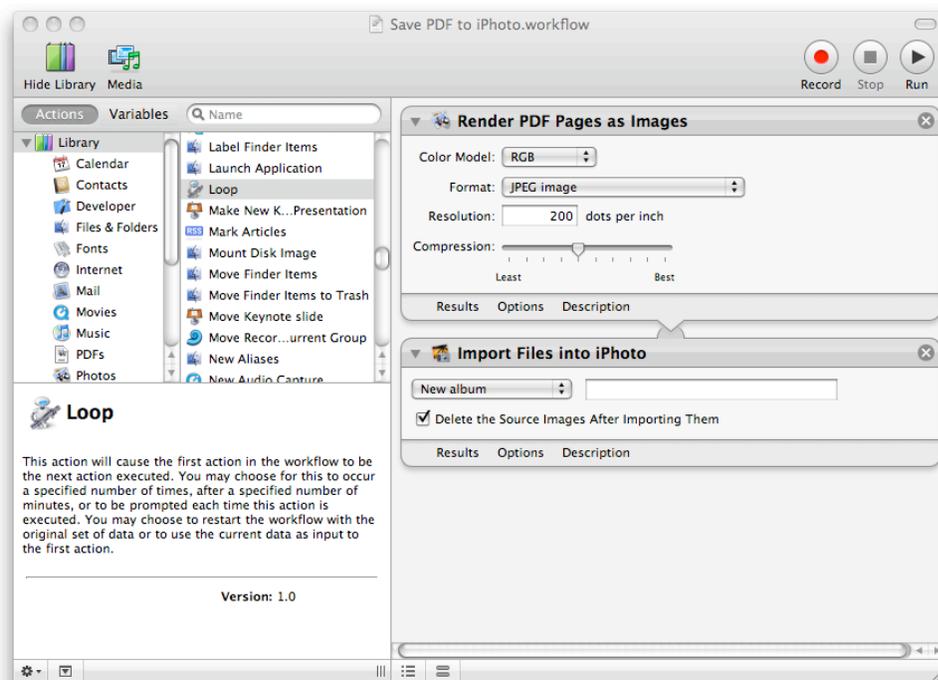
- **Web application for managing data**
 - You build your own apps to suit your data
 - Goal: be the platform for every system that's written in Excel but shouldn't be
- **Different model from Excel, but similar lessons:**
 - Do sensible things with no direction from user
 - Allow user to add structure and metadata gradually
 - Programmable using formulas.





Failure (So Far): Automator

- Apparently an attempt to replace AppleScript
- A visual programming system
 - Follows a pipes-and-filters model
 - Configurable filters; no real runtime decisions
- Very broad; too shallow
- Still evolving



Success: Mingle

- Project collaboration and management tool
- Doesn't mandate a development process
- Teams build a system that fits their process
 - Cards, properties, formulas, transitions
 - Charts and tables
- Has been applied in unexpected ways

Select tree:
(no configured trees)

View as: List Grid

[Manage trees](#)

Group by: Status Color and Sort by: Priority

Lane headings: Count Select property...

[Link to this page](#) [Add / remove lanes](#)

New (1)	Open (1)	Narrative started (2)	Ready for Development (6)	Ready for Testing (2)	Ready for Showcase (1)	Deleted (1)
Display #422 validation error messages in proximity to field in error	Apply #423 new UI for secondary pages	Produce #411 CSS and graphics for new secondary page look-and-feel #316 Implement New Home Page	Produce #420 graphical prototype of interior static content pages Update #419 graphical prototype of UI redesign for secondary Produce #418 graphics for new home page look-and-feel Add #412 newsletter toggle to user profile Produce #410 CSS for new home page look-and-feel Produce #421 graphical prototype of *printed* catalog detail	Add #399 "How Points Work" explanation Upgrade #401 to Rails 2.0	Update #404 graphical prototype of UI redesign for secondary	#400 Include/Exclude Selected Categories From User

Success: Puzzle Games





Success: Puzzle Games

- I think the essence of programming shows in puzzle-oriented games:
 - Lemmings
 - The Incredible Machine
 - Professor Fizzwizzle
 - Enigmo
- Popularity indicates children becoming accustomed to programming challenges.
- Wait a generation.

Principles for Success

Constrain to a Domain

- **Success stories are all *domain specific!***
- **Allows focus on the task**
- **Available facilities make sense in context**
- **General-purpose facilities can be present, but should be secondary**

Allow, Don't Require Structure

- **Start with expressions, declarations, and data, not programs**
- **Structuring mechanisms should be optional**
- **Optimize for easy start and exploration**

Act, Don't *Look* Human

- Many people think these are required:
 - Natural-language syntax
 - Visual programming
- What matters more:
 - Simple rules
 - Not much punctuation
 - Good error messages
 - Sensible default behavior
 - Ability to start small and explore

Imperative, OO, Functional?

- I think most people relate to *imperative* programming best.
 - Tcl's command-oriented syntax seems ideal.
- But success stories *so far* don't bear that out.
 - Excel is practically functional programming.
 - SQL (including Mingle's query language) and Rich Kilmer's Ruby DSLs are declarative.

A Plan of Action

Recipe 1 (1970s)

- **Bentley, Kernighan, and the Bell Labs crowd**
- **Design a language and implement a processor or translator**
- **Examples: pic, tbl, eqn, grap, chem**
- **Works great if you're the guys who invented yacc and lex**

Recipe 2 (1980s)

- Alan Kay, Dan Ingalls, etc.
- Immerse the user in a sea of objects!
- Smalltalk users will modify their environment by programming.
- Still real potential here for *programmers*, but not for end users.

Recipe 3 (1990s)

- Many folks, but mostly John Ousterhout
- Build your system in two halves:
- Core domain logic implemented as a DSL
- Rest of system implemented in that DSL
- Success with this approach has been rare
 - Seems too costly up front
 - Your users might not want or need such a powerful language

Recipe 4 (2000s)

- Popping up everywhere (but Eric Evans gets special credit)
- Get the *domain language* at the core of the system right
 - Maybe involving domain-specific programming constructs
 - But the important thing is the system of objects and names
- Users will be thinking in that language already.

How Recipe 4 Works

- If you get the *domain language* right, building a *domain-specific language* is easy.
- If you are writing in a metaprogrammable language, an internal DSL will happen naturally.
- Domain-driven design helps you separate *essence* from *accident*.
- A system with good hooks for adding an external DSL, if necessary.

Summary

- **Learn from the past**
- **Cater to your users' strengths**
 - domain experts, language users
- **Allow exploration and improvisation**
- **Focus on the domain**
- **Clean internal design facilitates exposing the internals**