Subject: Re: What does an optimal scientific programming language/environment need?

Posted by R.G. Stockwell on Fri, 19 Sep 2003 20:11:12 GMT

"grunes" <grunes@yahoo.com> wrote in message
news:2c0d6c85.0309191029.3efe3a99@posting.google.com...
> I'm working on creating an optimal scientific programming language and
> environment.
...
> because I expect this to be a lot of work.

I see your understatement, and raise you an understatement:
Sounds like large project.

Anyways, a graphical language like labview would be nice (where
syntax errors are "impossible"). Perhaps I was the only one looking
forward to VIP.

A complete library of numerical/signal processing algorithms, with fully
working
tutorial-like examples would be ideal.
IDL has a huge library, but I still find myself rolling my own all the time.

Or, variable sytax
" for i = 0, 10 do begin endfor"
" for(i = 0,10){} "
" for k = 1:10   "
" DO 11 I=1,10 "
 " for (int i = 0 ; i < 10 ; i++) {} "

all work (this is because I can never remember the sytnax of the particaly
language I am writing in).

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-bob