

# Mixing Worlds

Stackbasierte Sprachen, Gruppe 100

18.12.2009

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# Postscript eats with Forks<sup>th</sup>



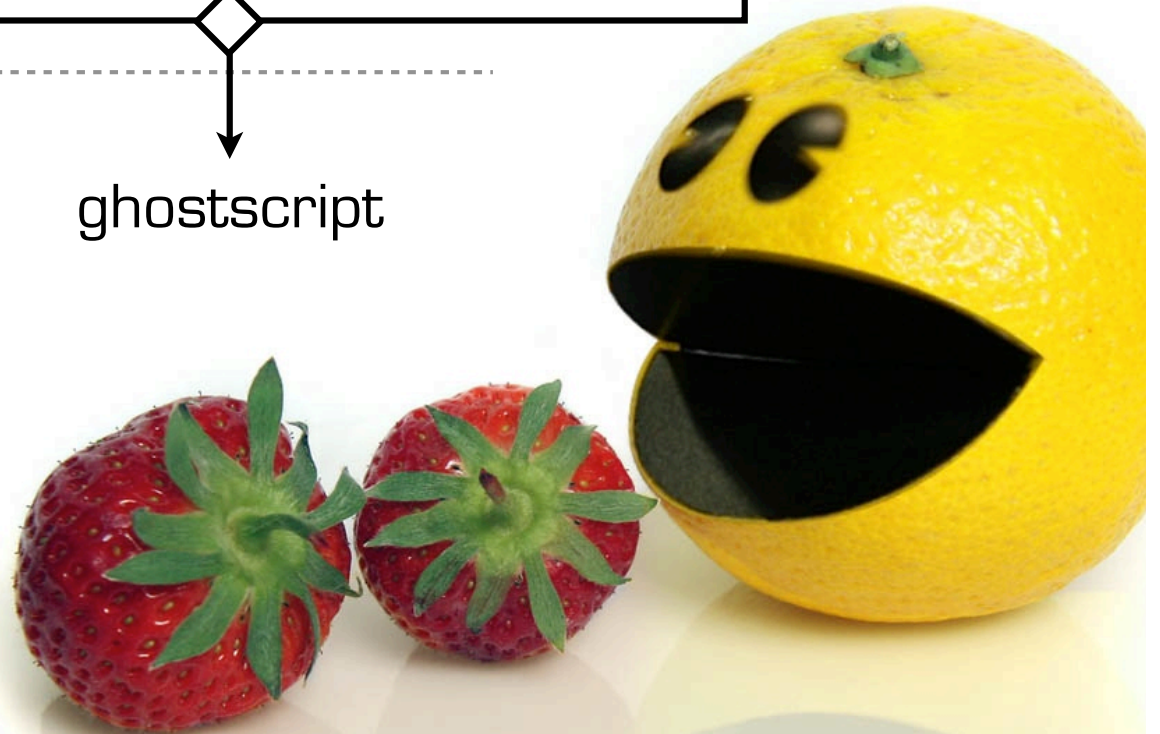
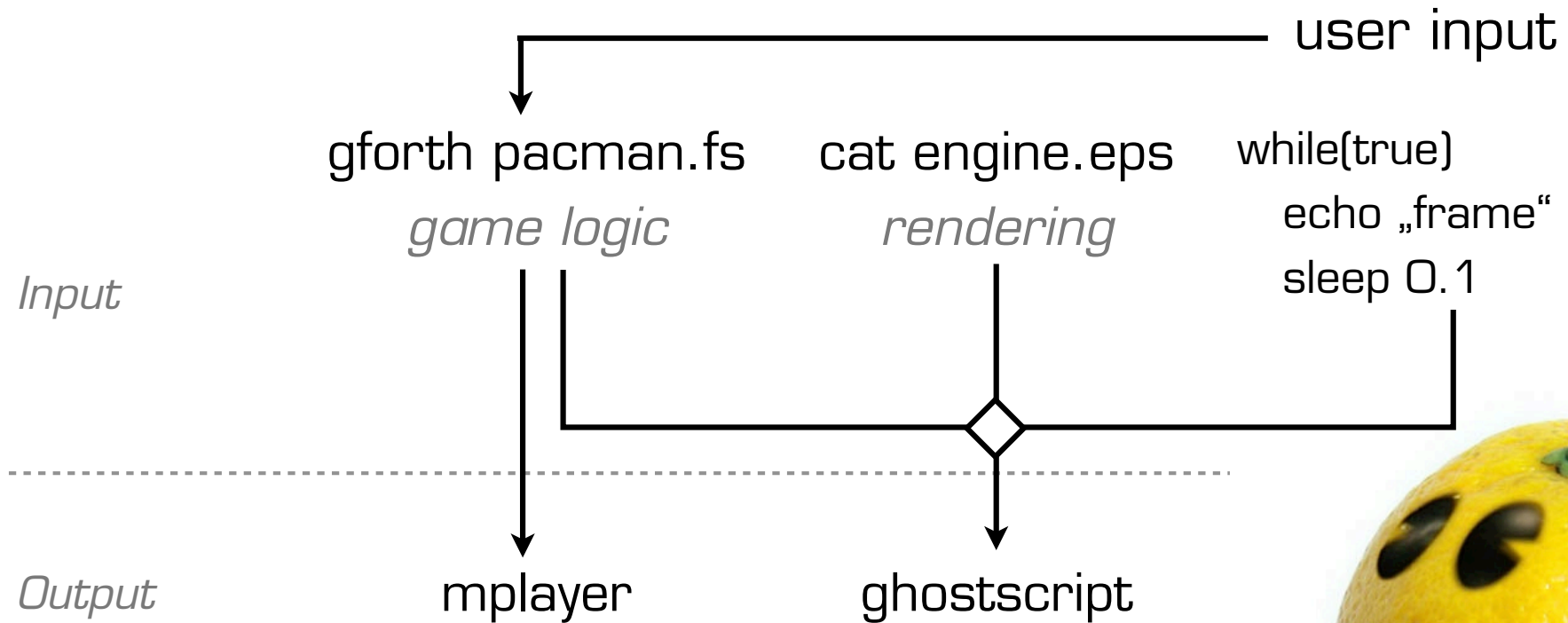
A pacman implementation with Forth.

# Architecture

- Postscript 3D rendering engine
- Logic over Forth
- Interprocesscommunication using FIFO
- Distributed system
- Simple artificial intelligence agent
- Integrated sound (mplayer connection)



# Architecture



# Language highlights

- Execution tokens (Game logic, Forth)
- Dynamic scoping (Rendering engine, Postscript)
- Document structuring



# Livedemo

