

# The Cornell Program Synthesizer: A Syntax-Directed Programming Environment

Tim Teitelbaum and Thomas Reps  
CACM 1981

Summary by Prof. Thomas LaToza  
SWE 795, Spring 2017  
Software Engineering Environments

# Syntax-Directed Programming Environments

- Offer a unified programming environment that enables developers to work with code at higher level of abstraction
- Enable step-wise refinement, where developers start at high-level and work downwards
- Spare developers from mundane and frustrating details of programming syntax

# Key Idea: Program Templates

- Rather than work with characters, developers use commands to insert program templates
- Inserts all necessary keywords
- Leaves *placeholders* that can be filled by text of the correct type
  - e.g., statement, condition

**IF** (*condition*)  
**THEN** *statement*  
**ELSE** *statement*

**IF** (*k > 0*)  
**THEN** *statement*  
**ELSE** **PUT SKIP LIST** (‘not positive’);

**IF** (*k > 0*)  
**THEN** **PUT SKIP LIST** (*List-of-expressions*);  
**ELSE** **PUT SKIP LIST** (‘not positive’);



# Working with program templates

```
IF ( k > 0 )
  THEN PUT SKIP LIST ( List-of-expressions );
ELSE PUT SKIP LIST ( 'not positive' );
```

- All edits occur through templates
  - Cursor only moves through template, phrase, placeholder
  - Errors can occur only in phrases, not templates
    - Error detection can give more precise immediate feedback
  - Structural modification commands can edit, delete, move, copy program units
  - Can fold (hide) program elements to summarize less relevant sections

# Questions for discussion

- Overall reaction to the paper
- Would you use such a system for your everyday programming?
  - Why or why not?
- What are the pros and cons of structured editors compared to modern IDEs?