

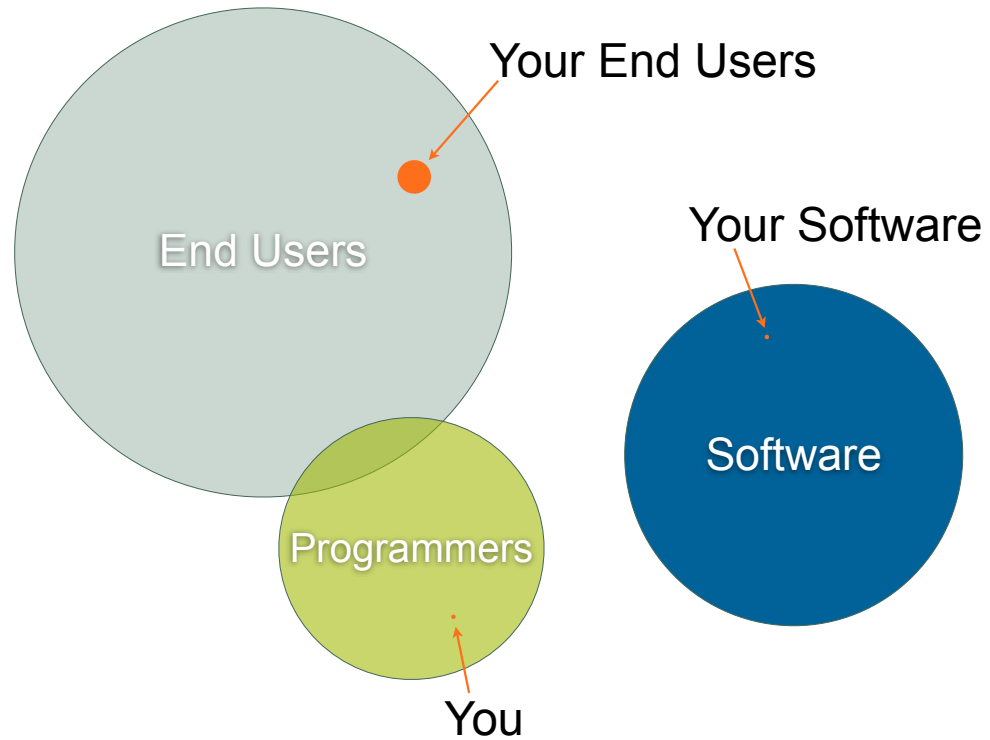
End User Programming

Glenn Vanderburg
Relevance, Inc.

End Users

Programmers

Software



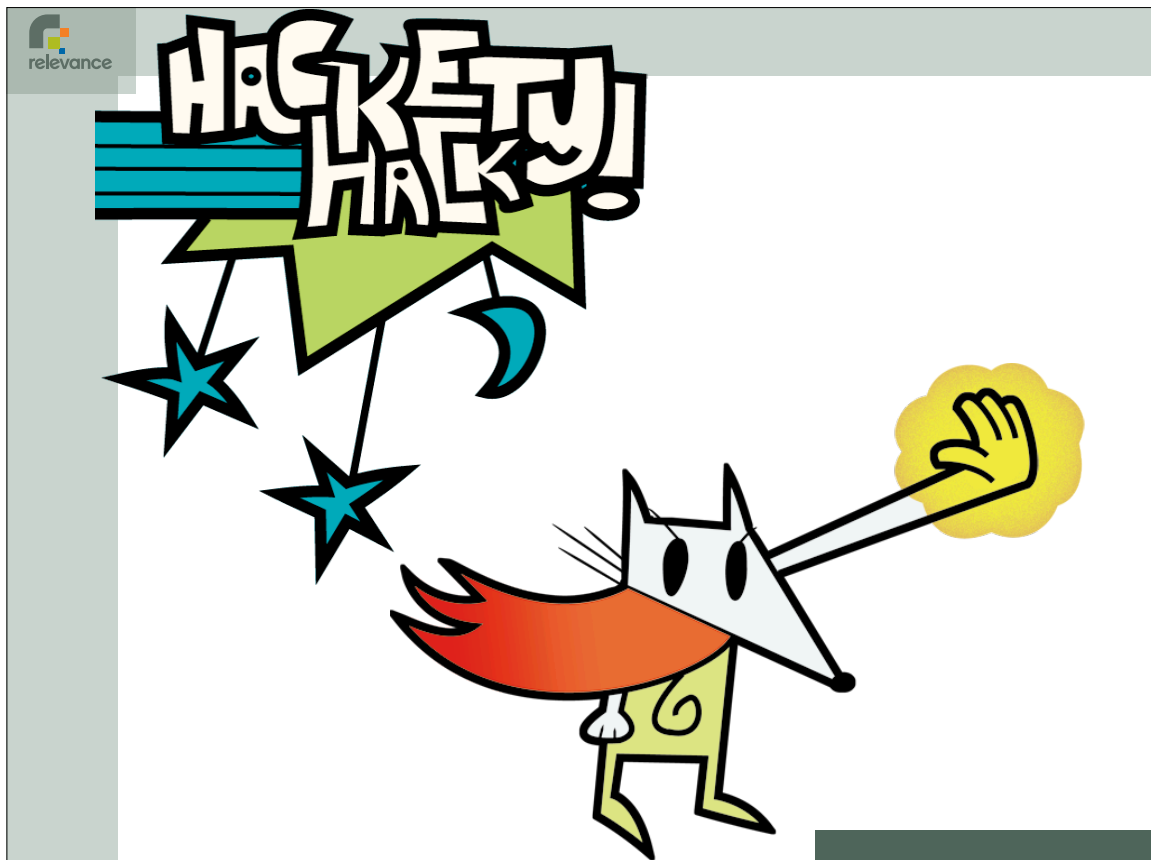
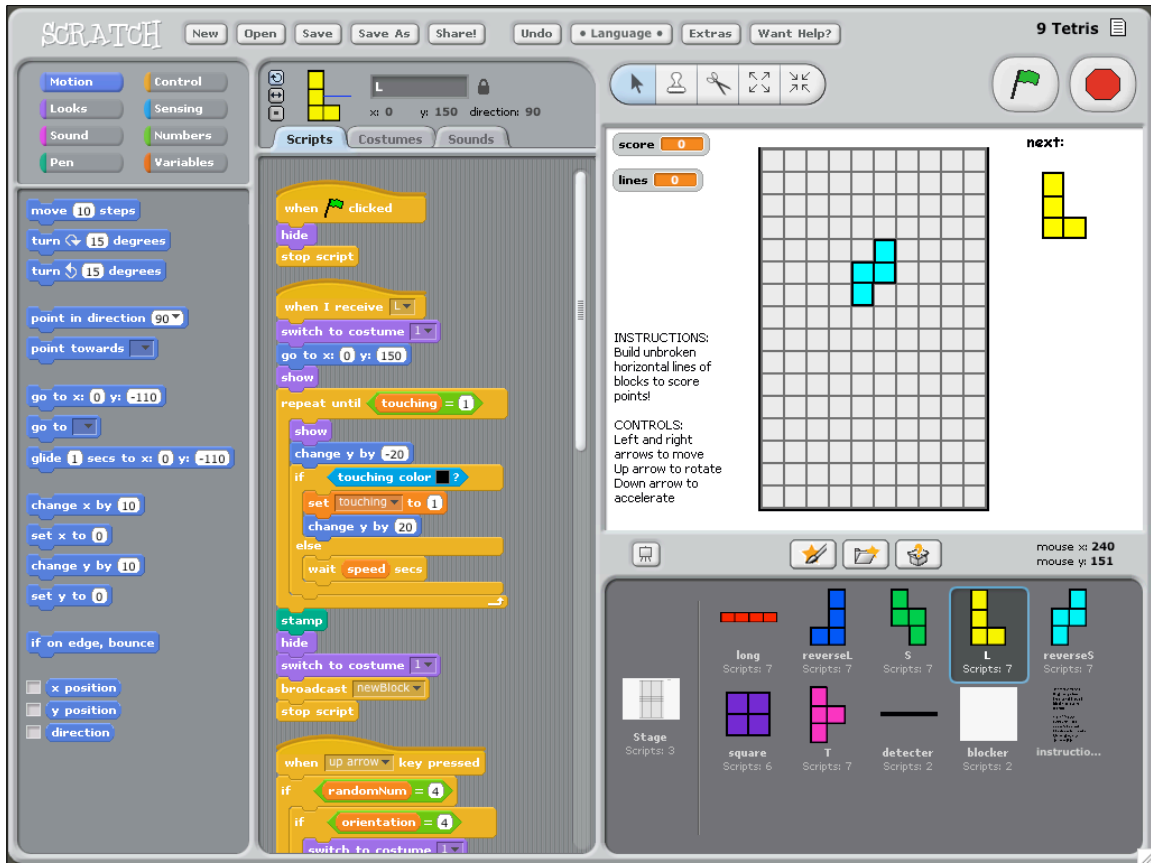
But How?


- **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 ...**





Downloader

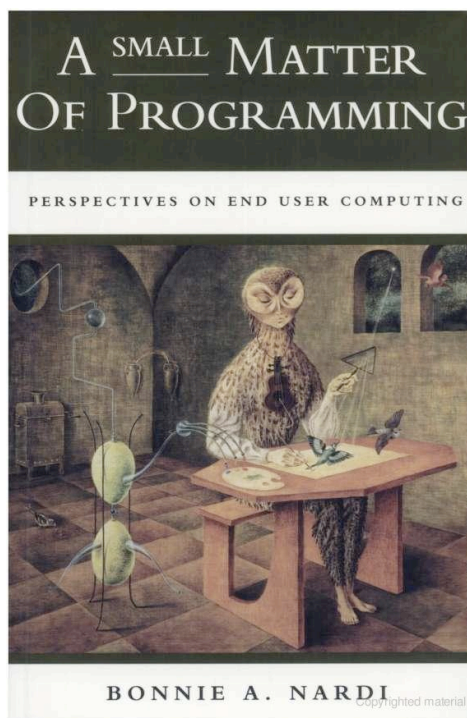
A blank program, started on September 29th, 2008 at 7:50 AM.

```

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.



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	=17*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

Standard Car Loan Analysis

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

			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					

Formula Bar: 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
		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	
	Liabilities and Equity	Total	200,000	492,926	512,983	573,535
		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
		Contributed Capital	200,000	200,000	200,000	200,000
		Dividends Paid	0	(10,000)	(25,000)	(50,000)
		Retained Earnings	0	40,426	71,080	138,083
		Net	200,000	240,426	271,080	338,083
	Revenue	Total	200,000	492,926	512,983	573,535
		Product Sales	0	650,000	795,000	993,200
		Service Fees	0	100,000	125,000	150,000
		Other	0	30,000	46,000	30,000
Total		0	780,000	966,000	1,173,200	
Cost of Goods Sold	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	
	Total	0	192,000	230,400	276,480	
Gross Margin	Factory and Labor	0	40,000	40,000	40,000	
	Depreciation	0	480,400	596,080	707,296	
	Total	0	299,600	369,920	465,904	
	Operating Expenses	0	100,000	120,000	130,000	
	General and Admin	0	29,000	33,800	39,560	
Operating Income	Research and Development	0	113,000	134,600	160,520	
	Sales and Marketing	0	242,000	288,400	330,080	
	Total	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..... ☐ It is formatted and prepared as a printed report.

Financials - Complete..... ☐

Financials - Income Statement 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)				

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, JAOO 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?

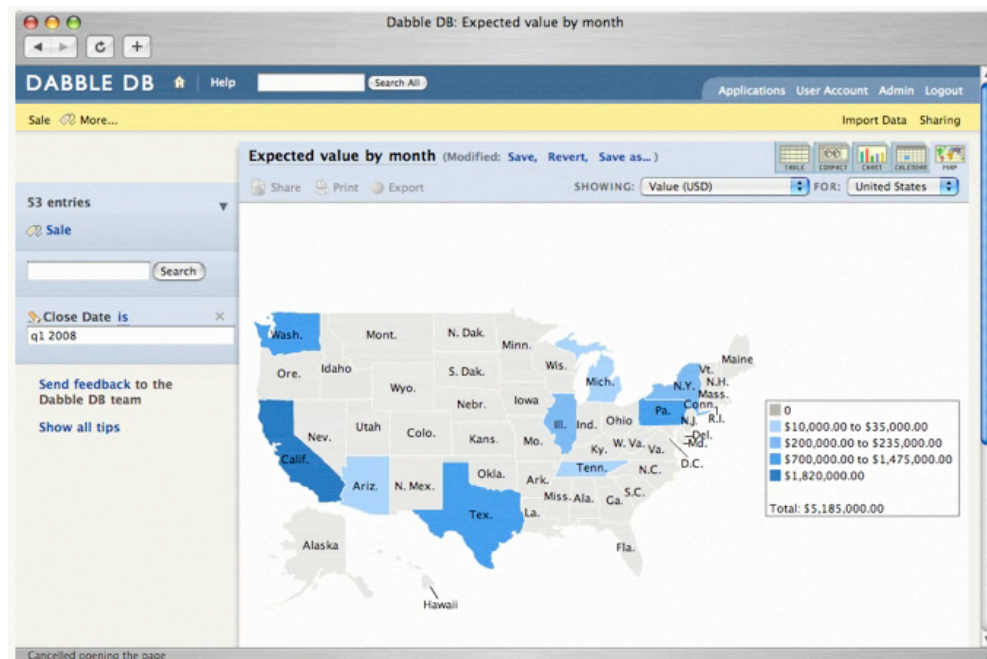
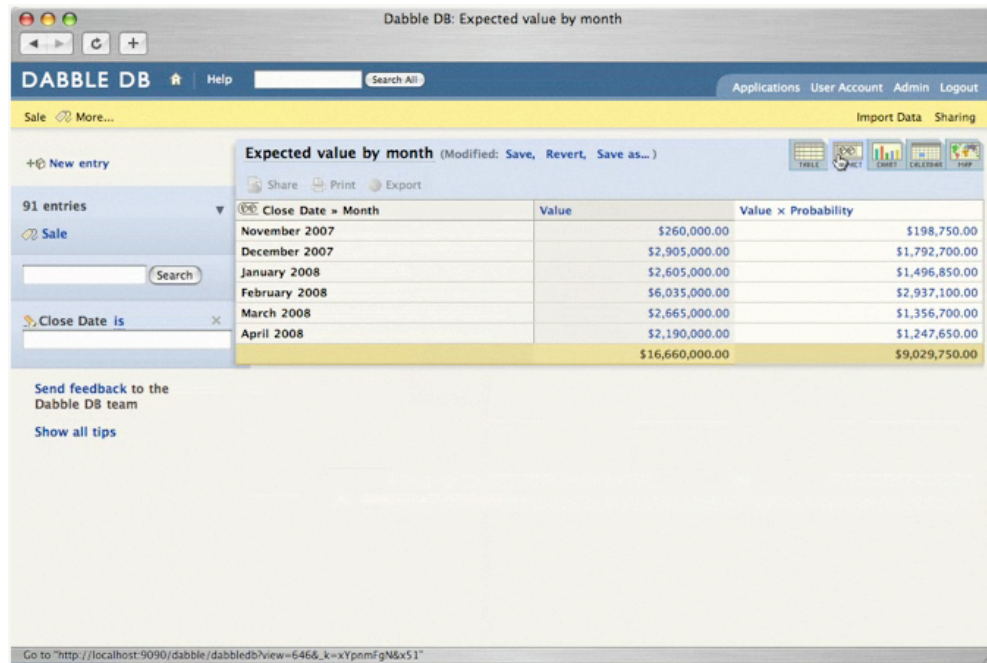
The experiment in designing a language that resembled natural languages was not successful. [...] In the end the syntactic variations and flexibility did more to confuse programmers than help them out.

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.



Dabble DB

Deal Form

Company	Address	Date	Probability	Value	Associate
Restaurante Rick	2499 33rd Ave., New York City, NY	November 27, 2007	0.38	\$25,000.00	Associate: Andrew Catton
Vineyard	4960 Glacier vista Street, Vancouver, BC	November 24, 2007	0.35	\$10,000.00	Associate: Alex Dickerson
Wren	361 88th Street, London, UK	November 30, 2007	0.95	\$25,000.00	Associate: Lee Chan
				\$260,000.00	\$198,750.00
December 2007					
Abes Foods	635 48th , Memphis, TN	December 22, 2007	0.97	\$500,000.00	Associate: Marie Hebert
(Continued)					
				\$16,660,000.00	\$9,029,750.00

Enter or edit deal info below.

Company:

Close Date:

Value:

Probability:

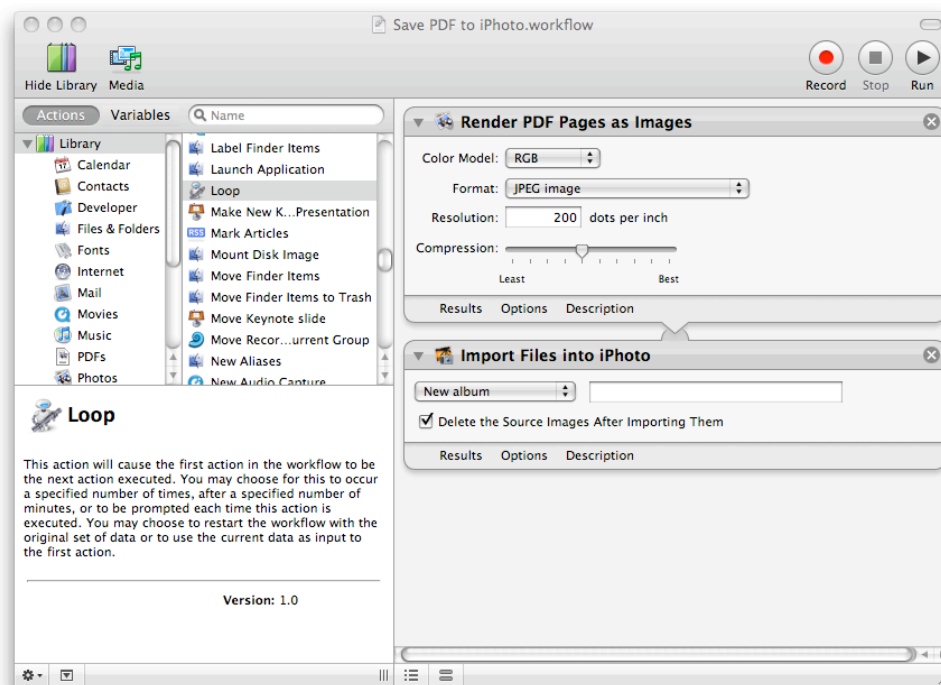
Associate:

December 2007

admin

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 validation error messages in proximity to field in error #422	Apply new UI for secondary pages #423	Produce #411 CSS and graphics for new secondary page look-and-feel	Produce #420 graphical prototype of interior static content pages	Add #399 "How Points Work" explanation	Update #404 graphical prototype of UI redesign for secondary	Include/Exclude Selected Categories From User #400
		Implement #316 New Home Page	Update #419 graphical prototype of UI redesign for secondary	Upgrade #401 to Rails 2.0		
			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			

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**