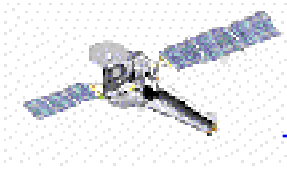


Using other languages

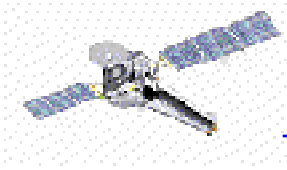
- Unfortunately S-Lang isn't loved and embraced by everyone ... yet! In fact, no language is.
- There is a large code-base available in other languages (be they compiled or interpreted) that is useful to Astronomers.
- We do not have the resources to support multiple languages. The source code is available if you want to write your own wrappers to your favourite language, but who wants to do that?



Why not get S-Lang to talk to your language?

Instead of converting each module, one *could* make S-Lang available from your preferred language.

- In C it's "trivial", once you've read the documentation
- In Perl I have started work on `Inline::SLang`
- Otherwise I'm afraid you're on your own



Inline::SLang

- Uses the Perl Inline module to allow S-Lang code to be included in your Perl program.

```
use Inline SLang;
```

```
print "9 + 16 = ", add(9,16), "\n";  
print "9 - 16 = ", subtract(9,16), "\n\n";  
multi( 0, 1.1, "a string" );
```

```
__END__  
__SLang__
```

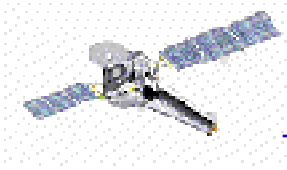
```
define add (a,b) { return a + b; }  
define subtract (a,b) { return a - b; }  
define multi () {  
  vmessage( "You sent in %d arguments to multi.\nThey are:", _NARGS );  
  foreach ( __pop_args(_NARGS) ) {  
    variable arg = ();  
    vmessage( "%s", string(arg.value) );  
  }  
}
```

Perl



S-Lang





This produces:

$$9 + 16 = 25$$

$$9 - 16 = -7$$

You sent in 3 arguments to multi.

They are:

0

1.1

a string

- This is a “work in progress” (currently at the pre-alpha level!) and would benefit from user input.
- This is *not* a part of CIAO.