

Hat Visual

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My Perspective

- A casual user
 - When I fire up Hat, I'm already annoyed
- I want answers, but if Hat is too much work I use `unsafePerformIO`
- I like Windows
- I have a mouse, which I like
- I do not develop Hat



The concept

- You click on what you want information on
- Your trace is a path from start to end
 - You expand the middle
 - The top is “main”
 - The bottom is a result (usually “{IO}”)
- Easy to go back
- Lots of ways to explore the trace
- Can reach the same data different ways



main



{IO}

main

putStrLn (map toUpper "hello")

{IO}

main

putStrLn (map toUpper "hello")

putStr ("HELLO" ++ "\n")

{IO}

main

putStrLn (map toUpper "hello")

putStr ("HELLO" ++ "\n")

map toUpper "hello"

"HELLO"

{IO}

main

putStrLn (map toUpper "hello")

putStr ("HELLO" ++ "\n")

map toUpper "hello"

'H' : 'E' : 'L' : 'L' : 'O'

"HELLO"

{IO}

map toUpper "hello"

toUpper 'h' : map toUpper "ello"

h e l l o

'H' : 'E' : 'L' : 'L' : 'O'

HELLO

"HELLO"

map toUpper "hello"

toUpper 'h' : map toUpper "ello"

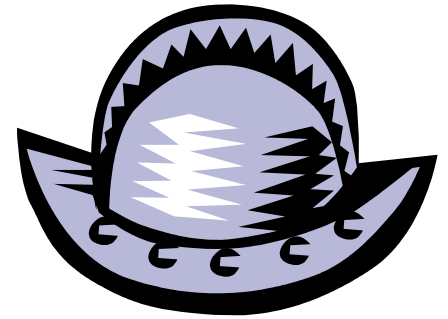
toUpper 'h'

'H'

'H' : 'E' : 'L' : 'L' : 'O'

"HELLO"

An existing tool



- I have a very approximate tool on this idea
- Written in C#, so no one will like it
 - Doesn't even use the standard Hat library
- Does the rough algorithm (apart from its wrong), but a very different GUI
 - The GUI is a lot worse...

Summary

- Top = Expression
- Bottom = Value

Thoughts?

