

Telescript Programming Demonstrations

01_expressionSyntax.t

This script contains examples of High Telescript syntax for program expressions. Study this script to learn the syntax and use it as reference for later exercises.

02_statementSyntax.t

This script contains examples of High Telescript syntax for program statements. Study this script to learn the syntax and use it as reference for later exercises.

After studying this and the previous script, you should understand most of the syntax for High Telescript. For the complete definition of High Telescript syntax, read the *High Telescript version 0.8* document.

03_hello.t

This script is the obligatory Hello World example. Simply appreciate its existence.

04_helloAgain.t

This script shows some variations on the Hello World theme. Since debugging Telescript now consists mainly of printing program state information, learning the syntax and features of the dump operation is important.

Check out the different primitive data types provided by the Telescript built-in classes: Bit, Boolean, Character, Integer, Real, and Octet. The Telescript built-in classes also include collections such as Octet String, Bit String, and String. The String class is very useful for debugging scripts since it can combine multiple strings to dump as output.

05_fibonacci.t

This script shows Telescript statements combined to perform the Fibonacci sequence calculation. Study it.

Note the use of initialized and uninitialized variables.

06_quicksort.t

This script shows how a Telescript program declares and defines classes. Study the program structure and the class definitions. Run the program for the given input. Create other input lists and run the program again. Feel free to modify the program in any way.

New things in this script: modules, class definitions, the `initialize` operation, arguments to operations, `escalate`, a reference to self, and Low Telescript used to start the script.

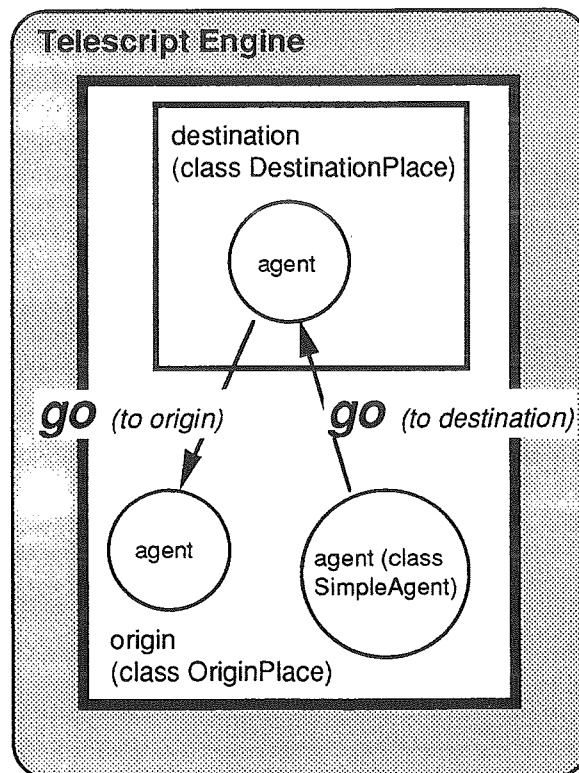
07_integerCalc.t

This script shows how a Telescript program declares and defines classes. Study the program structure and the class definitions. Run the program for the given input. Create other input lists and run the program again. Feel free to modify the program in any way.

Revelations in this script: defining the access to operations using `system`, `public`, and `private`, returning values from methods, exception handling, operations from the built-in classes `Number`, `Integer`, and `Real`.

08_simpleAgent.t

This script includes class definitions for subclasses of `Agent` and `Place`. `live` methods are provided for each. This script also shows how to make use of a Telescript engine hack that allows a programmer to specify ASCII strings as values for the authority of a `Telname`. Very helpful for learning and debugging Telescript scripts.



Stuff to note: methods to implement in subclasses of `Agent` and `Place`, defining `live` methods for agents and places, creating tickets, exception handling, and using `here` to learn about the current place.