Propositions

accompanying the dissertation

Language-Parametric Methods for Developing Interactive Programming Systems

by

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1. Language-parametric methods for developing interactive programming systems are feasible and useful. (This dissertation)

2. Compilers of general-purpose languages must be bootstrapped with fixpoint bootstrapping. (This dissertation)

3. Manually implementing an incremental system must be avoided. (This dissertation)

4. Like chemists need lab assistants, computer scientists need software engineers to support them in research, teaching, and application in industry.

5. Programming languages that evolve via public request for comments (RFCs) attract a diverse range of people, and are therefore of higher quality.

6. Critical case studies are a valuable tool for providing evidence in research.

7. Developing an interactive video game is the most effective way to learn a new programming language.

8. The publication process of conferences with a yearly deadline and unidirectional feedback is not conducive to innovative and high-quality publications.

9. Rewriting a C or C++ program in Rust always increases code quality.

These propositions are regarded as opposable and defendable, and have been approved as such by the promotors prof.dr. E. Visser and prof.dr. S.T. Erdweg.