

Pressing

The only one visual interpreter
that interprets your **passion** within **script**.

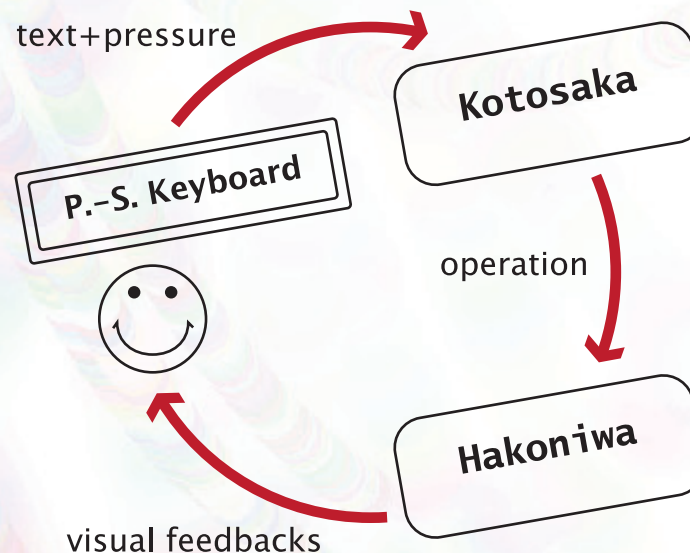
Team:
digitalmuseum.jp

Introduction

Existing programming environments usually do not consider how programmers type commands. This restriction guarantees the accuracy of results of program executions, and as a result, they have been powerful tools for many programmers.

However, especially for beginners, it is somewhat painful to type commands exactly in the same way as expected. When they are coding, they want more dynamic feedbacks than the static results regardless of their effort on typings.

The aim of “Pressing” project is to provide a rewardful visual environment for learners of programming and to make their learning experience more interesting and exciting. Its rich visual feedbacks also appeal to electronic arts and visual design communities.



Interpreter Engine

For people who recently started to learn programming, an interpreted language is a good choice because it gives feedbacks at once.

“Kotosaka” interprets java(script)-like language.


2D Physics Engine

Beautiful visual feedbacks are important for us to keep motivation towards programming.

“Hakoniwa” is based on well-known JBox2D*.

*JBox2D: <http://www.jbox2d.org>

eg.1) Object Instantiation with
Implicit Pressure Argument

 `a = new Ball();`

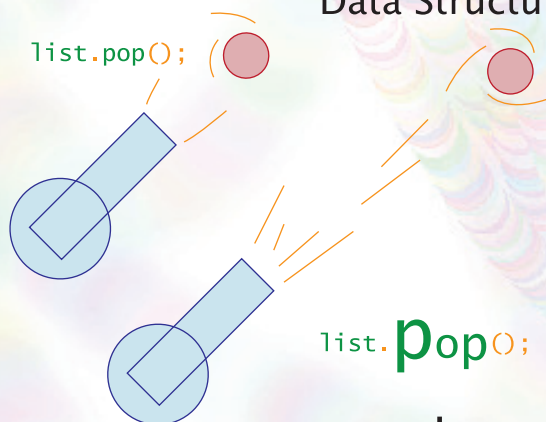
 `a = new Ball();`

eg.2) Method Invocation with
Implicit Pressure Argument

 `c = Red.mix(Green);`

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eg.3) Visual Representation of
Data Structure



...and more!

eg) Background image of this paper is
basically drawn by “Pressing.”

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