

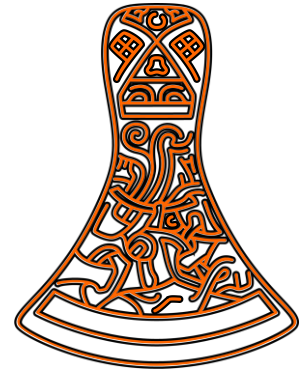
# DYALOG

Glasgow 2024

## New Function for Shell Calls



Peter Mikkelsen



# Introduction

- Overview of □SHELL
- An improved version of □SH/□CMD
  - More control over a lot of things
- Last year I explained the "why"
  - Design has changed a bit
  - More focus on what the system function can do this year

# Why provide an alternative to `SSH`?

- Short version: `SSH` makes too many choices for us
  - If we disagree, there is no way to change them
- Examples:
  - Always picks up standard output as lines of text with specific encoding
  - Assumes non-zero exit codes are always bad
  - Blocks all other thread while it waits
- Difficult to extend `SSH` enough, without breaking changes

# □SHELL overview

- ◆ Monadic system function  $R \leftarrow \square\text{SHELL } \text{cmd}$ 
  - ◆ 'Command arg1 arg2' - run via system shell
  - ◆ 'Command' 'arg1' 'arg2' - execute command directly
- ◆ Supports many variant options to change the defaults
- ◆ Result is a five-element nested vector
  - ◆ (StreamData StreamIds ExitCode ExitReason Pid)
  - ◆ More complicated, but  $\Rightarrow \square\text{SHELL}$  is almost equivalent

# A look at the result

- ◆ `StreamData` and `StreamIds`
  - ◆ Vectors of the same length
- ◆ `□SHELL` can collect output from different "streams"
  - ◆ Controllable via variant options
- ◆ Each collected stream has its number in `StreamIds`
- ◆ Data at the corresponding position of `StreamData`
  - ◆ Default is to redirect `stderr` (2) to `stdout` (1), and collect `stdout`

# A look at the result

- `ExitCode` and `ExitReason`
  - Integers that tells us why `□SHELL` stopped
- `ExitReasons`:
  - 0: normal exit. `ExitCode` is the exit code
  - 1: terminated by signal. `ExitCode` is the negated signal number
  - 2: `□SHELL` timed out. `ExitCode` is always `~1006`
  - 3: `□SHELL` interrupted. `Exitcode` is always `~1002`

# A look at the result

- ◆ `Pid`
  - ◆ Process ID if the child process is still running
- ◆ This is only relevant when `ExitReason` is 2 or 3
- ◆ Additional cleanup might be required to get rid of the process
  - ◆ Some I-beams will be provided to help with that

# Demo

- ◆ Let's have a quick look in the session
- ◆ (Screenshots of the demo)





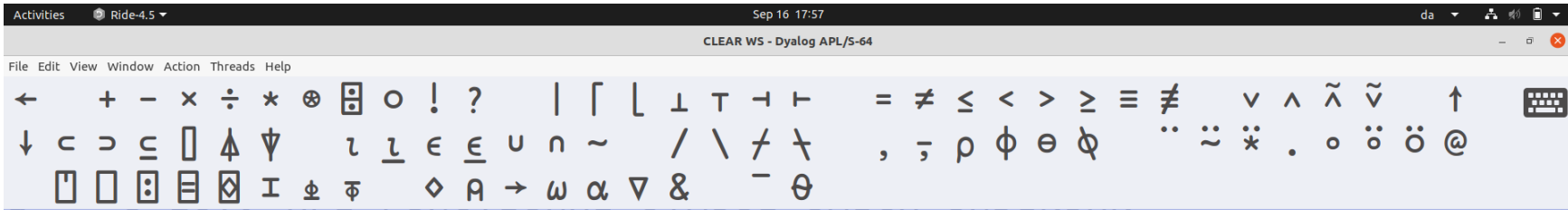












Ⓐ I need to quote the argument

```
⊞SH'unicode --brief "APL FUNCTIONAL SYMBOL OMEGA"'
```

```
Ⓐ μ U+2375 APL FUNCTIONAL SYMBOL OMEGA
```

```
Ⓐ ¹ U+2379 APL FUNCTIONAL SYMBOL OMEGA UNDERBAR
```

```
⊞SH'unicode --brief "APL FUNCTIONAL SYMBOL OMEGA"'
```

```
Ⓐ μ U+2375 APL FUNCTIONAL SYMBOL OMEGA | Ⓐ ¹ U+2379 APL FUNCTIONAL
```

```
SYMBOL OMEGA UNDERBAR
```

```
&: 2 ⊞DQ: 0 ⊞TRAP ⊞SI: 0 ⊞IO: 1 ⊞ML: 1 Pos: 197/198,0
```







**SYMBOL OMEGA UNDERBAR**

**A Now using =>⊞SHELL**

**=>⊞SHELL'unicode --brief "APL FUNCTIONAL SYMBOL OMEGA"'**

**ω U+2375 APL FUNCTIONAL SYMBOL OMEGA**

**⍵ U+2379 APL FUNCTIONAL SYMB**

**OL OMEGA UNDERBAR**

**&: 2 ⊞DQ: 0 ⊞TRAP ⊞SI: 0 ⊞IO: 1 ⊞ML: 1 Pos: 205/206,0**



**SYMBOL OMEGA UNDERBAR**

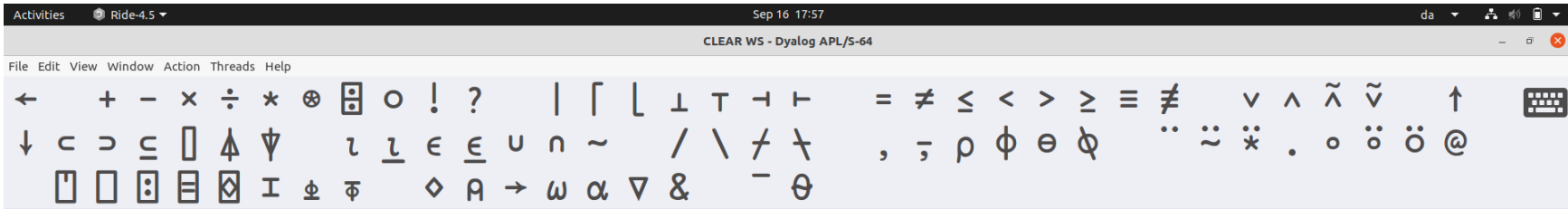
```
Ⓐ Now using =>⎕SHELL  
=>⎕SHELL'unicode --brief "APL FUNCTIONAL SYMBOL OMEGA"'
```

```
ω U+2375 APL FUNCTIONAL SYMBOL OMEGA | ω U+2379 APL FUNCTIONAL SYMB
```

**OL OMEGA UNDERBAR**

```
Ⓐ I can now avoid quoting
```

```
&: 2 ⎕DQ: 0 ⎕TRAP ⎕SI: 0 ⎕IO: 1 ⎕ML: 1 Pos: 205/206,31
```



SYMBOL OMEGA UNDERBAR

Ⓐ Now using =>⎕SHELL

=>⎕SHELL'unicode --brief "APL FUNCTIONAL SYMBOL OMEGA"'

ω U+2375 APL FUNCTIONAL SYMBOL OMEGA

⍵ U+2379 APL FUNCTIONAL SYMB

OL OMEGA UNDERBAR

Ⓐ I can now avoid quoting

=>⎕SHELL'unicode' '--brief' 'APL FUNCTIONAL SYMBOL OMEGA'|

&: 2 ⎕DQ: 0 ⎕TRAP ⎕SI: 0 ⎕IO: 1 ⎕ML: 1 Pos: 206/207,63



OL OMEGA UNDERBAR

A I can now avoid quoting  
=>⎕SHELL'unicode' '--brief' 'APL FUNCTIONAL SYMBOL OMEGA'

ω U+2375 APL FUNCTIONAL SYMBOL OMEGA | ω U+2379 APL FUNCTIONAL SYMB

OL OMEGA UNDERBAR

&: 2 ⎕DQ: 0 ⎕TRAP ⎕SI: 0 ⎕IO: 1 ⎕ML: 1 Pos: 213/214,0



OL OMEGA UNDERBAR

A I can now avoid quoting  
=>⎕SHELL'unicode' '--brief' 'APL FUNCTIONAL SYMBOL OMEGA'

ω U+2375 APL FUNCTIONAL SYMBOL OMEGA | ω U+2379 APL FUNCTIONAL SYMB

OL OMEGA UNDERBAR

A We can look at the full result

&: 2 ⎕DQ: 0 ⎕TRAP ⎕SI: 0 ⎕IO: 1 ⎕ML: 1 Pos: 213/214,38



OL OMEGA UNDERBAR

Ⓐ I can now avoid quoting  
⇒ `⎕SHELL'unicode' '--brief' 'APL FUNCTIONAL SYMBOL OMEGA'`

`ω U+2375 APL FUNCTIONAL SYMBOL OMEGA` | `ω U+2379 APL FUNCTIONAL SYMB`

OL OMEGA UNDERBAR

Ⓐ We can look at the full result  
`⎕SHELL'unicode' '--brief' 'APL FUNCTIONAL SYMBOL OMEGA'`

`&: 2 ⎕DQ: 0 ⎕TRAP ⎕SI: 0 ⎕IO: 1 ⎕ML: 1 Pos: 214/215,61`







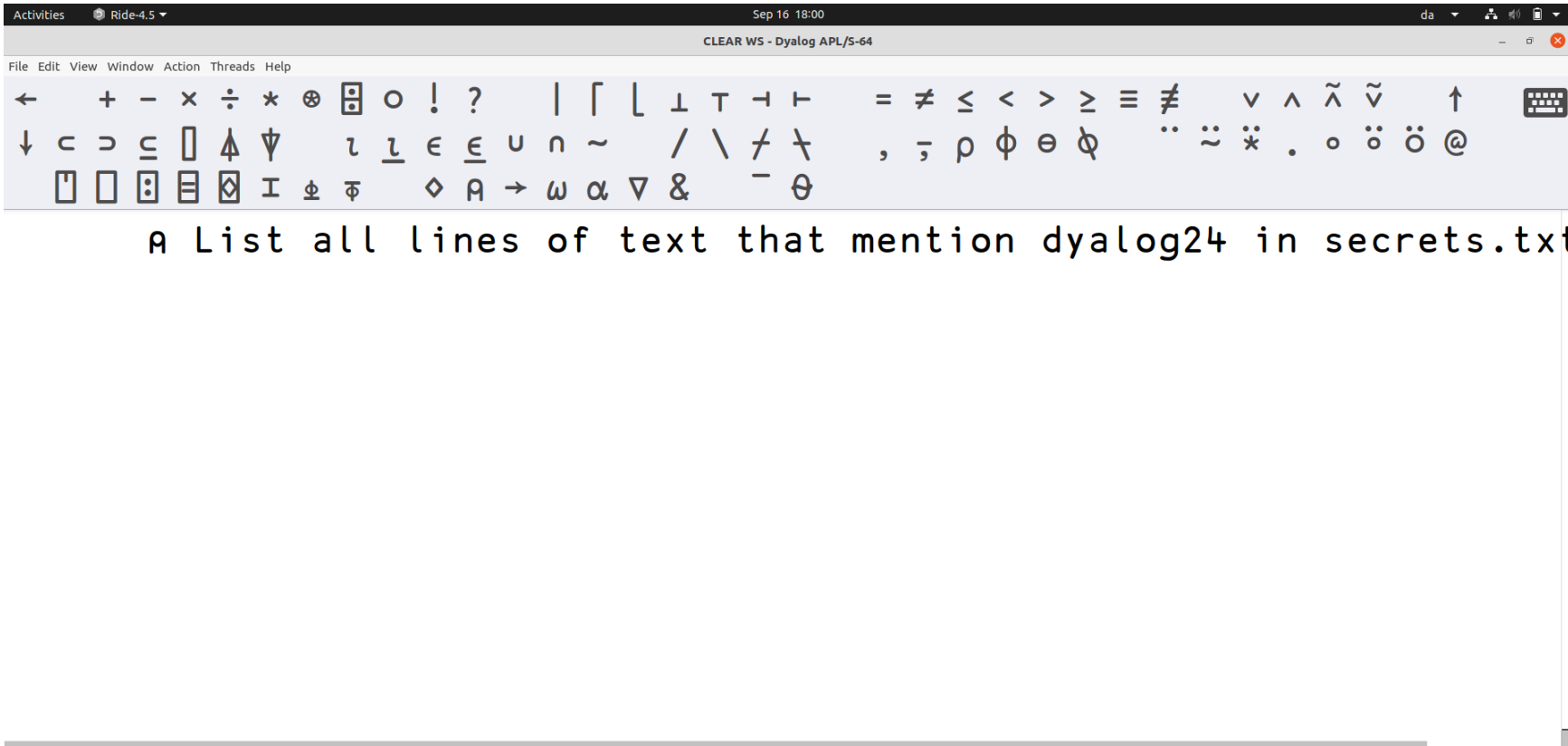




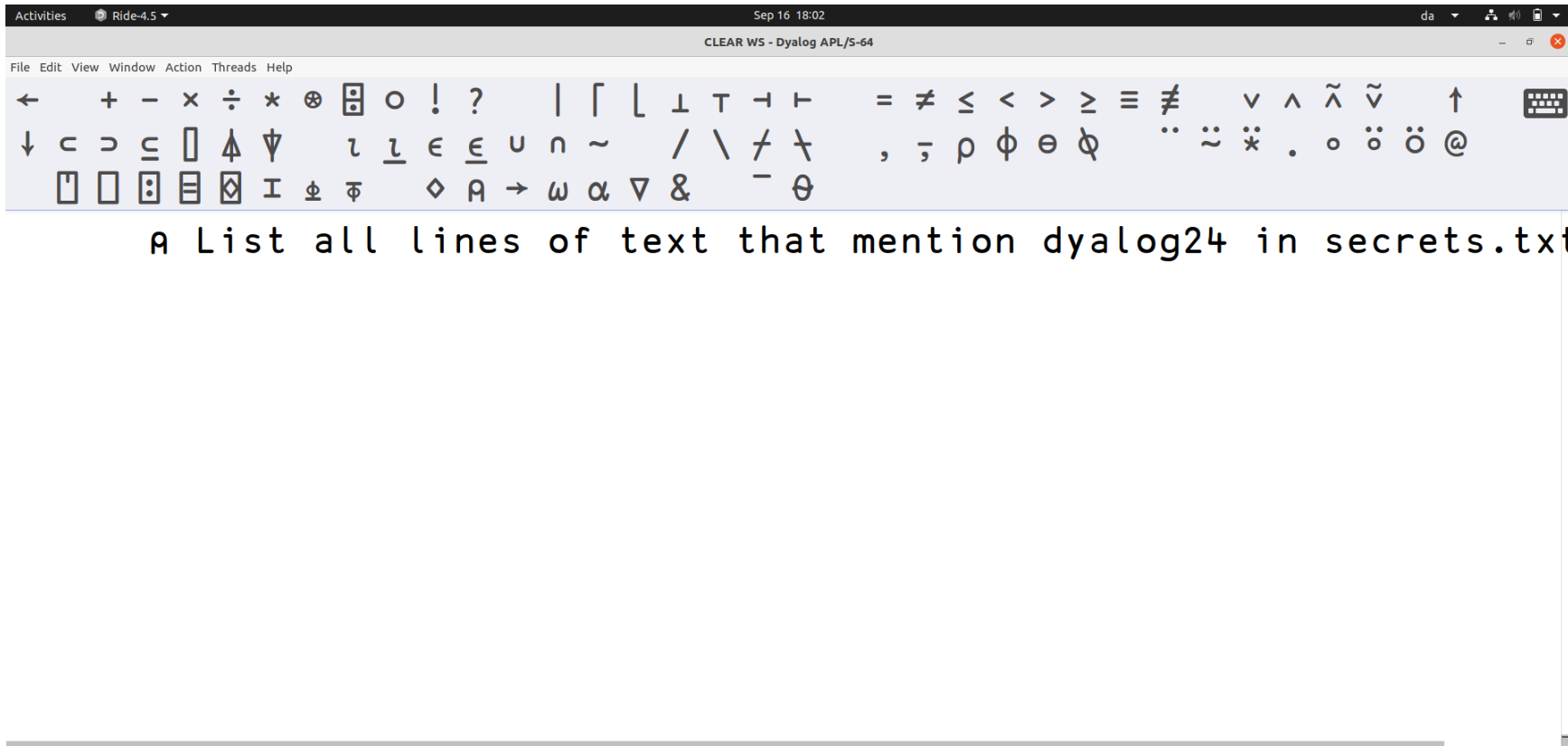








```
&: 2 □DQ: 0 □TRAP □SI: 0 □IO: 1 □ML: 1 Pos: 334/335,67
```



&: 2 □DQ: 0 □TRAP □SI: 0 □IO: 1 □ML: 1 Pos: 507/508,67















# Overview of the variant options

- ◆ Many variant options
- ◆ Typical usage won't require much
- ◆ Let me know if you disagree with the defaults

# 'WorkingDir' path

- ◆ Simply changes the working directory of the child process
- ◆ By default, the same as the interpreter

# 'InheritEnv' bool

- Every process has a set of environment variables
- By default, inherits the set from the interpreter



# 'Env' namesAndValues

- ◆ Allows the user to add/set additional environment variables
  - ◆ Overwrites any inherited values
- ◆ Examples:
  - ◆ Provide configuration options
  - ◆ Set an API key
- ◆ 2 column matrix or name-value pairs

# 'Shell' shellSpec

- Makes it possible to use another shell than powershell or /bin/sh
  - Only relevant when right argument is simple
- Examples:
  - '/bin/bash' '-c'
  - 'CMD.EXE' '/C'

# ❏ 'ExitCheck' bool

- ❏ `❏SH` checks the exit code and produce domain error if non-zero
- ❏ In `❏SHELL` that is optional
  - ❏ Makes it possible to deal with non-zero exits and still get the output produced
  - ❏ Much easier figure out what went wrong when the error messages aren't lost

# ☐ 'Timeout' milliseconds

- ◆ Some programs finish "quickly"
- ◆ Some might hang or take a very long time
- ◆ Set a timeout and cause the ☐SHELL call to return after a while
  - ◆ No TIMEOUT error
  - ◆ Data collected so far is available

# ☐ 'Signal' number

- ☐SHELL can stop before the child process
- Child process potentially still running
- Requires cleanup
- Automatically send a signal to the child process
  - SIGTERM by default
  - On windows we don't have signals, but 9 (SIGKILL) calls `TerminateProcess`
  - Often the child process dies on own

# 🗒️ 'Window' mode

- ◆ `cmd` on windows supports specifying initial window mode
  - ◆ Hidden, Maximised ...
  - ◆ Done via a nested right argument
- ◆ Exactly the same thing
  - ◆ Variant option because right argument means something else

# 📄 'Output' redirections

- 🔸 Which output streams to collect, and what to do with the data
- 🔸 Default is to collect stdout as text, and redirect stderr to stdout
- 🔸 2-column matrix or vector of streamId-target pairs
- 🔸 Quite a few possible targets

# 📄 'Output' redirections

- ('Stream' StreamNum) or just StreamNum
- ('File' TieNum) or just TieNum
- ('File' FilePath)
- ('Array' DataType)
- ('Array' TextEncoding) or just 'Array'
- 'Null'



# ☐ 'Output' redirections

- ('Callback' Fn EncodingOrType)
- ('Callback' Fn)
  - Whenever data is produced, run a callback function to deal with it
- Fn is name of function, or (FnName LeftArg)
- Callback passed a namespace with information
- Data does not show up in the ☐SHELL result value

# ☐ 'Input' redirections

- Controls what the child process sees when it tries to read from its input streams
- By default, only stdin is setup, such that the child process gets no data
- 2-column matrix or vector of streamId-source pairs

# ☐ 'Input' redirections

- ('File' TieNum) or just TieNum
- ('File' FilePath)
- ('Array' Data Type)
- ('Array' TextData Encoding)
- ('Array' TextData Encoding Newline)
- 'Null'

# ☐ 'Input' redirections

- ('Token' tokenNumber)
- All the other sources required all data to be specified before running ☐SHELL
- Send additional data:
  - ('Array' ...) ☐TPUT tokenNumber
- Tell ☐SHELL that no more data will appear:
  - ☐TPUT tokenNumber

# Default redirections

- ◆ □SHELL always sets up redirections for the three standard streams if not explicitly setup
- ◆ Input:
  - ◆ 0 'Null'
- ◆ Output:
  - ◆ 2 ('Stream' 1)
  - ◆ 1 'Array'

# Demo

- How to use `!SHELL` to run `python3`
- Some variant options will be used

|

• ]box on|



```
Was OFF  
      ]box on  
      |
```

]box on  
Was OFF

• A We are going to run python3

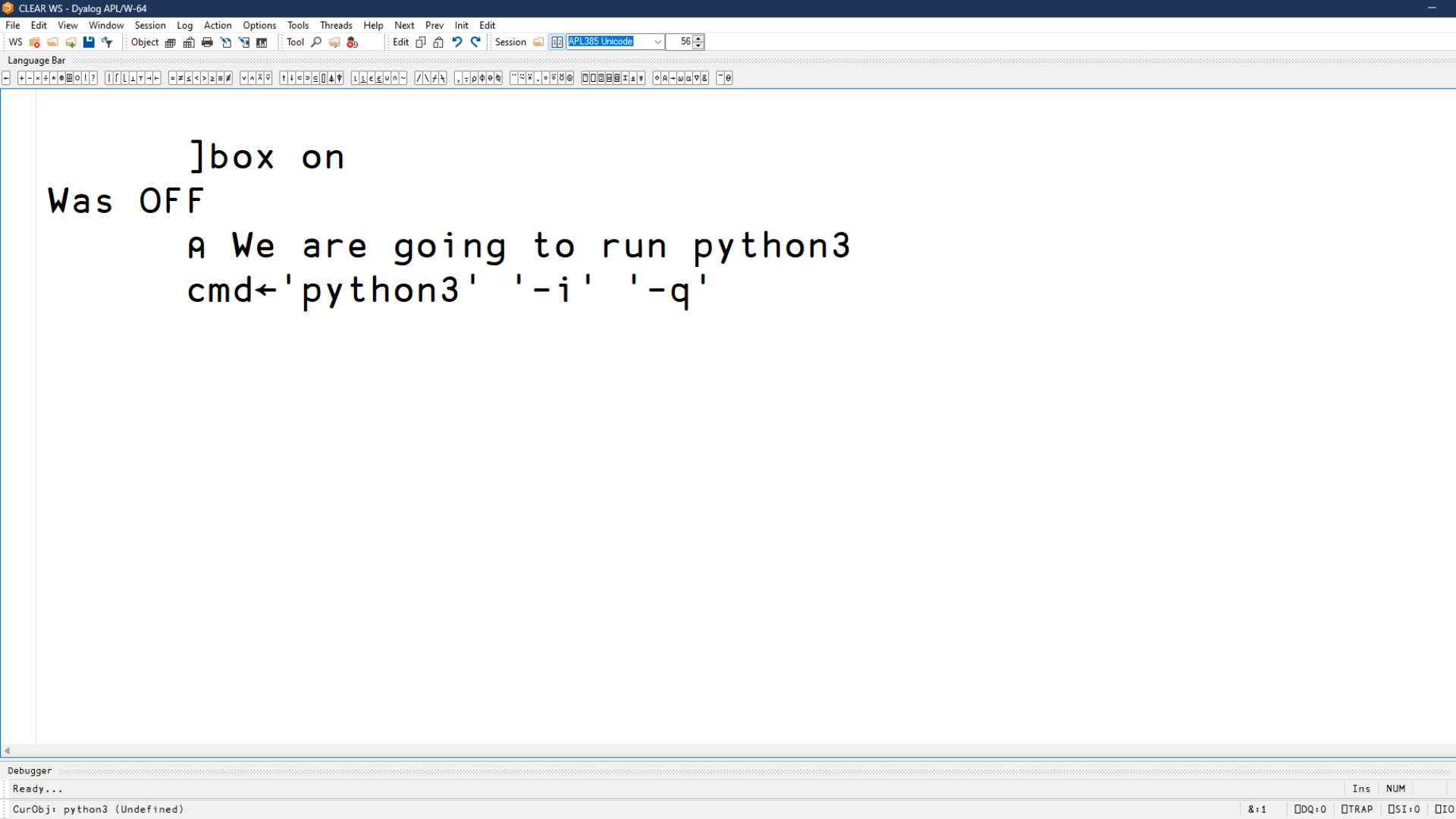
```
]box on  
Was OFF  
A We are going to run python3  
|
```

```
]box on
```

```
Was OFF
```

```
A We are going to run python3
```

```
cmd←'python3' '-i' '-q'|
```



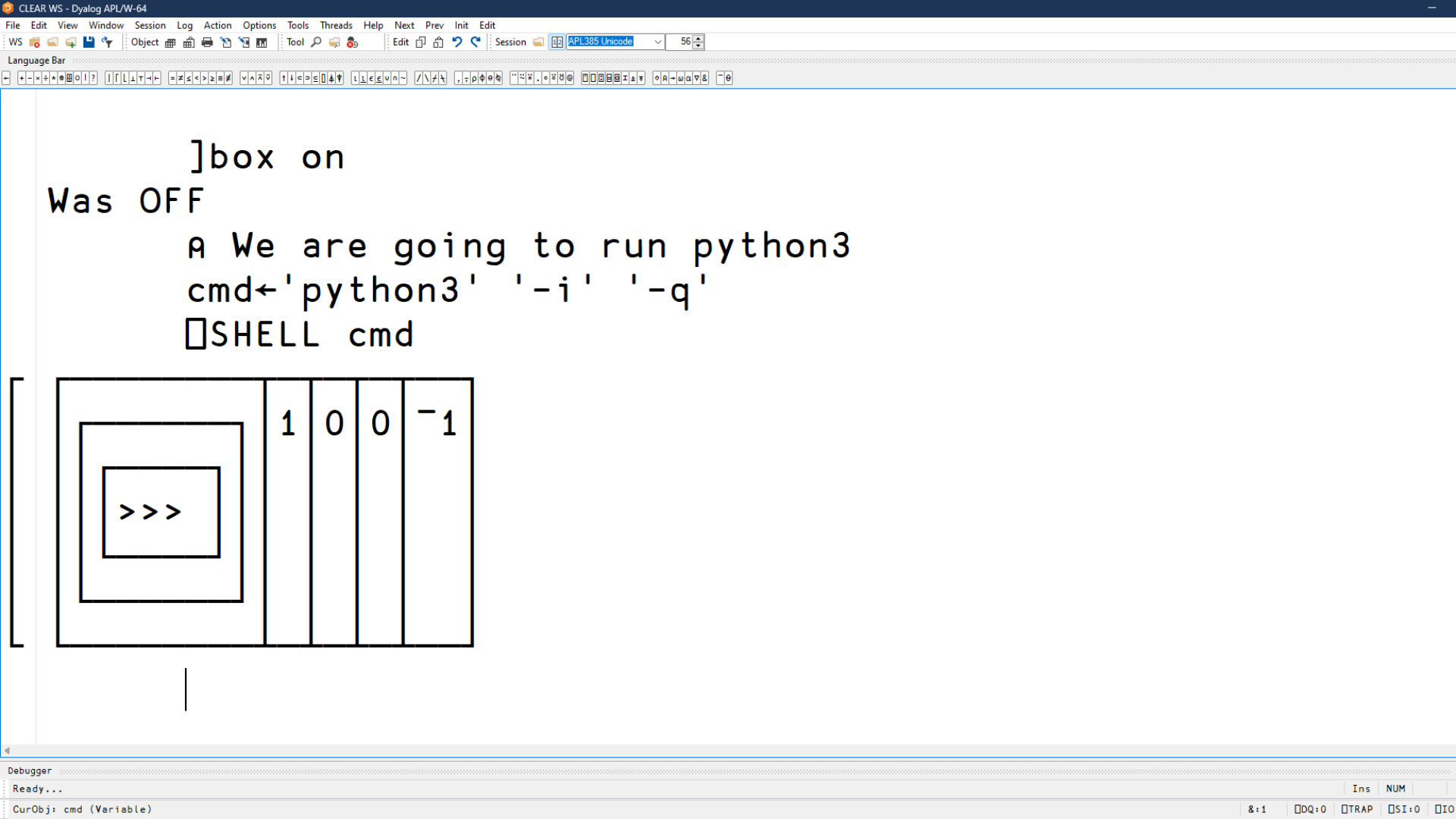
]box on

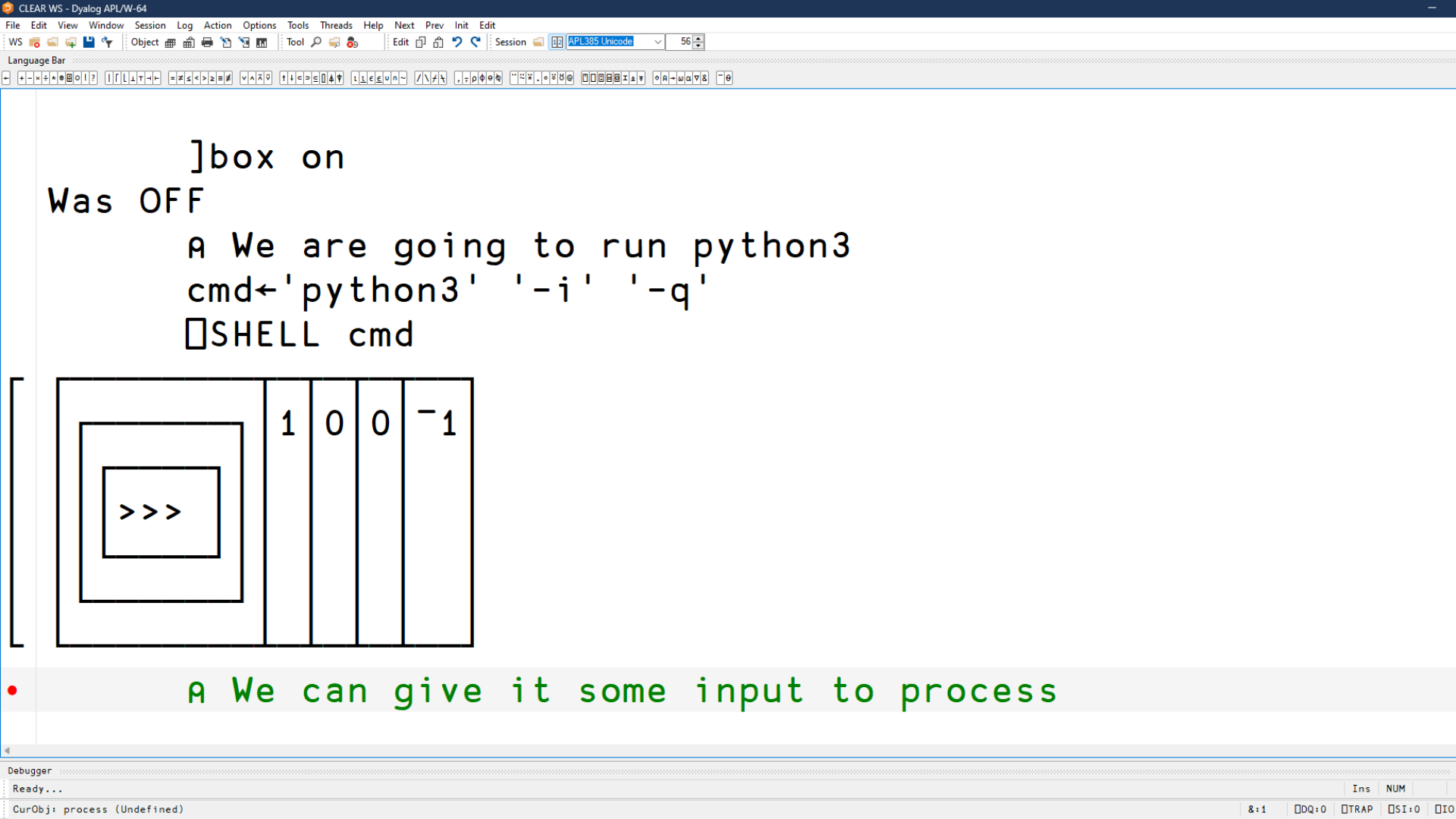
Was OFF

A We are going to run python3

cmd←'python3' '-i' '-q'

□ SHELL cmd|





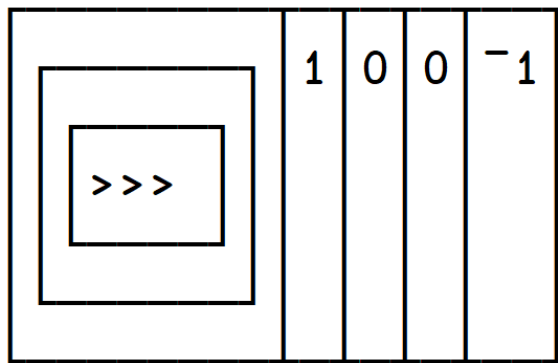
]box on

Was OFF

A We are going to run python3

cmd←'python3' '-i' '-q'

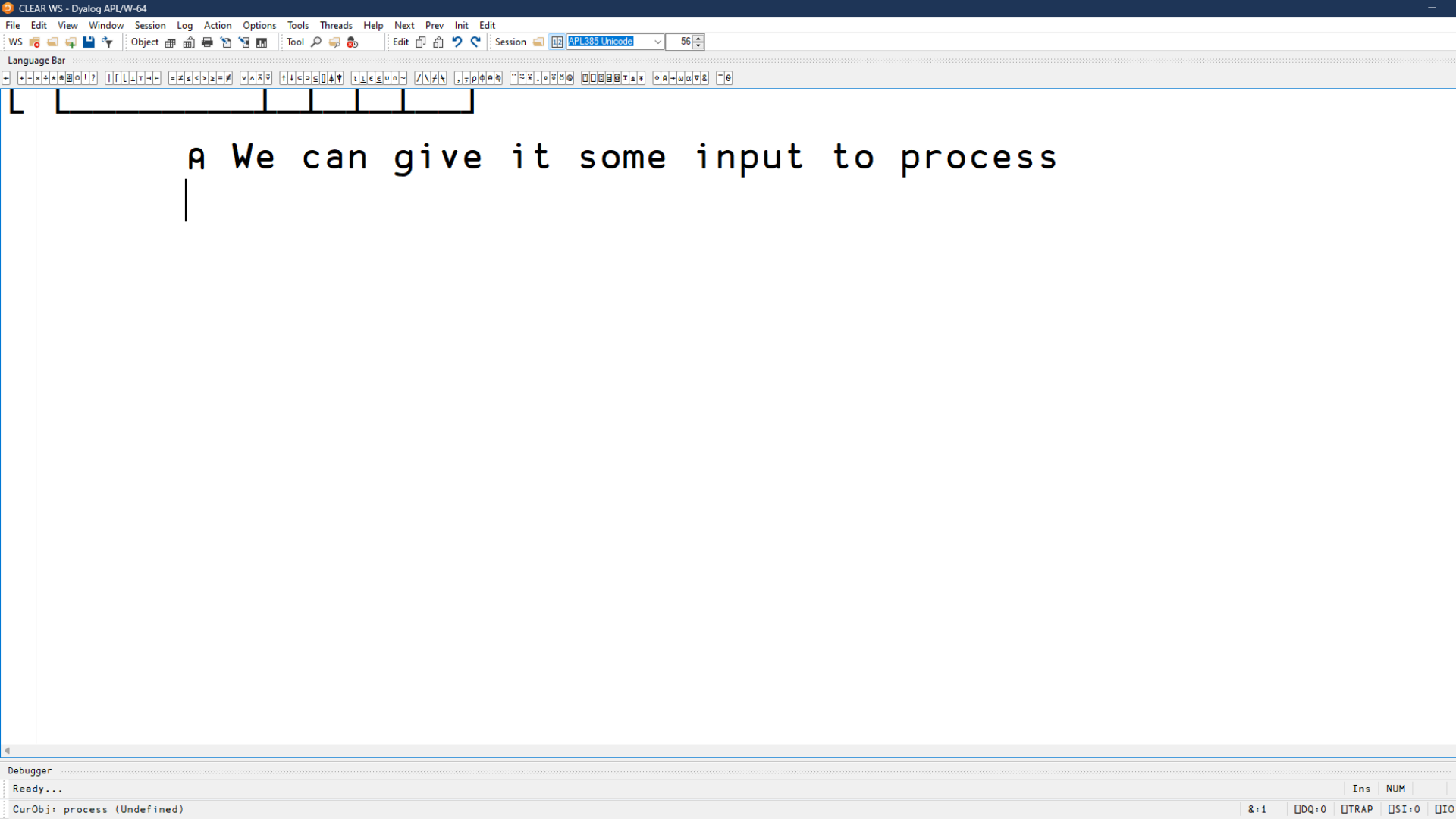
SHELL cmd



A We can give it some input to process



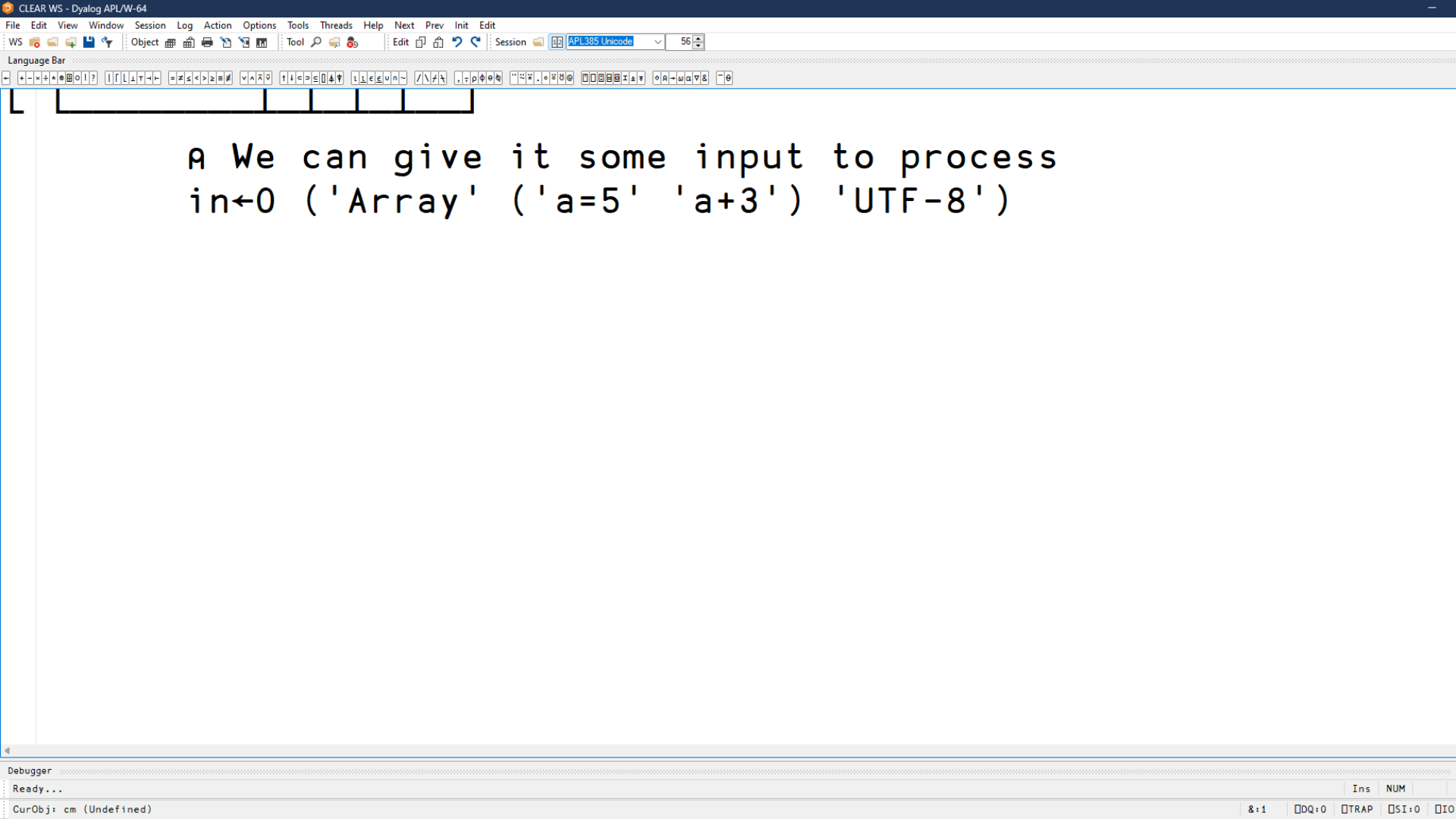
• A We can give it some input to process



A We can give it some input to process

Ⓐ We can give it some input to process

- `in←0 ('Array' ('a=5' 'a+3') 'UTF-8')`



```
⍺ We can give it some input to process
in←0 ('Array' ('a=5' 'a+3') 'UTF-8')
```

```
⌘ We can give it some input to process  
in←0 ('Array' ('a=5' 'a+3') 'UTF-8')
```

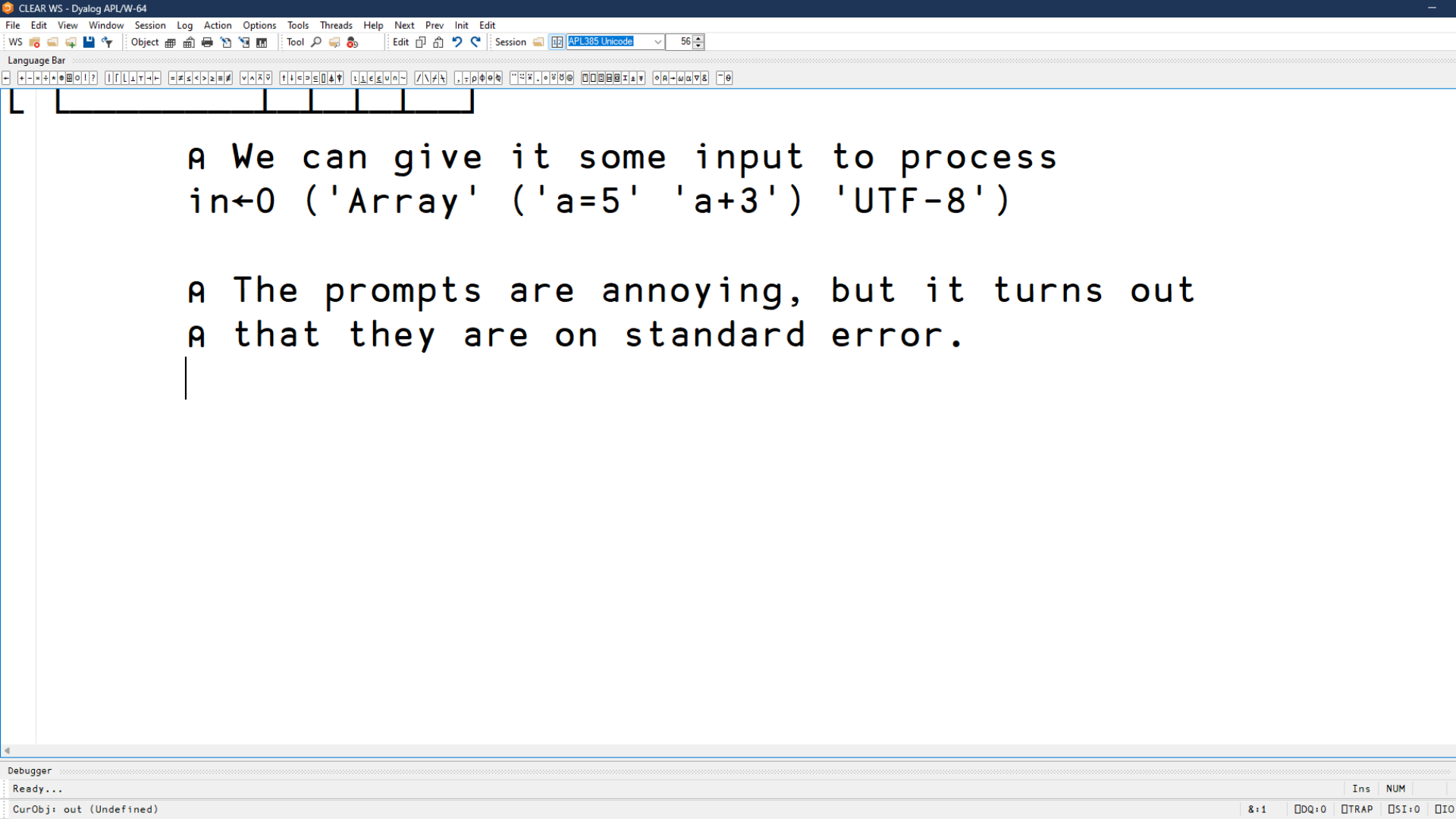
• ⌘ The prompts are annoying, but it turns out

```
Ⓐ We can give it some input to process  
in←0 ('Array' ('a=5' 'a+3') 'UTF-8')
```

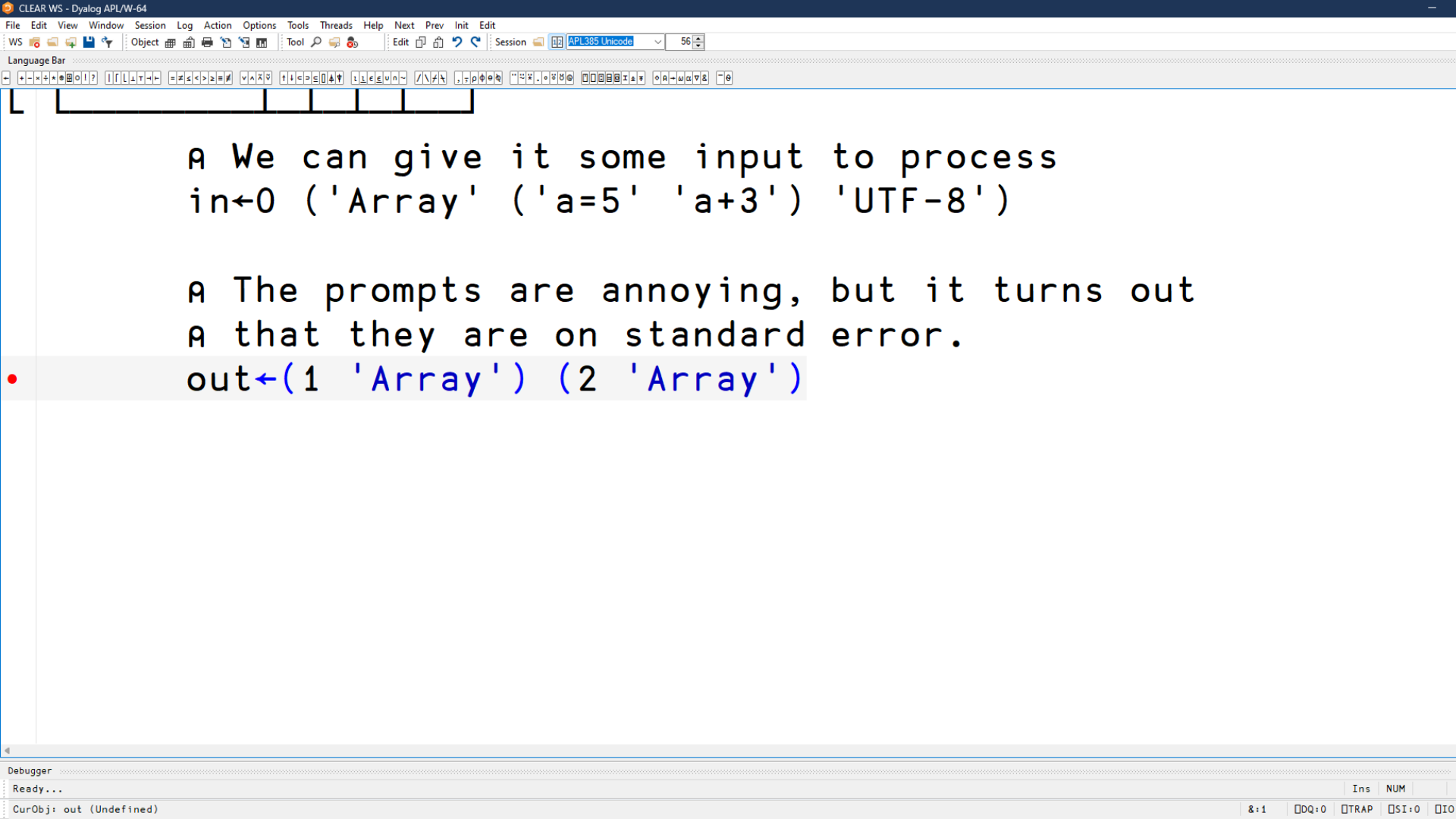
```
Ⓐ The prompts are annoying, but it turns out  
|
```

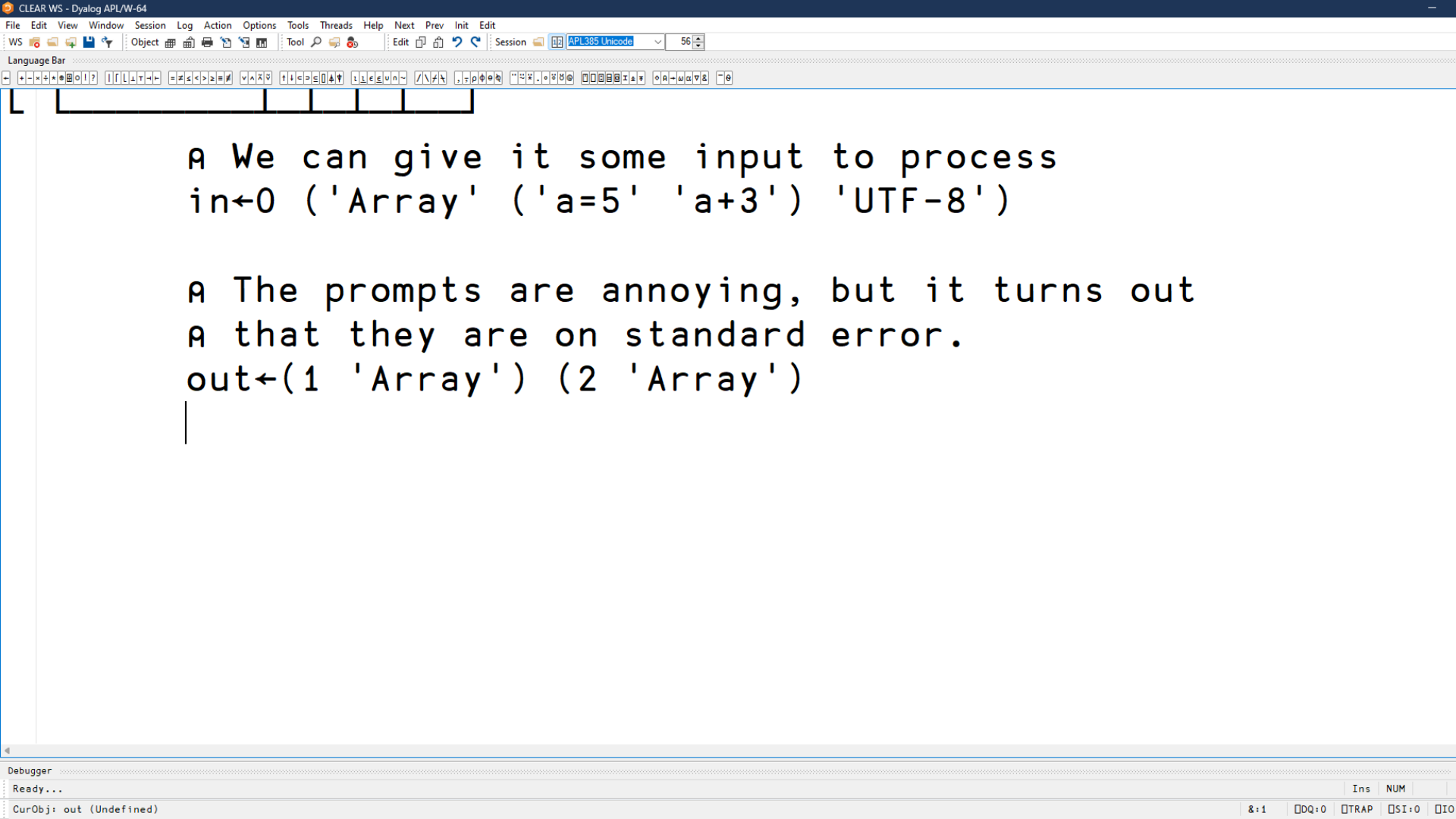
```
⌘ We can give it some input to process  
in←0 ('Array' ('a=5' 'a+3') 'UTF-8')
```

```
⌘ The prompts are annoying, but it turns out  
⌘ that they are on standard error.
```









```

A We can give it some input to process
in←0 ('Array' ('a=5' 'a+3') 'UTF-8')

```

```

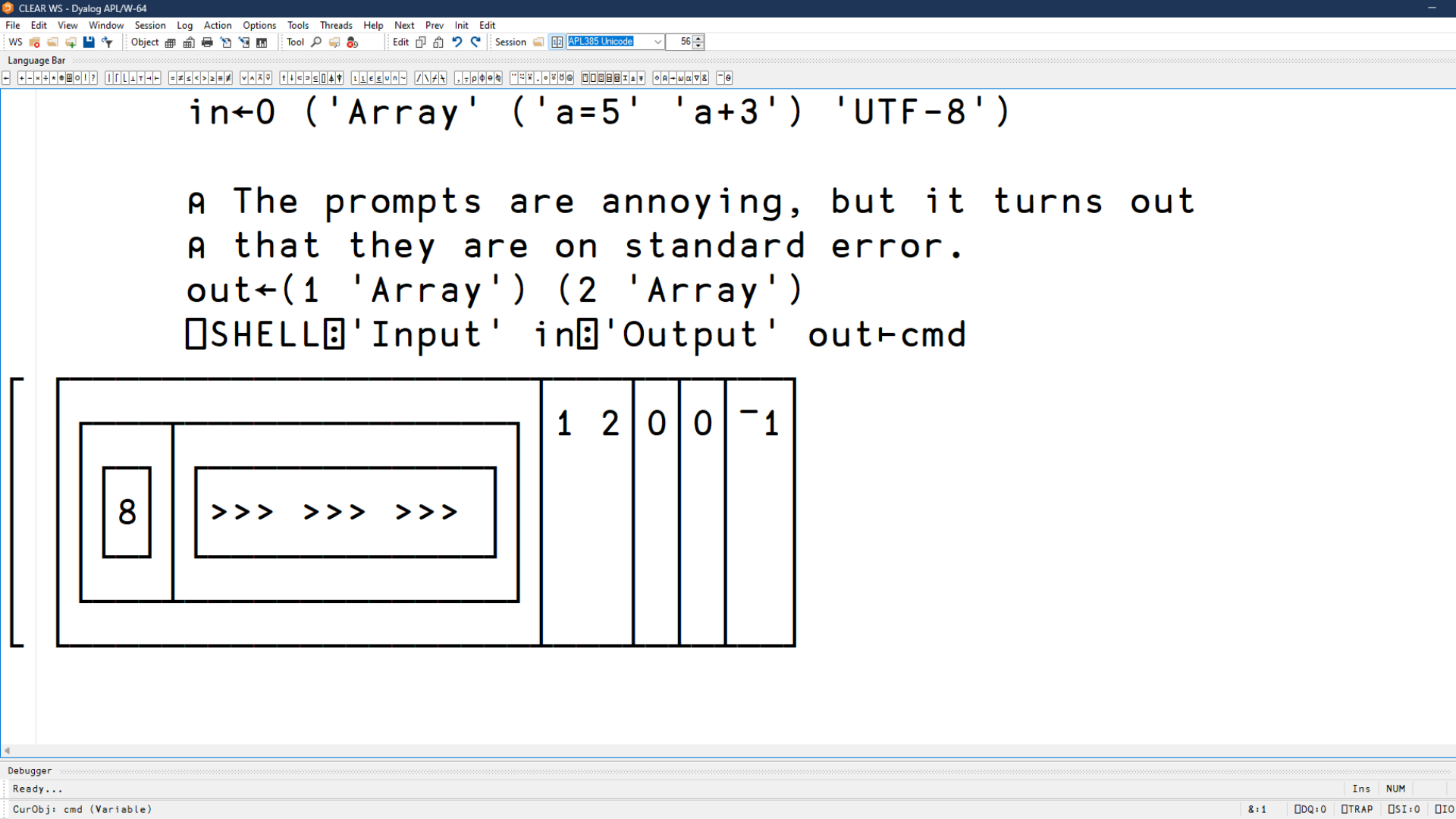
A The prompts are annoying, but it turns out
A that they are on standard error.
out←(1 'Array') (2 'Array')

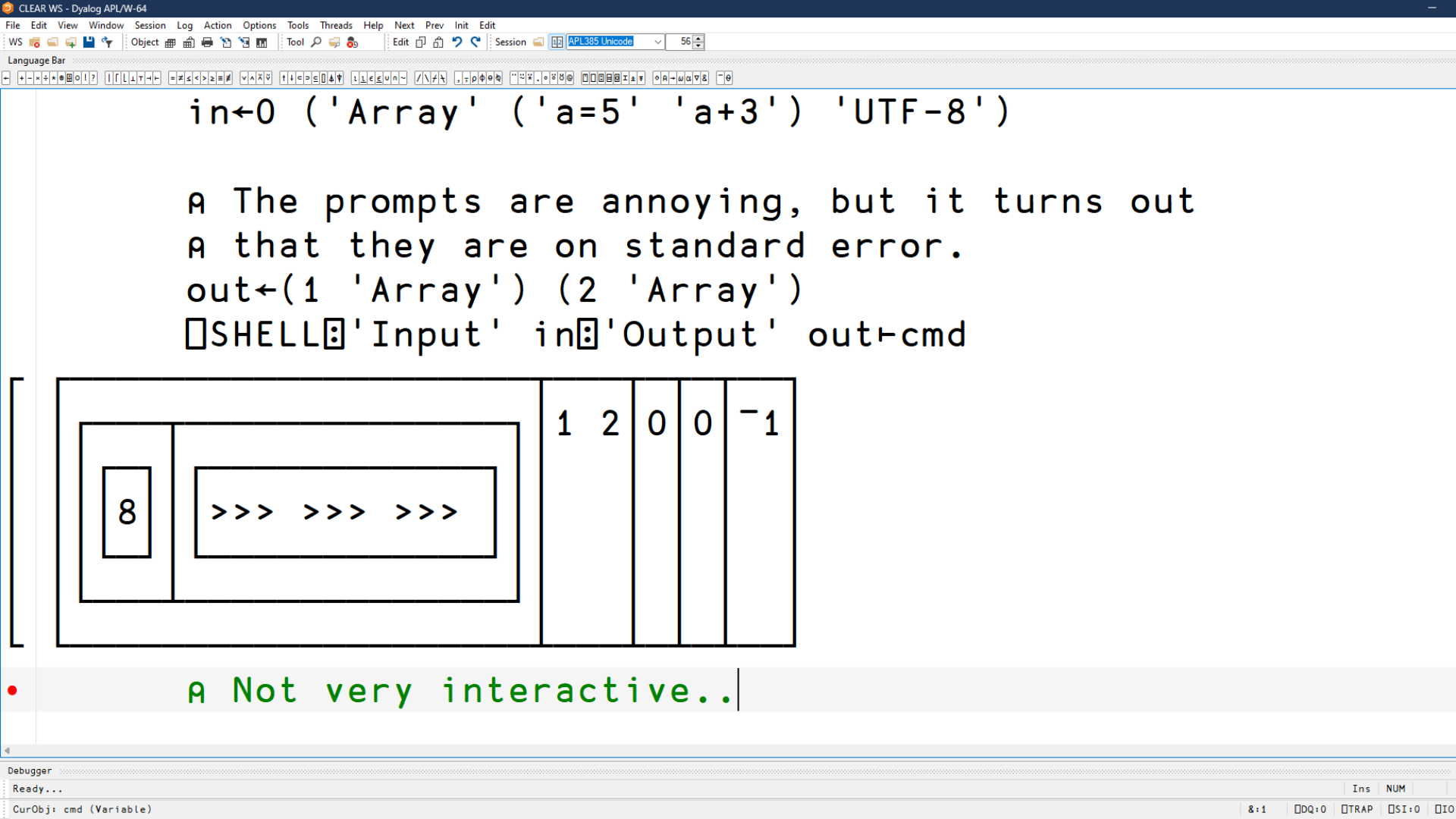
```

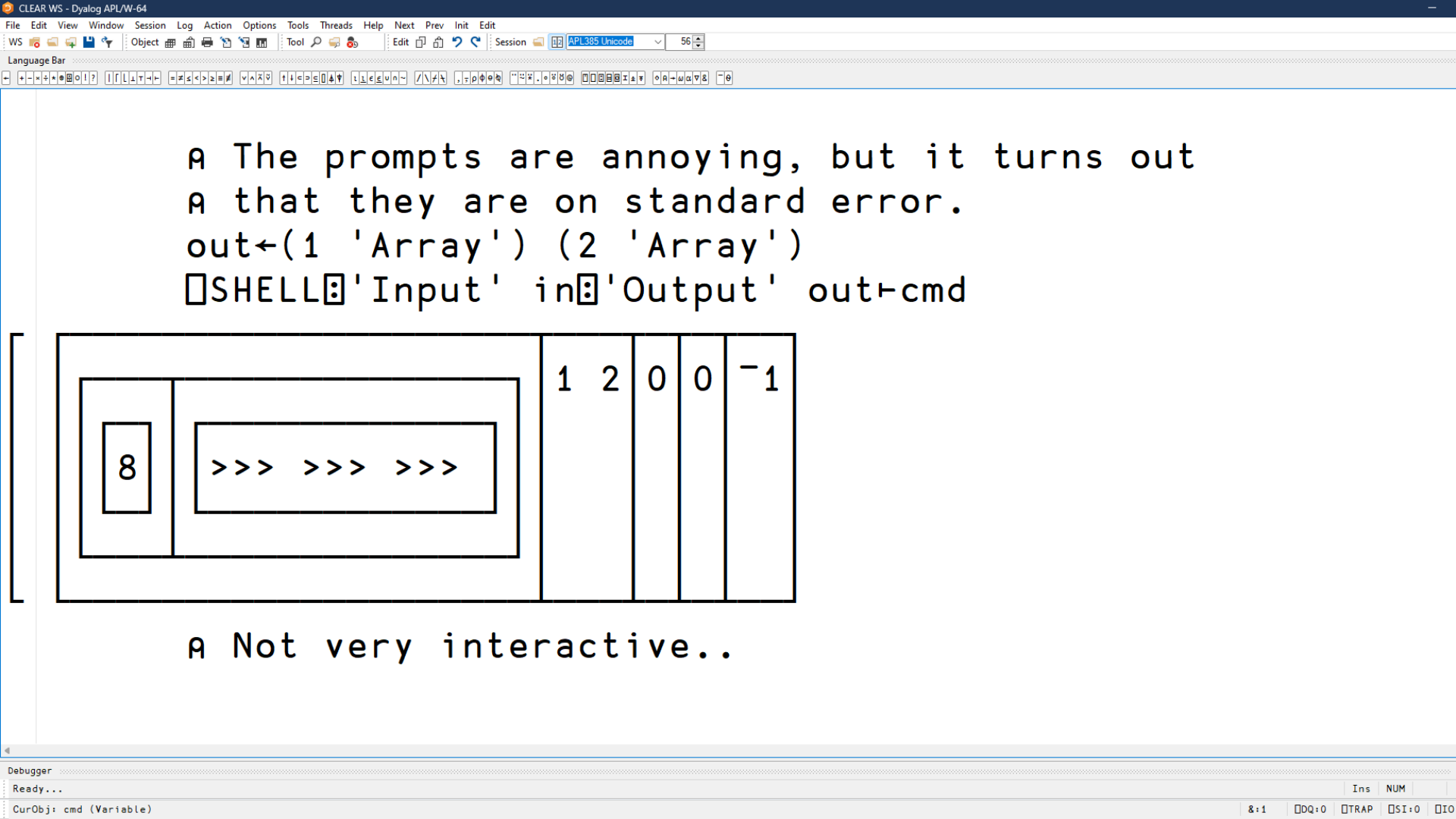
```

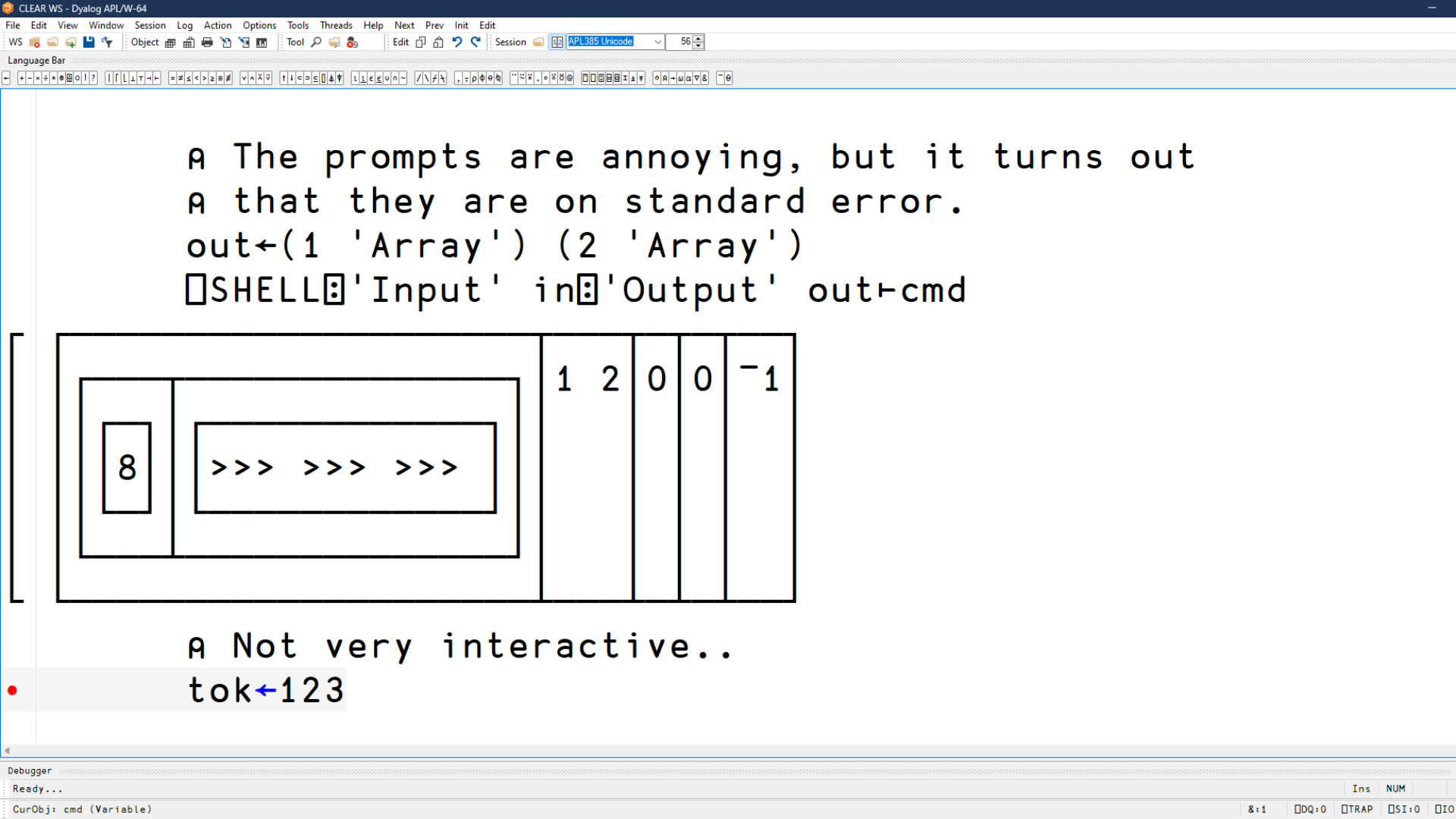
□SHELLⓈ'Input' inⓈ'Output' out←cmd|

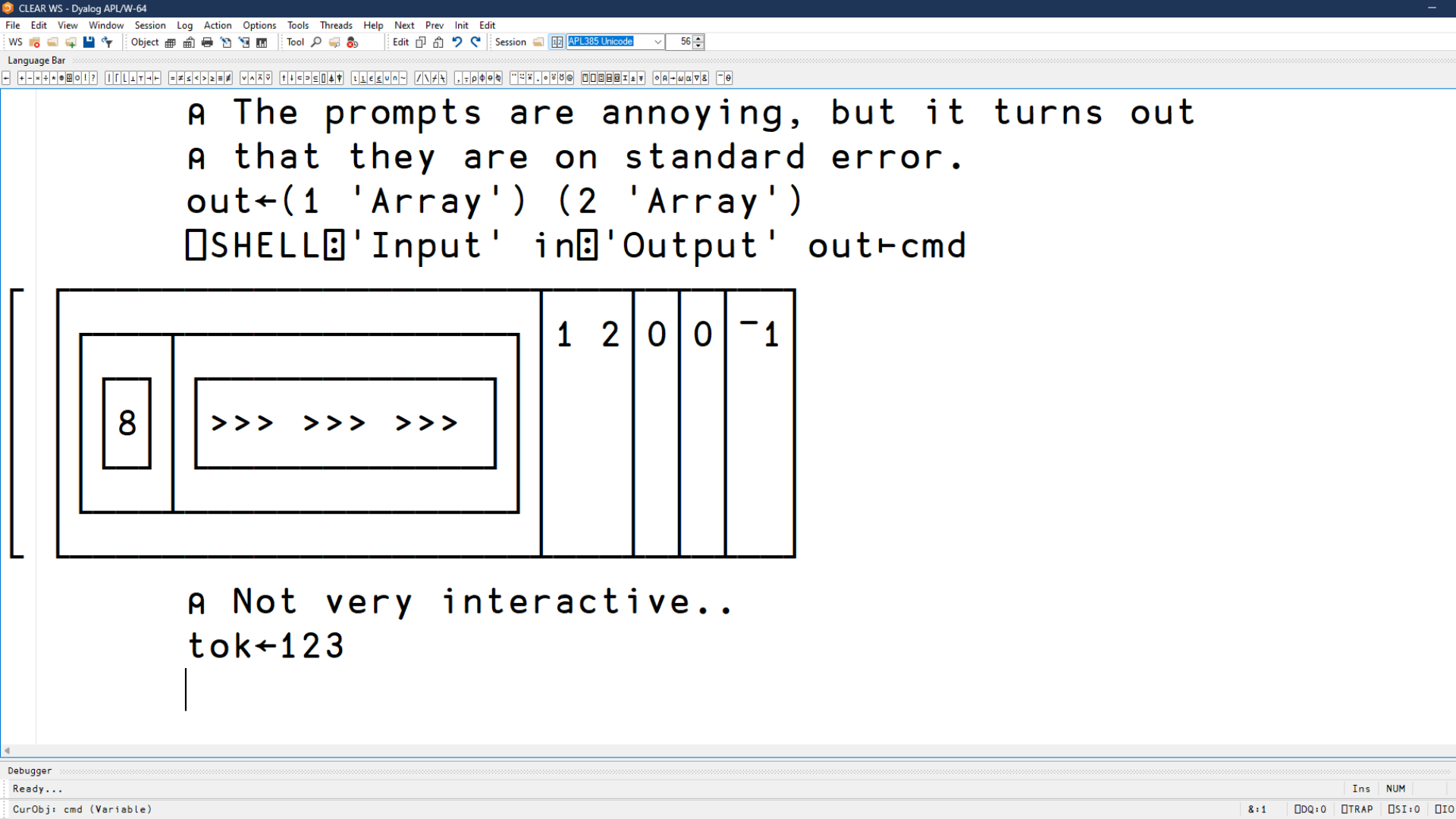
```













```
tok←123
```

```
tok←123
```

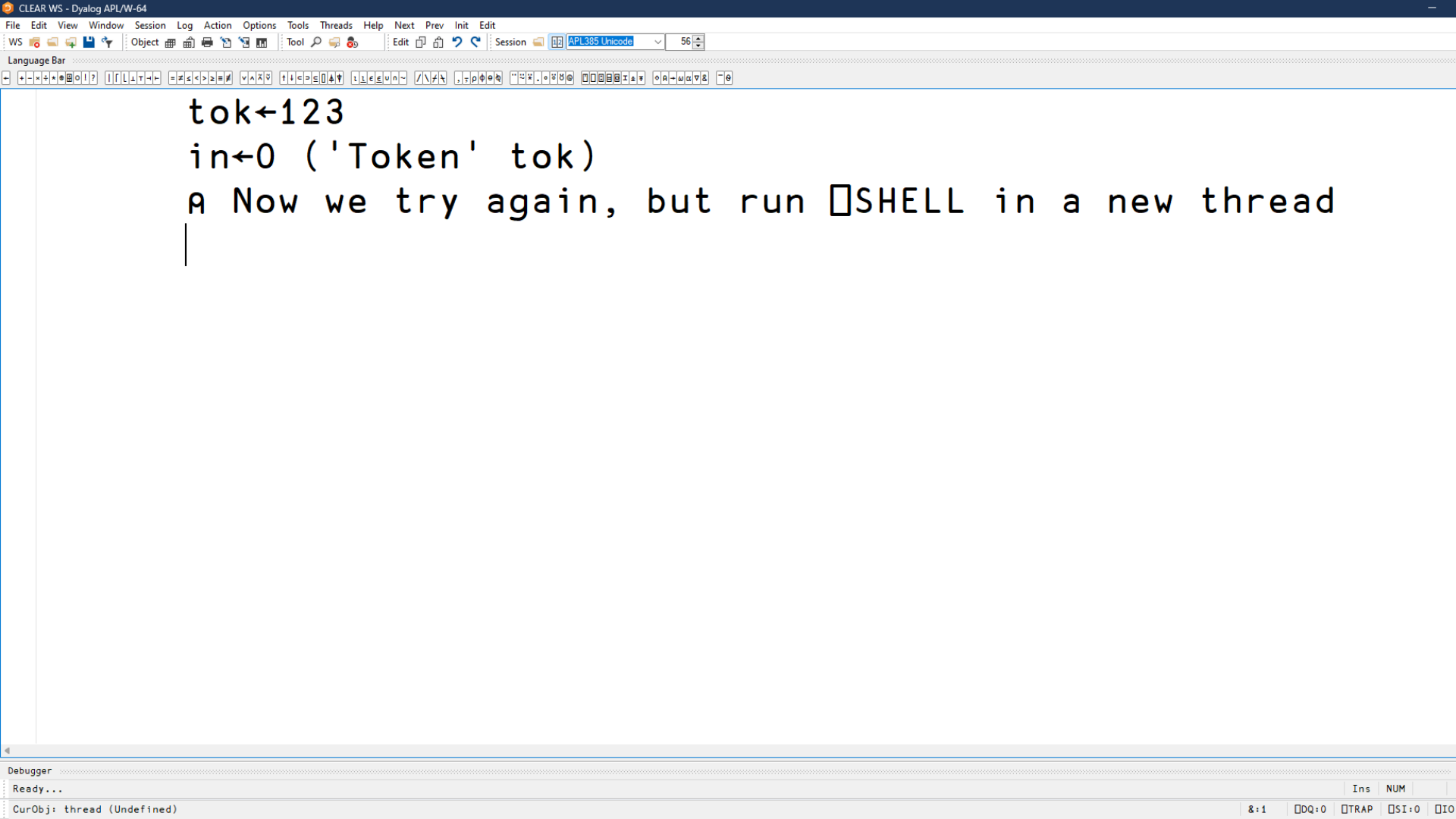
```
in←0 ('Token' tok)|
```

```
tok←123
in←0 ('Token' tok)
|
```

```
tok←123
```

```
in←0 ('Token' tok)
```

```
⌘ Now we try again, but run ⌘SHELL in a new thread
```

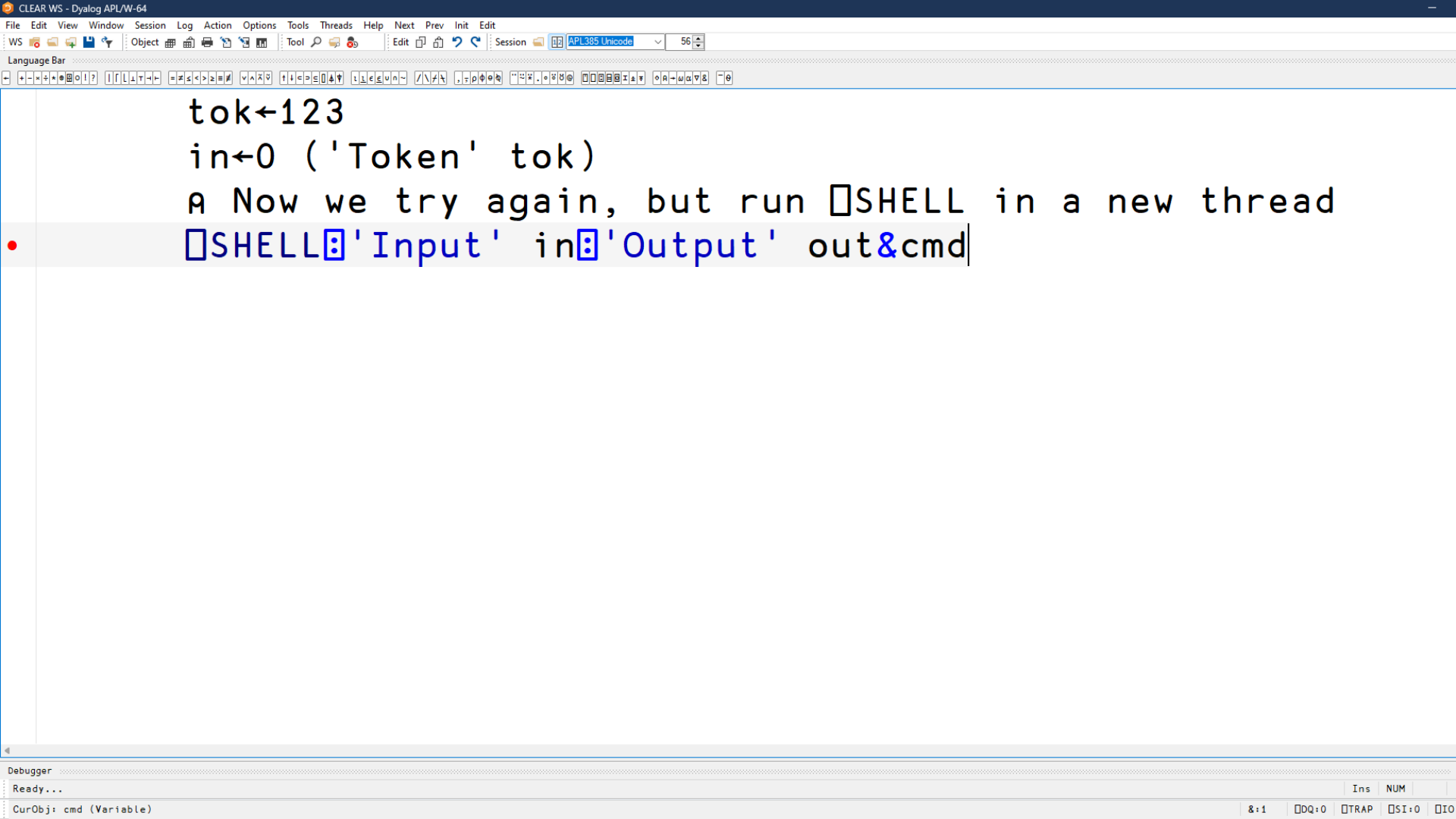


```
tok←123
```

```
in←0 ('Token' tok)
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```
⌘ Now we try again, but run ⌘SHELL in a new thread
```

```
|
```



```
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```
⌘ Now we try again, but run ⌘SHELL in a new thread
```

```
⌘SHELL⌘'Input' in⌘'Output' out&cmd
```

Debugger

Ready...

CurObj: cmd (Variable)

&:1   ⌘DQ:0   ⌘TRAP   ⌘SI:0   ⌘IO

```
tok←123
```

```
in←0 ('Token' tok)
```

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```

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⌘SHELL⌘'Input' in⌘'Output' out&cmd
```

```
|
```

```
tok←123
```

```
in←0 ('Token' tok)
```

Now we try again, but run `⎕SHELL` in a new thread

```
⎕SHELL⎕'Input' in⎕'Output' out&cmd
```

```
send←{('Array' ⍵ 'UTF-8')⎕TPUT tok}
```



```

tok←123
in←0 ('Token' tok)
A Now we try again, but run ⎕SHELL in a new thread
⎕SHELL⎕'Input' in⎕'Output' out&cmd
send←{('Array' ⍵ 'UTF-8')⎕TPUT tok}
stop←{⎕TPUT tok}

```

```
tok←123
```

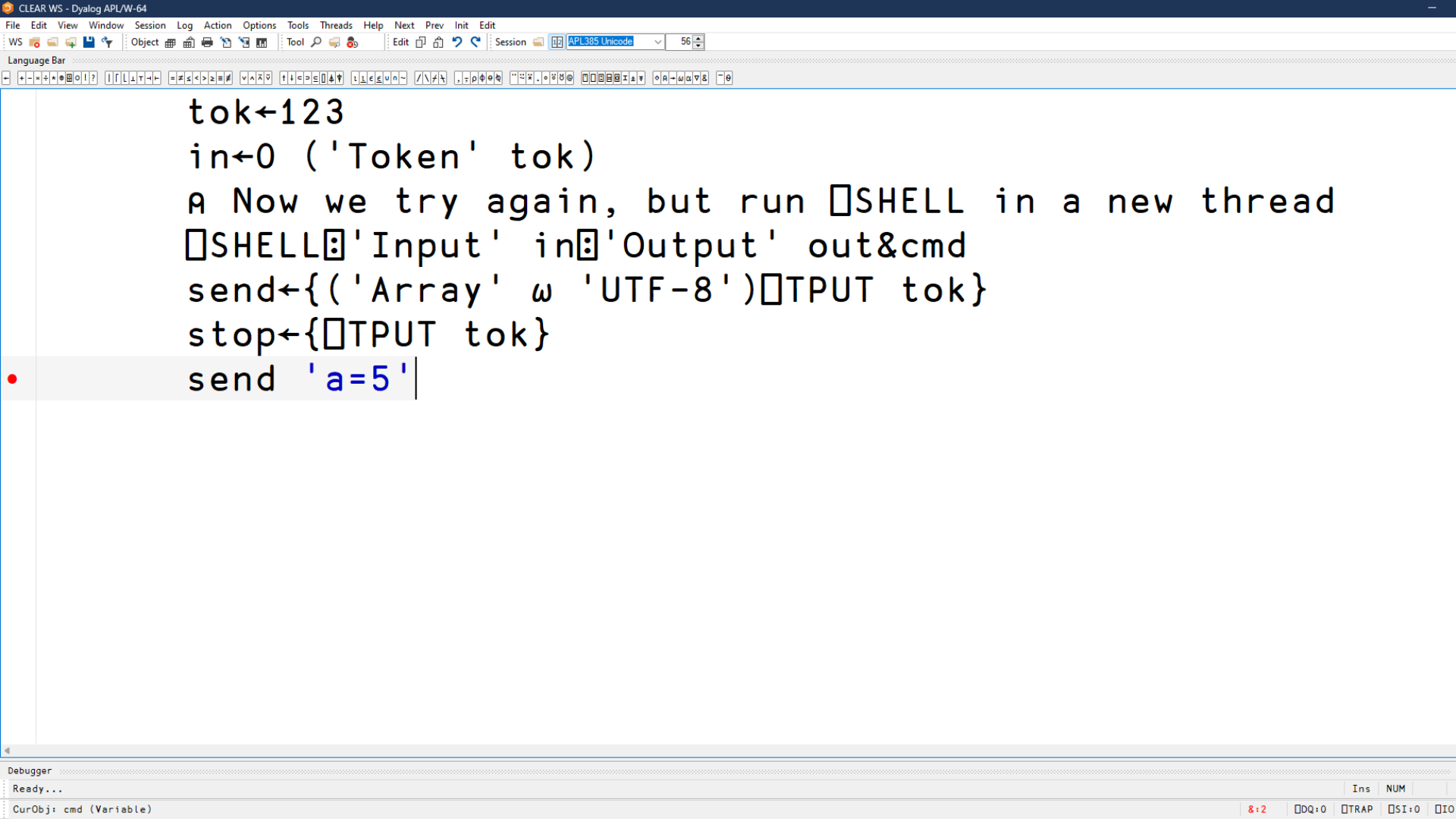
```
in←0 ('Token' tok)
```

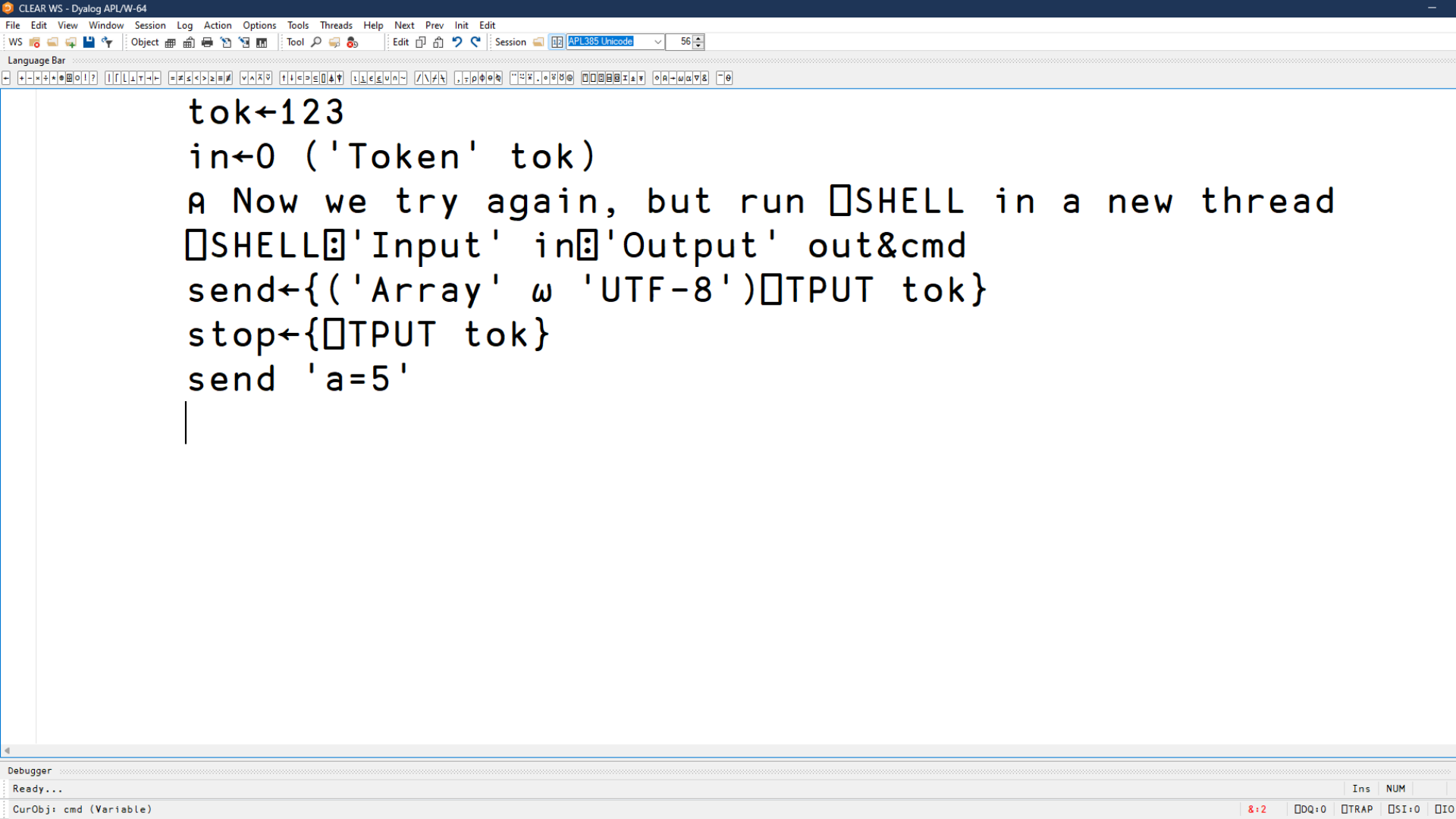
Now we try again, but run `⎕SHELL` in a new thread

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⎕SHELL⍤'Input' in⍤'Output' out&cmd
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send←{('Array' ω 'UTF-8')⎕TPUT tok}
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```
stop←{⎕TPUT tok}
```





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tok←123
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```
in←0 ('Token' tok)
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⌘SHELL⌘'Input' in⌘'Output' out&cmd
```

```
send←{('Array' ω 'UTF-8')⌘TPUT tok}
```

```
stop←{⌘TPUT tok}
```

```
send 'a=5'
```

Debugger

Ready...

CurObj: cmd (Variable)

Ins NUM

&:2 ⌘DQ:0 ⌘TRAP ⌘SI:0 ⌘I

```

tok←123
in←0 ('Token' tok)
A Now we try again, but run ⎕SHELL in a new thread
⎕SHELL⎕'Input' in⎕'Output' out&cmd
send←{('Array' ω 'UTF-8')⎕TPUT tok}
stop←{⎕TPUT tok}
send 'a=5'
send 'b=7'|

```

```
tok←123
```

```
in←0 ('Token' tok)
```

A Now we try again, but run `⎕SHELL` in a new thread

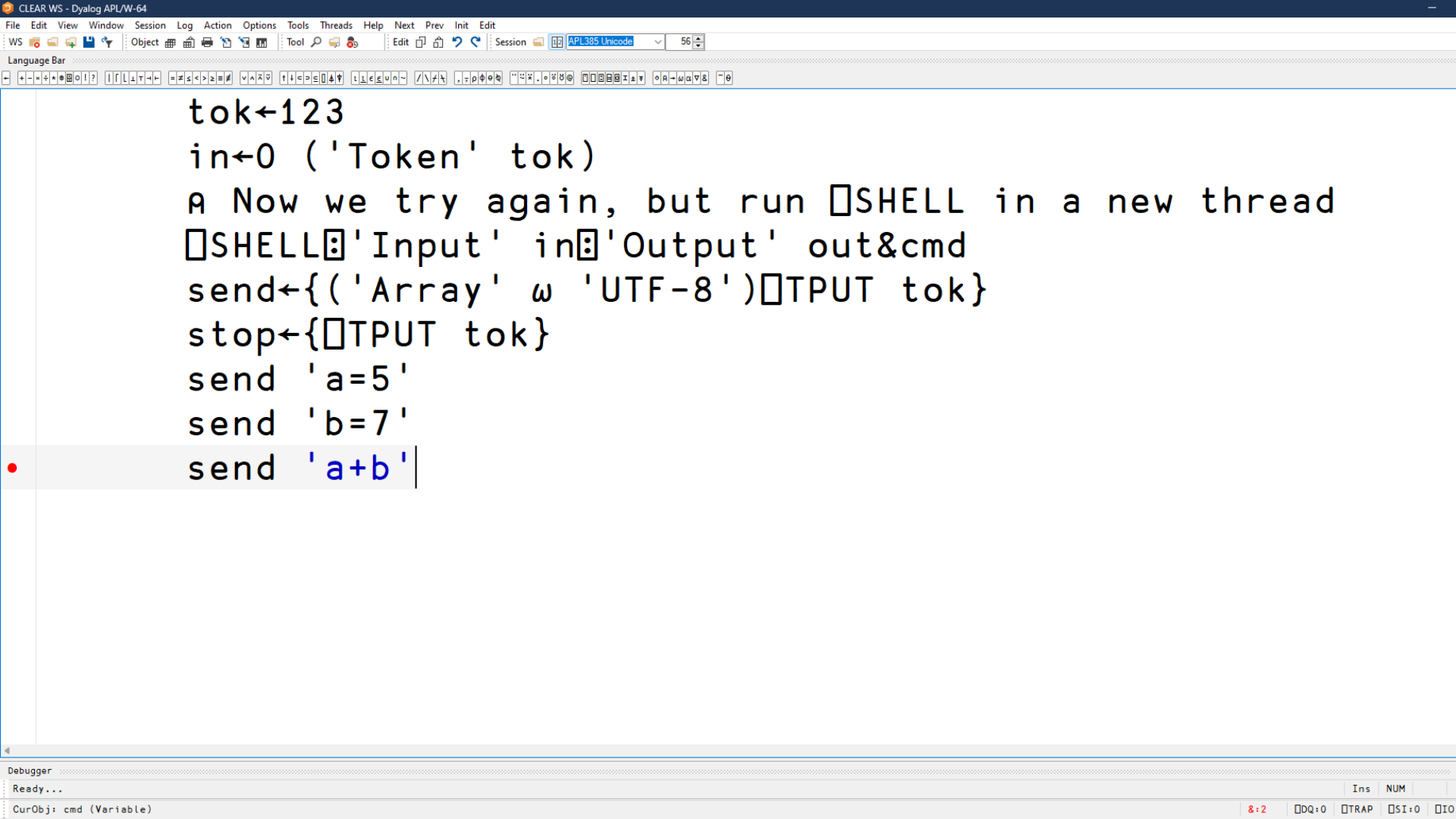
```
⎕SHELL⎕'Input' in⎕'Output' out&cmd
```

```
send←{('Array' ω 'UTF-8')⎕TPUT tok}
```

```
stop←{⎕TPUT tok}
```

```
send 'a=5'
```

```
send 'b=7'
```



```
tok←123
```

```
in←0 ('Token' tok)
```

A Now we try again, but run `⎕SHELL` in a new thread

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⎕SHELL⎕'Input' in⎕'Output' out&cmd
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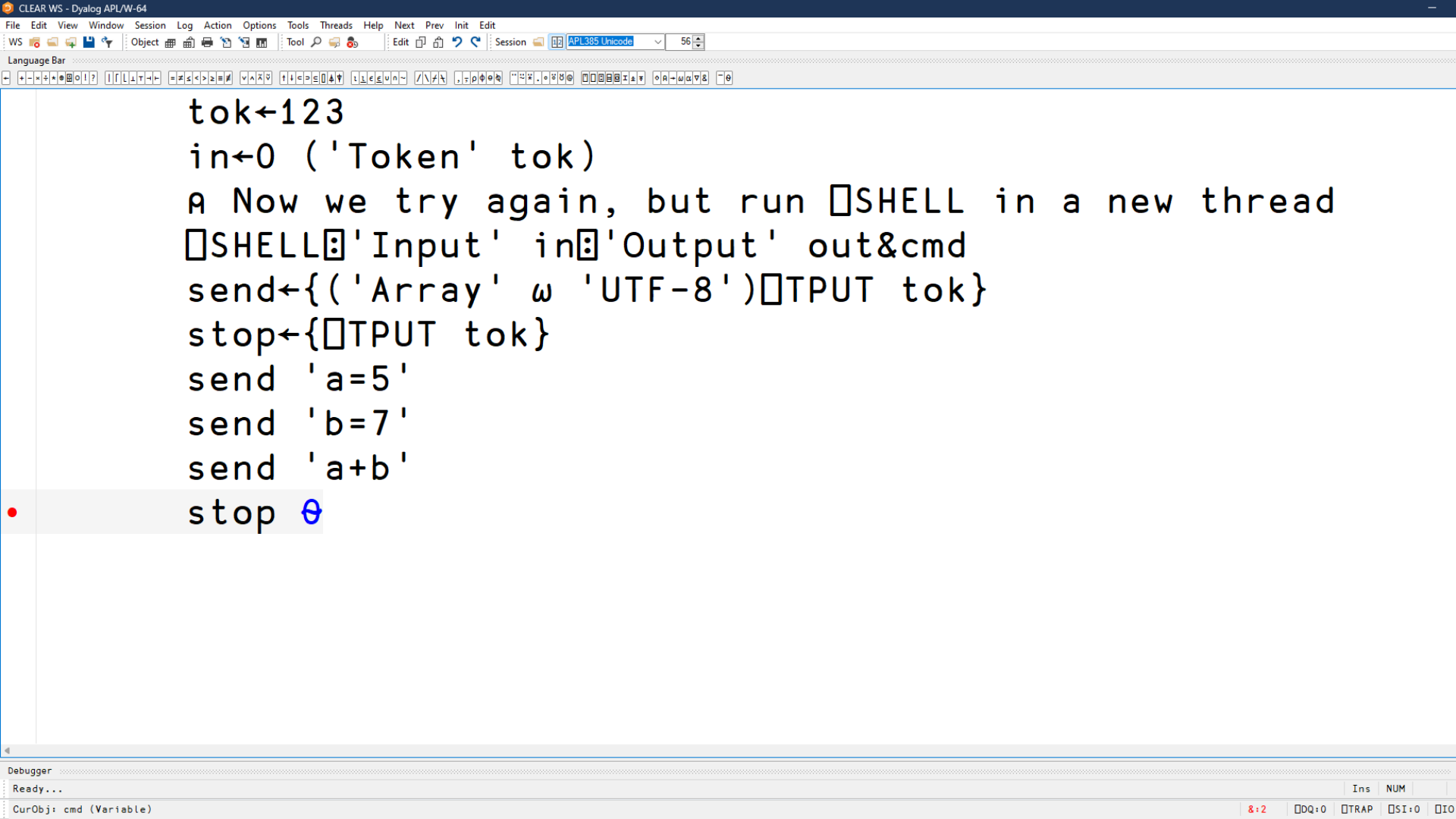
```
stop←{⎕TPUT tok}
```

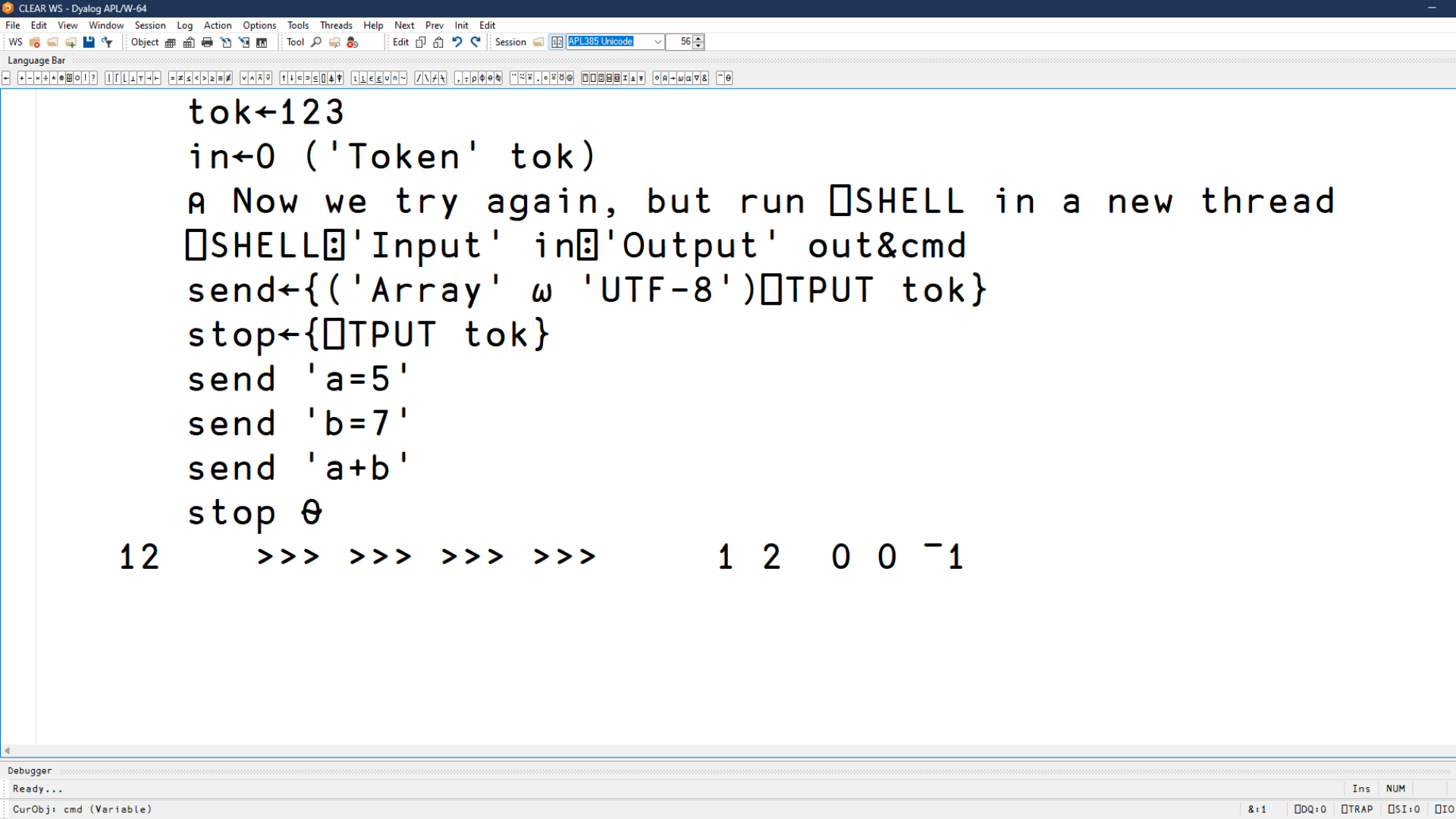
```
send 'a=5'
```

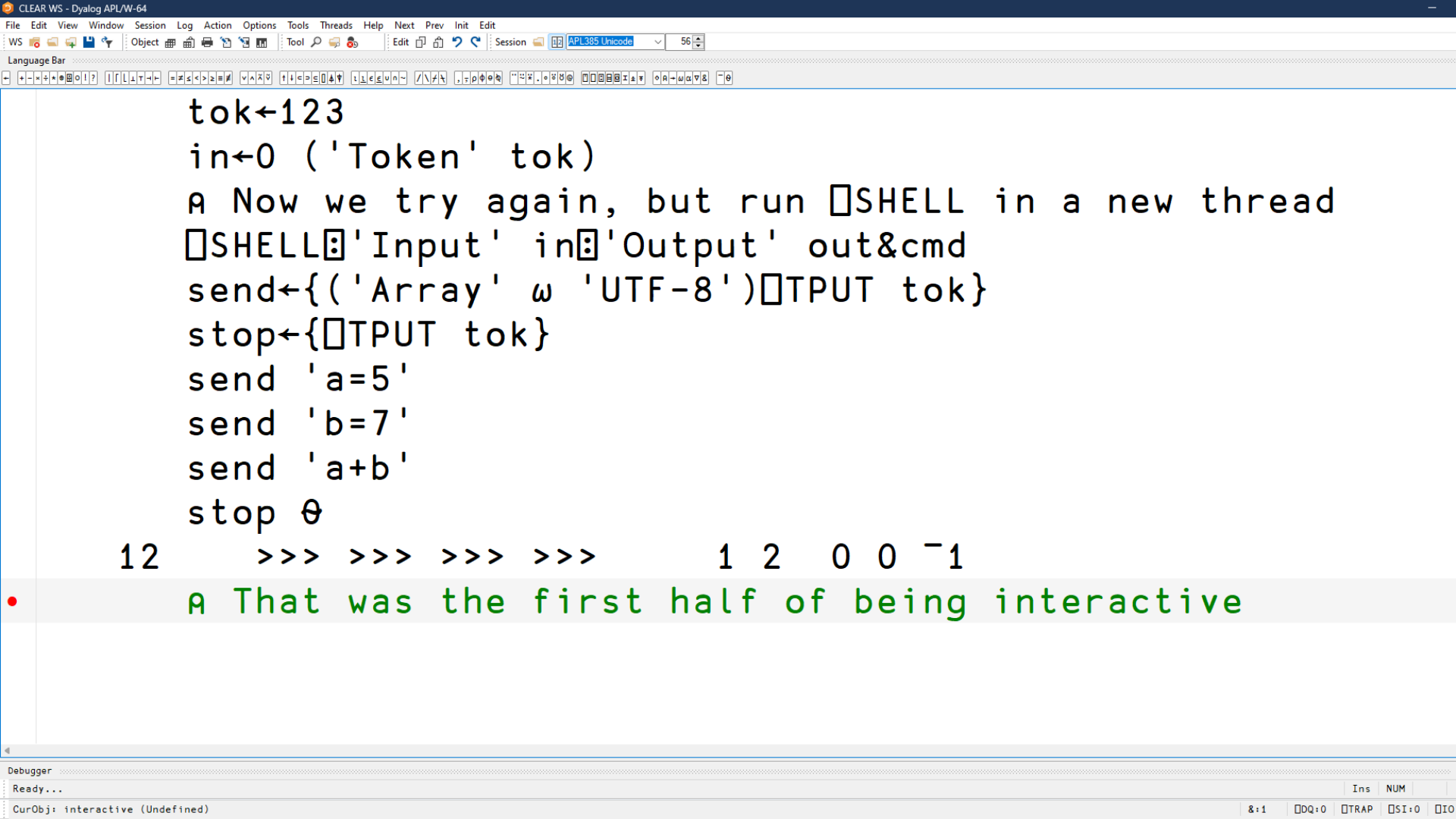
```
send 'b=7'
```

```
send 'a+b'
```









```
tok←123
```

```
in←0 ('Token' tok)
```

```
⌘ Now we try again, but run ⌘SHELL in a new thread
```

```
⌘SHELL⌘'Input' in⌘'Output' out&cmd
```

```
send←{('Array' ω 'UTF-8')⌘TPUT tok}
```

```
stop←{⌘TPUT tok}
```

```
send 'a=5'
```

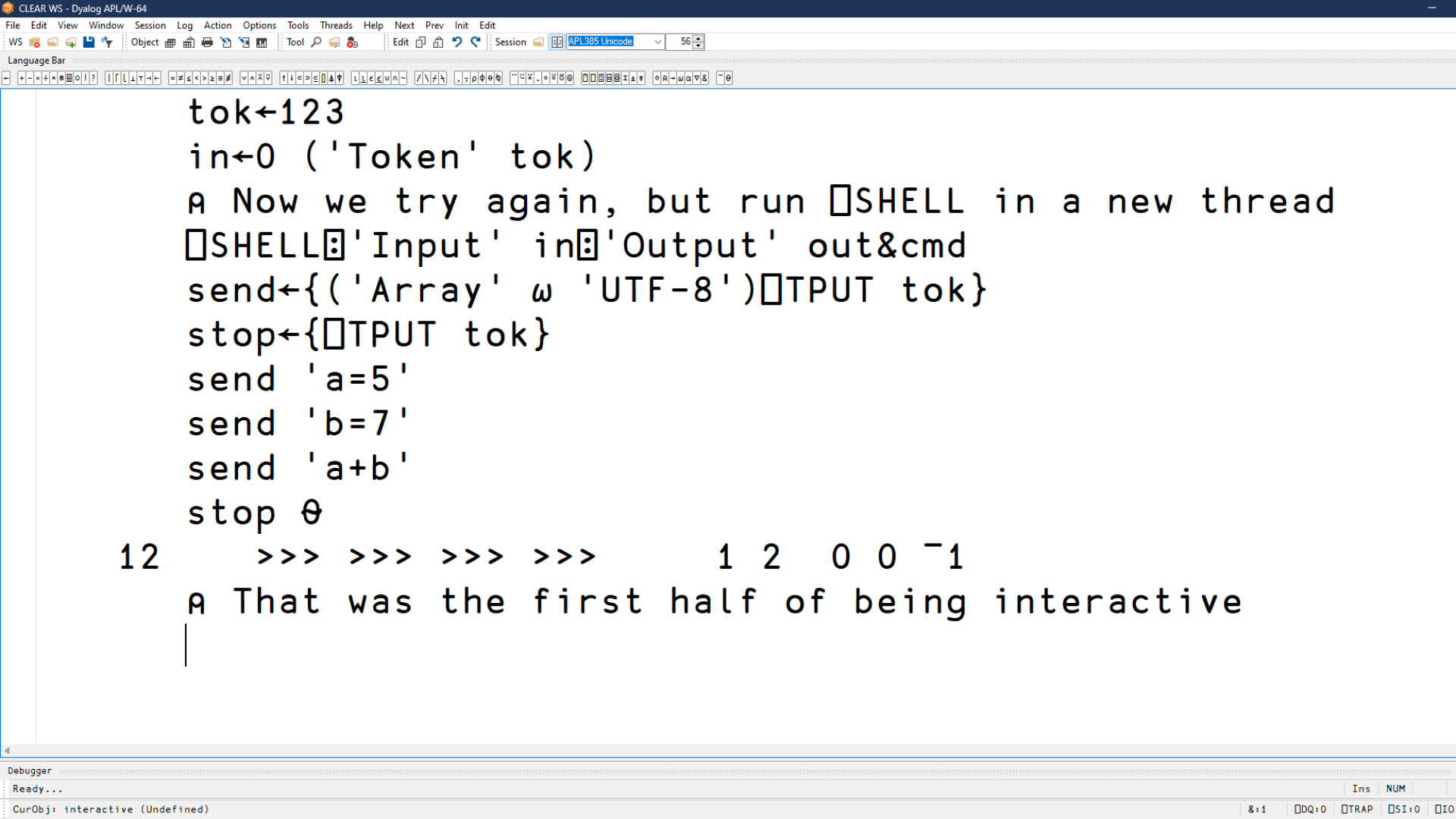
```
send 'b=7'
```

```
send 'a+b'
```

```
stop ⍉
```

```
12 >>> >>> >>> >>> 1 2 0 0 -1
```

```
⌘ That was the first half of being interactive
```



```
tok←123
```

```
in←0 ('Token' tok)
```

⌘ Now we try again, but run ⌘SHELL in a new thread

```
⌘SHELL⌘'Input' in⌘'Output' out&cmd
```

```
send←{('Array' ω 'UTF-8')⌘TPUT tok}
```

```
stop←{⌘TPUT tok}
```

```
send 'a=5'
```

```
send 'b=7'
```

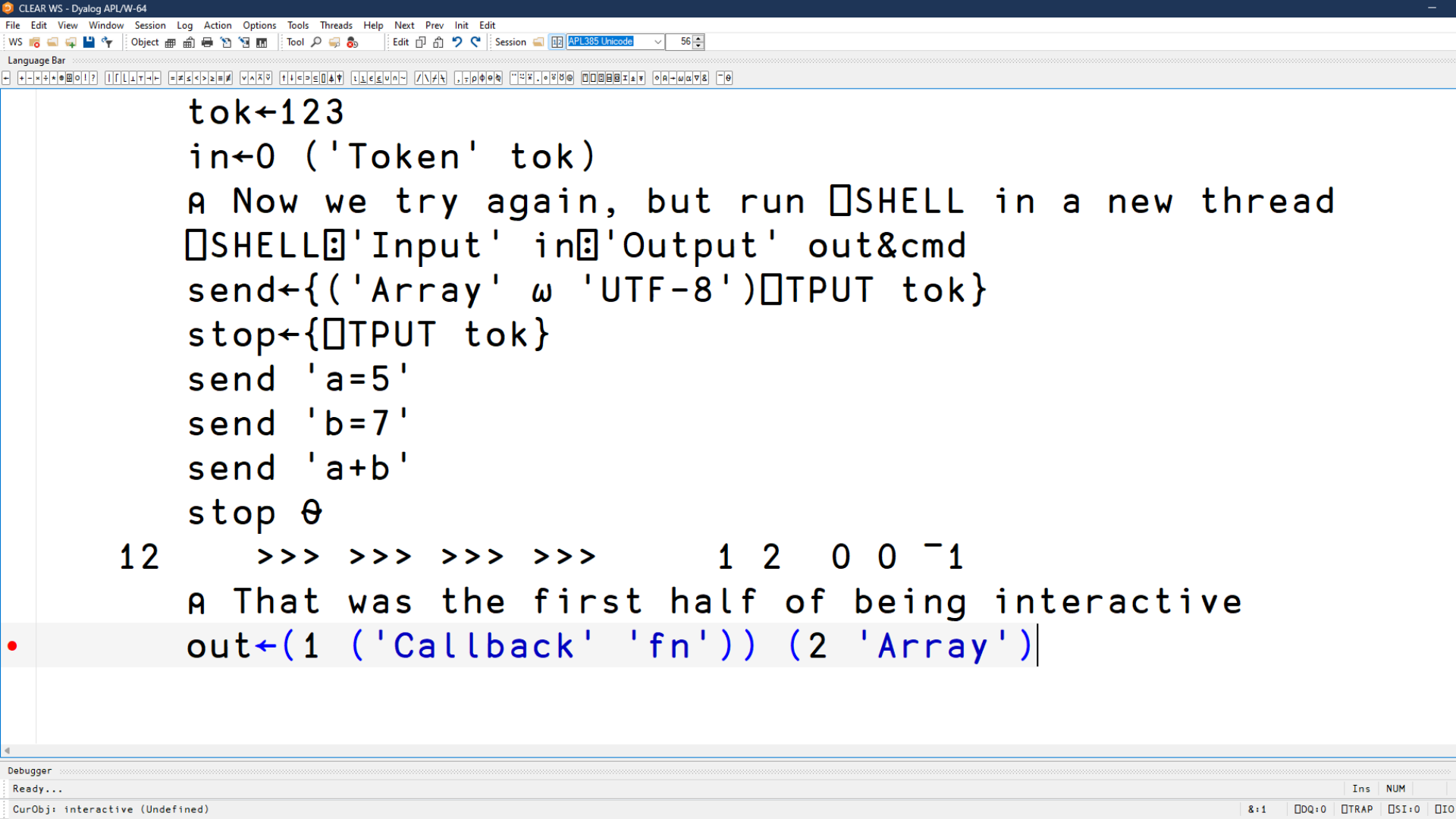
```
send 'a+b'
```

```
stop ⍉
```

```
12      >>> >>> >>> >>>      1 2  0 0  -1
```

⌘ That was the first half of being interactive

```
|
```



```
tok←123
```

```
in←0 ('Token' tok)
```

⌘ Now we try again, but run ⌘SHELL in a new thread

```
⌘SHELL⌘'Input' in⌘'Output' out&cmd
```

```
send←{('Array' ω 'UTF-8')⌘TPUT tok}
```

```
stop←{⌘TPUT tok}
```

```
send 'a=5'
```

```
send 'b=7'
```

```
send 'a+b'
```

```
stop ⍉
```

```
12 >>> >>> >>> >>> 1 2 0 0 -1
```

⌘ That was the first half of being interactive

```
out←(1 ('Callback' 'fn')) (2 'Array')
```

```
tok←123
```

```
in←0 ('Token' tok)
```

⌘ Now we try again, but run ⌘SHELL in a new thread

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```

```
stop←{⌘TPUT tok}
```

```
send 'a=5'
```

```
send 'b=7'
```

```
send 'a+b'
```

```
stop ⍉
```

```
12      >>> >>> >>> >>>      1 2 0 0 -1
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```
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```

```
send←{('Array' ω 'UTF-8')⎕TPUT tok}
```

```
stop←{⎕TPUT tok}
```

```
send 'a=5'
```

```
send 'b=7'
```

```
send 'a+b'
```

```
stop ⍉
```

```
12      >>> >>> >>> >>>      1 2 0 0 -1
```

⌘ That was the first half of being interactive

```
out←(1 ('Callback' 'fn')) (2 'Array')
```

```
fn←{⎕←⎕JSON⌘'Compact' 0←ω ⋄ 1}
```

```
in←0 ('Token' tok)
```

A Now we try again, but run `⎕SHELL` in a new thread

```
⎕SHELL⍑'Input' in⍑'Output' out&cmd
```

```
send←{('Array' ω 'UTF-8')⎕TPUT tok}
```

```
stop←{⎕TPUT tok}
```

```
send 'a=5'
```

```
send 'b=7'
```

```
send 'a+b'
```

```
stop ⍉
```

```
12      >>> >>> >>> >>>      1 2 0 0 -1
```

A That was the first half of being interactive

```
out←(1 ('Callback' 'fn')) (2 'Array')
```

```
fn←{⎕←⎕JSON⍑'Compact' 0←ω ⍊ 1}
```



```
in←0 ('Token' tok)
```

A Now we try again, but run `⎕SHELL` in a new thread

```
⎕SHELL⎕'Input' in⎕'Output' out&cmd
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```
send←{('Array' ω 'UTF-8')⎕TPUT tok}
```

```
stop←{⎕TPUT tok}
```

```
send 'a=5'
```

```
send 'b=7'
```

```
send 'a+b'
```

```
stop ⍉
```

```
12      >>> >>> >>> >>>      1 2 0 0 -1
```

A That was the first half of being interactive

```
out←(1 ('Callback' 'fn')) (2 'Array')
```

```
fn←{⎕←⎕JSON⎕'Compact' 0←ω ⋄ 1}
```

```
⎕SHELL⎕'Input' in⎕'Output' out&cmd|
```

```

A Now we try again, but run ⎕SHELL in a new thread
⎕SHELL⎕'Input' in⎕'Output' out&cmd
send←{('Array' ω 'UTF-8')⎕TPUT tok}
stop←{⎕TPUT tok}
send 'a=5'
send 'b=7'
send 'a+b'
stop ⍉

```

```
12      >>> >>> >>> >>>      1 2  0 0  -1
```

```

A That was the first half of being interactive
out←(1 ('Callback' 'fn')) (2 'Array')
fn←{⎕←⎕JSON⎕'Compact' 0←ω ⋄ 1}
⎕SHELL⎕'Input' in⎕'Output' out&cmd
|

```

```

A Now we try again, but run ⎕SHELL in a new thread
⎕SHELL⎕'Input' in⎕'Output' out&cmd
send←{('Array' ω 'UTF-8')⎕TPUT tok}
stop←{⎕TPUT tok}
send 'a=5'
send 'b=7'
send 'a+b'
stop ⍉

```

```

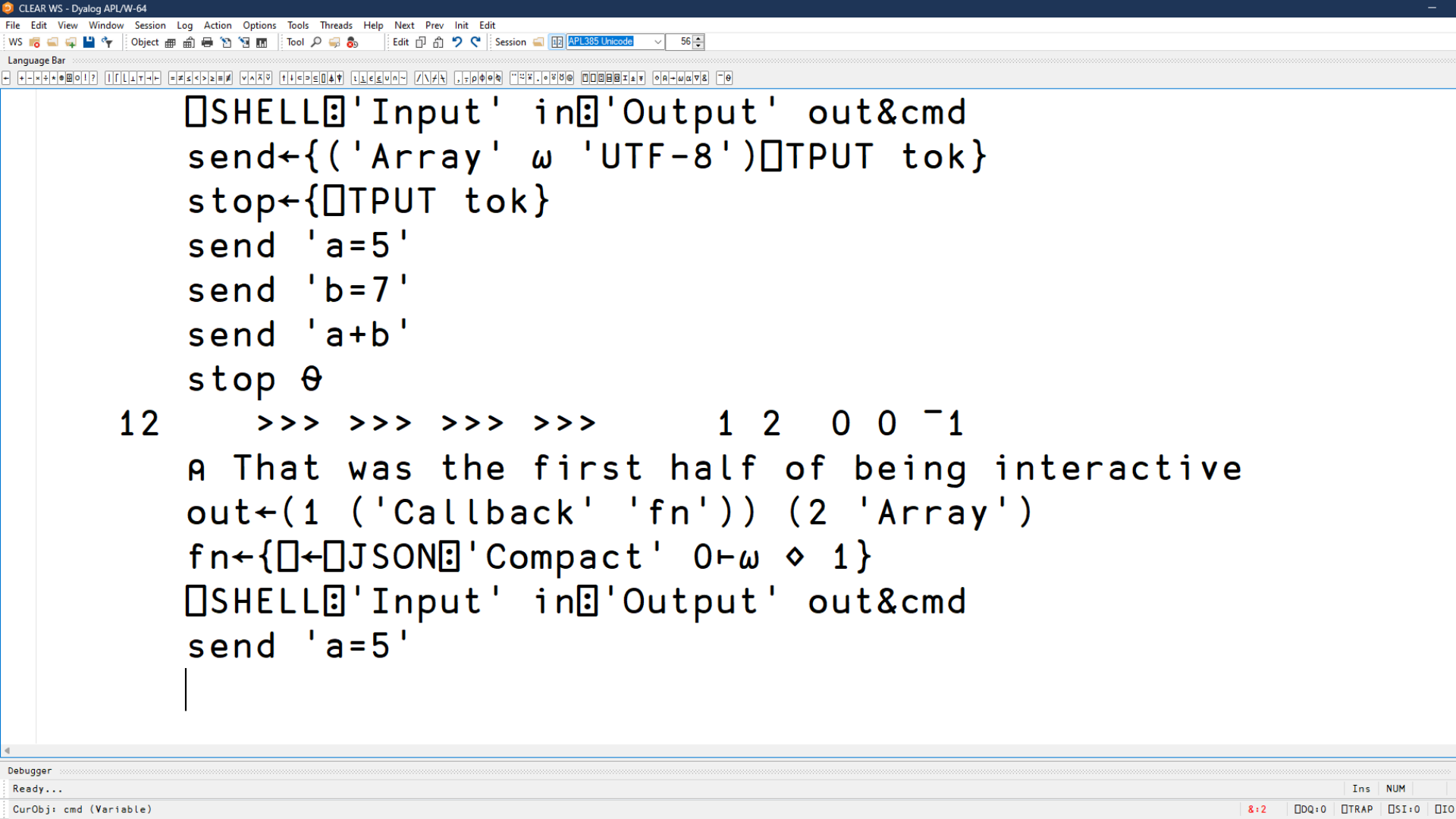
12      >>> >>> >>> >>>      1 2  0 0  -1

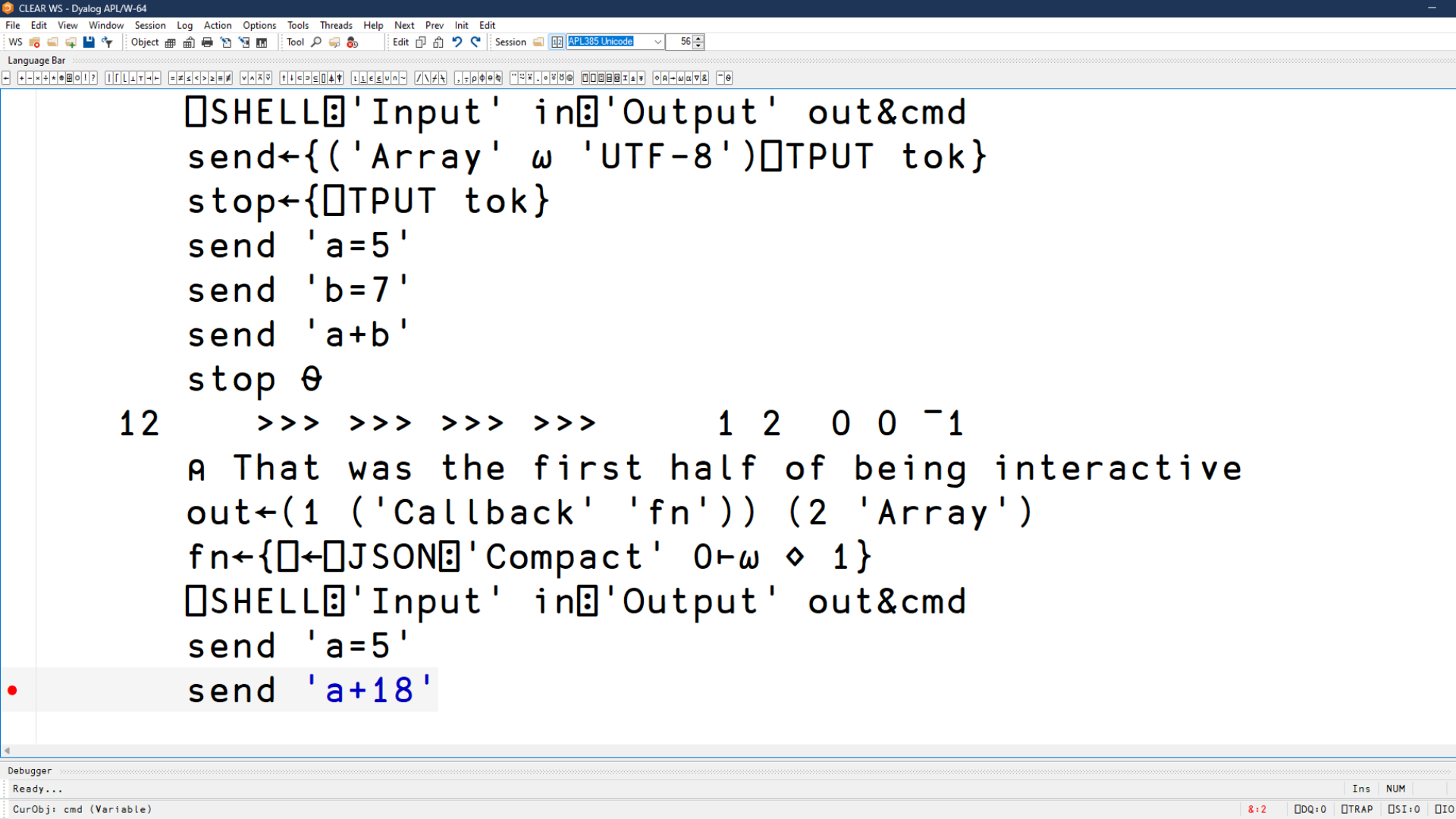
```

```

A That was the first half of being interactive
out←(1 ('Callback' 'fn')) (2 'Array')
fn←{⎕←⎕JSON⎕'Compact' 0←ω ⋄ 1}
⎕SHELL⎕'Input' in⎕'Output' out&cmd
send 'a=5'

```

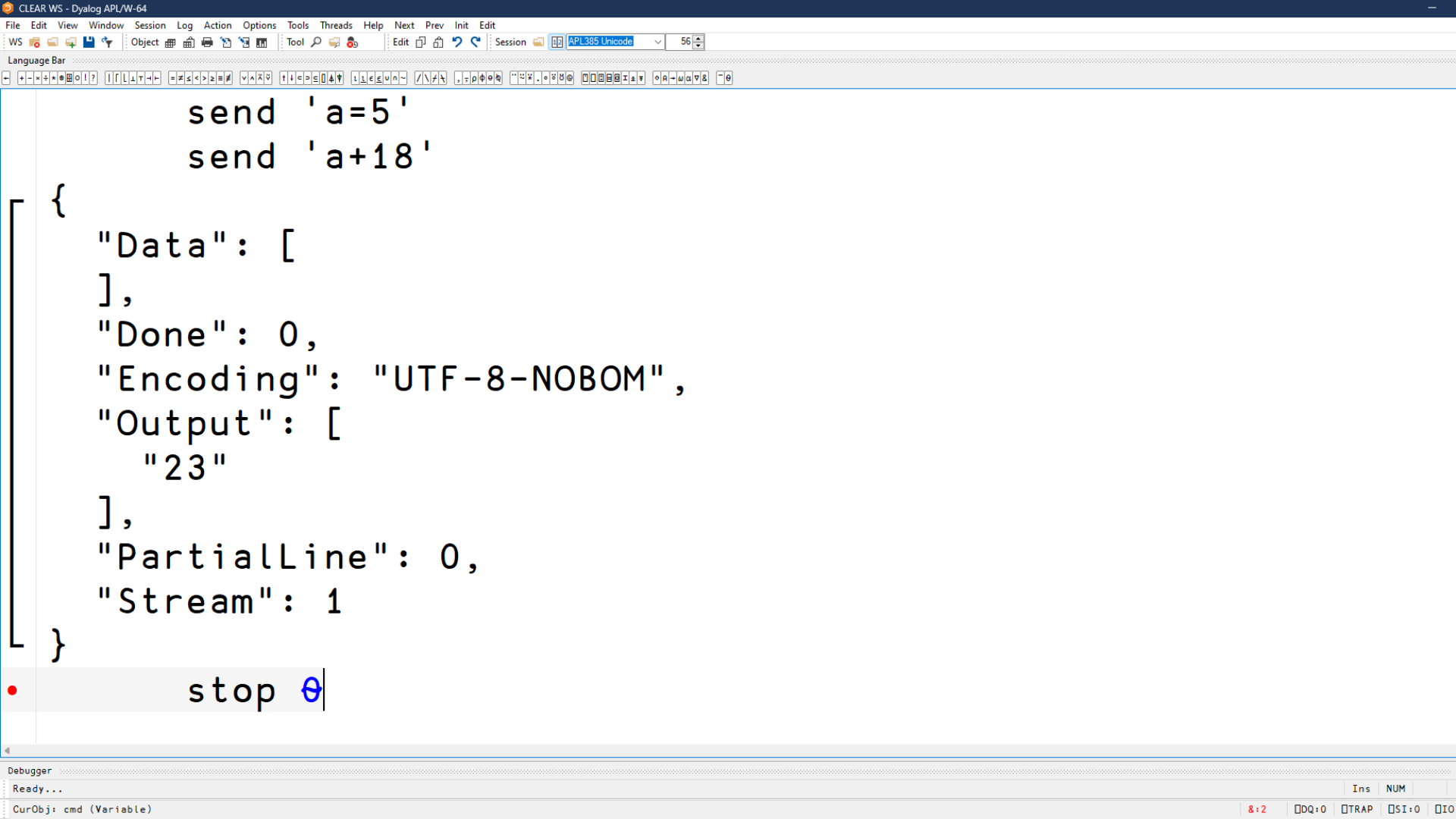


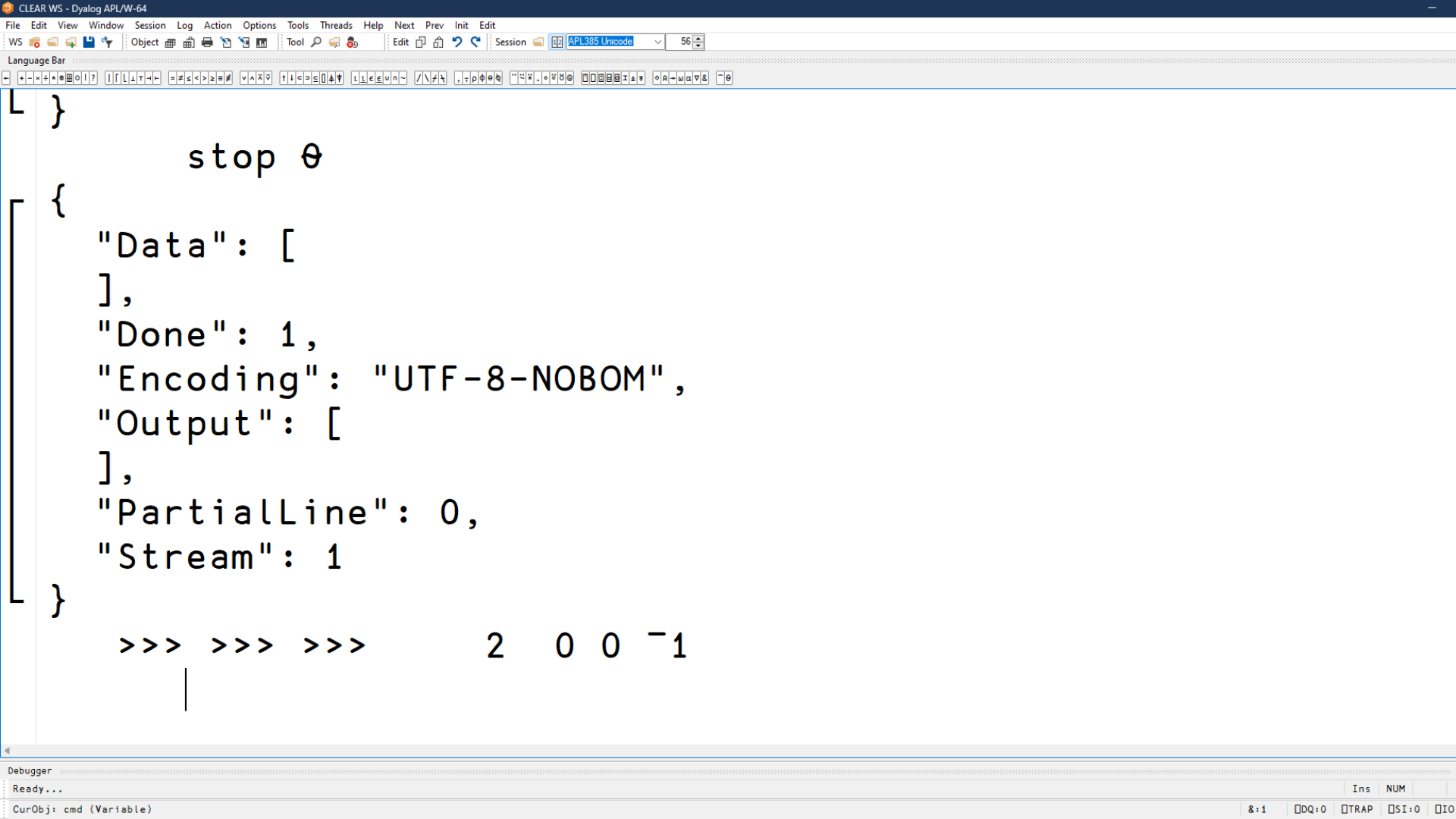


```
send 'a=5'
```

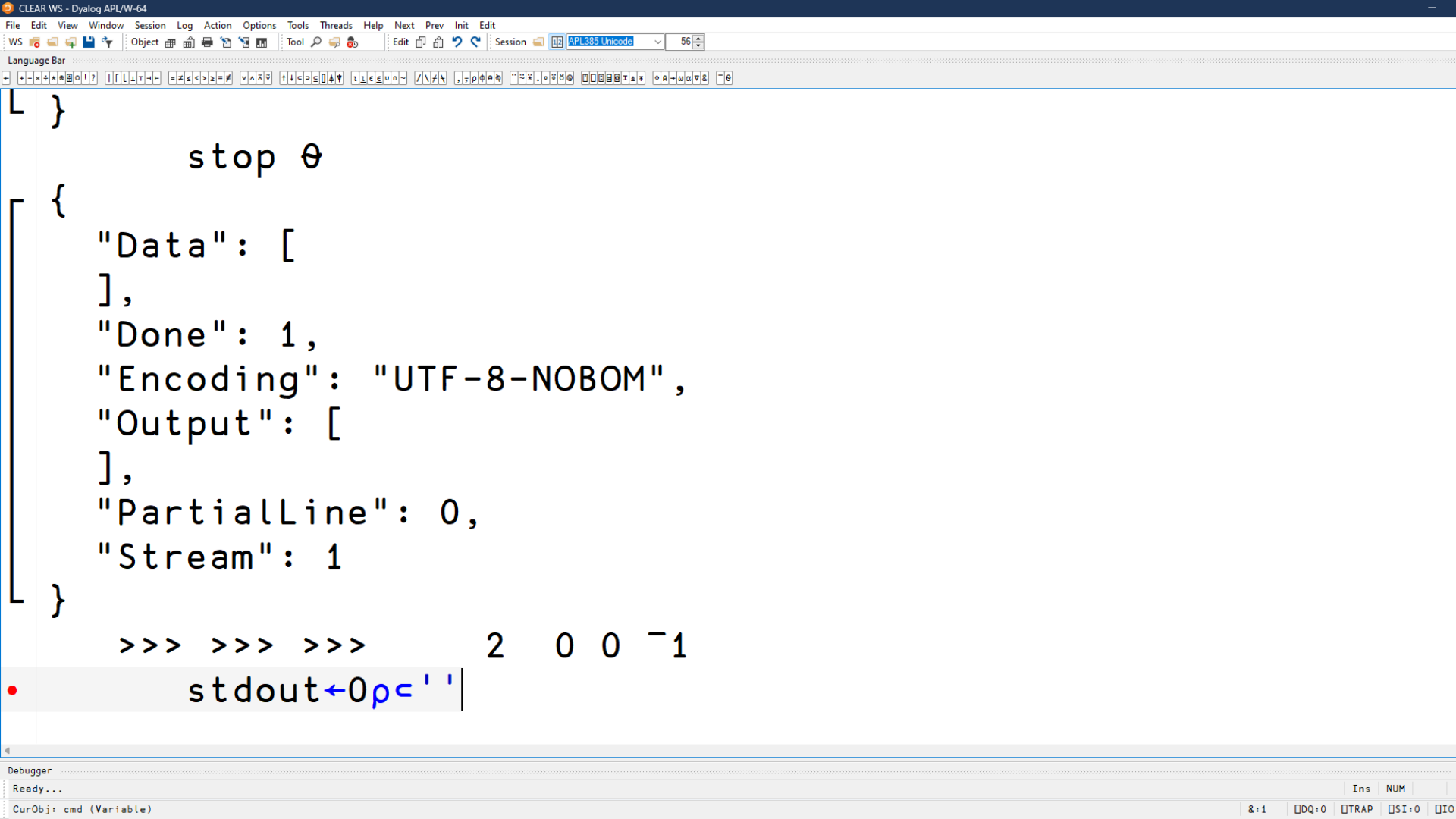
```
send 'a+18'
```

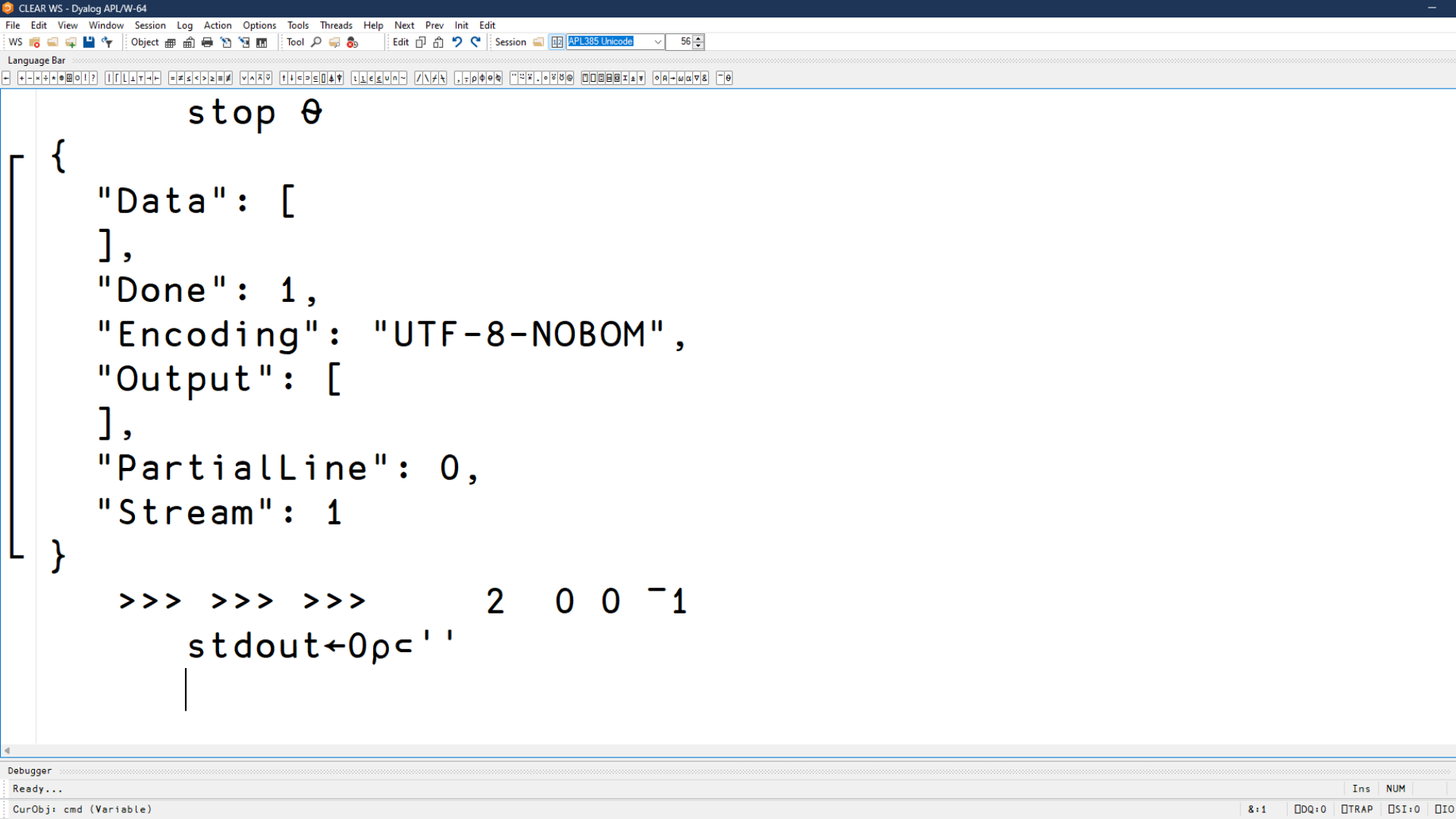
```
{
  "Data": [
  ],
  "Done": 0,
  "Encoding": "UTF-8-NOBOM",
  "Output": [
    "23"
  ],
  "PartialLine": 0,
  "Stream": 1
}
```







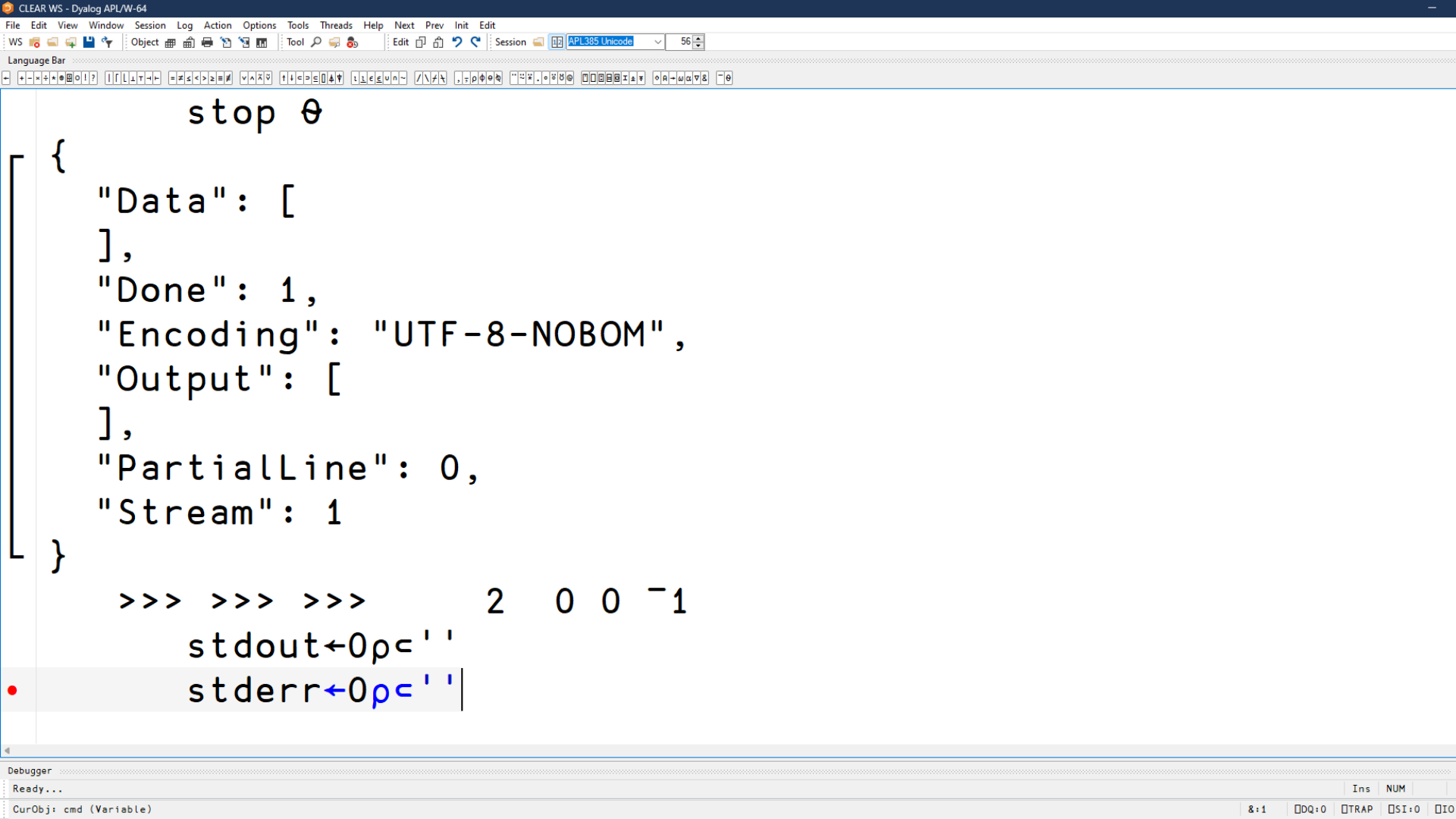




```
stop θ
```

```
{  
  "Data": [  
  ],  
  "Done": 1,  
  "Encoding": "UTF-8-NOBOM",  
  "Output": [  
  ],  
  "PartialLine": 0,  
  "Stream": 1  
}
```

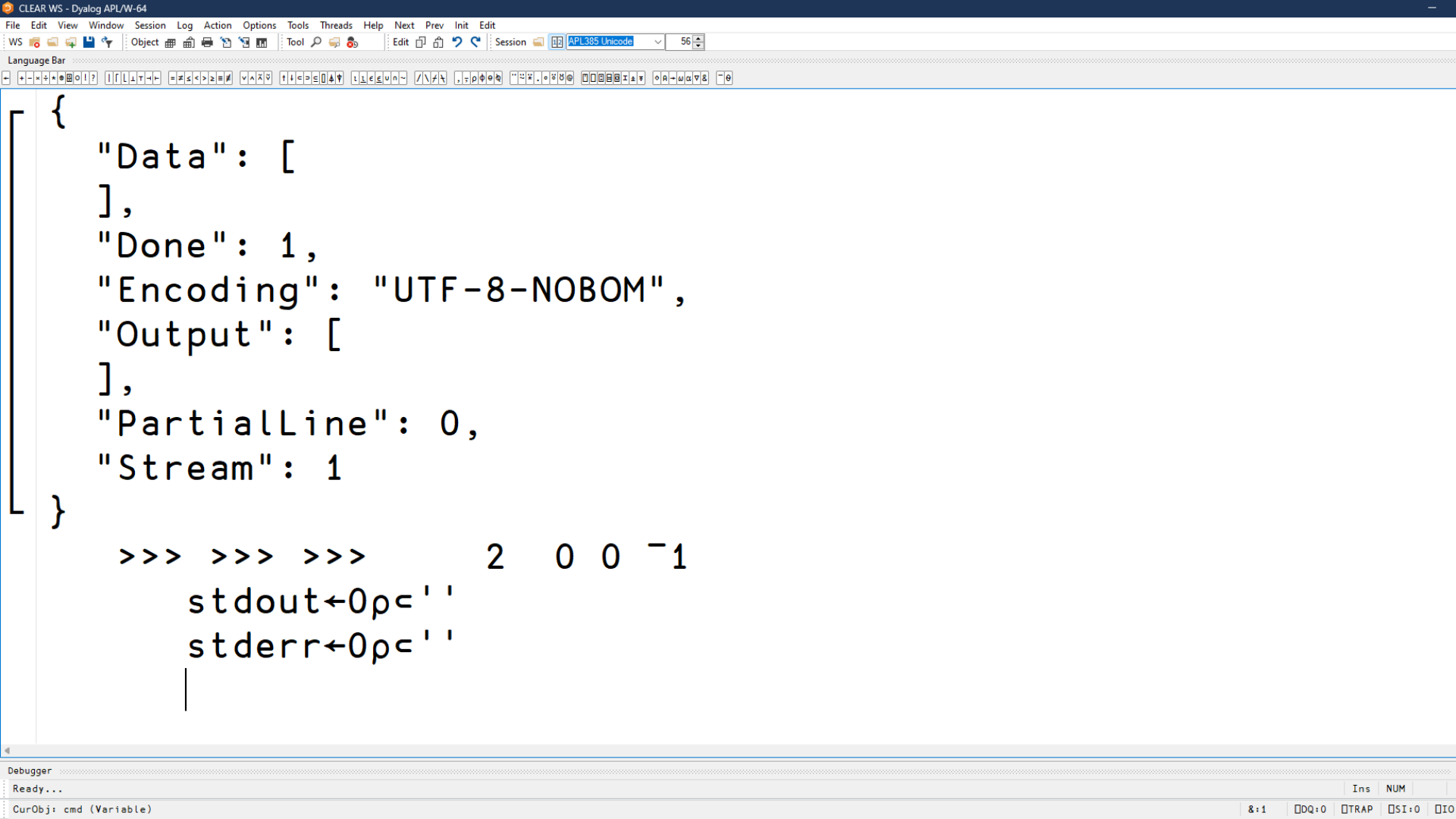
```
>>> >>> >>>      2  0  0  -1  
      stdout←0ρc''  
      |
```



```
stop θ
```

```
{  
  "Data": [  
  ],  
  "Done": 1,  
  "Encoding": "UTF-8-NOBOM",  
  "Output": [  
  ],  
  "PartialLine": 0,  
  "Stream": 1  
}
```

```
>>> >>> >>>      2  0  0  -1  
      stdout←0ρ<' '  
      stderr←0ρ<' '
```



```
{
  "Data": [
  ],
  "Done": 1,
  "Encoding": "UTF-8-NOBOM",
  "Output": [
  ],
  "PartialLine": 0,
  "Stream": 1
}
```

```
>>> >>> >>>      2  0  0  -1
      stdout←0ρc''
      stderr←0ρc''
      |
```

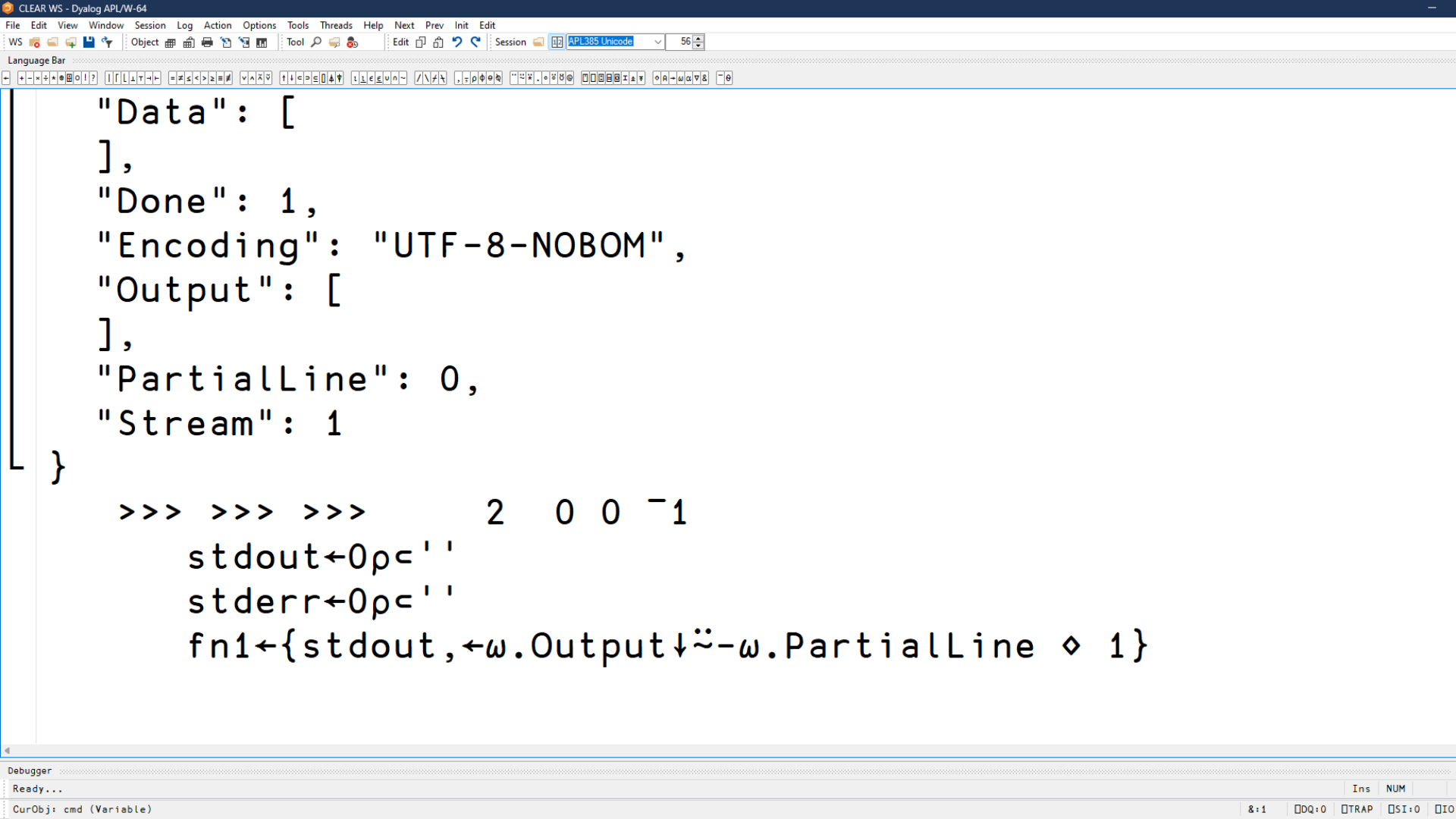
```
{
  "Data": [
  ],
  "Done": 1,
  "Encoding": "UTF-8-NOBOM",
  "Output": [
  ],
  "PartialLine": 0,
  "Stream": 1
}
```

```
>>> >>> >>>      2  0  0  -1
```

```
stdout←0ρc''
```

```
stderr←0ρc''
```

```
fn1←{stdout,←ω.Output↓~ω.PartialLine ◇ 1}
```



```
"Data": [  
],  
"Done": 1,  
"Encoding": "UTF-8-NOBOM",  
"Output": [  
],  
"PartialLine": 0,  
"Stream": 1
```

```
>>> >>> >>>      2  0  0  -1
```

```
stdout←0p<' '
```

```
stderr←0p<' '
```

```
fn1←{stdout,←ω.Output↓~ω.PartialLine ⋄ 1}
```

```

"Data": [
],
"Done": 1,
"Encoding": "UTF-8-NOBOM",
"Output": [
],
"PartialLine": 0,
"Stream": 1
}

```

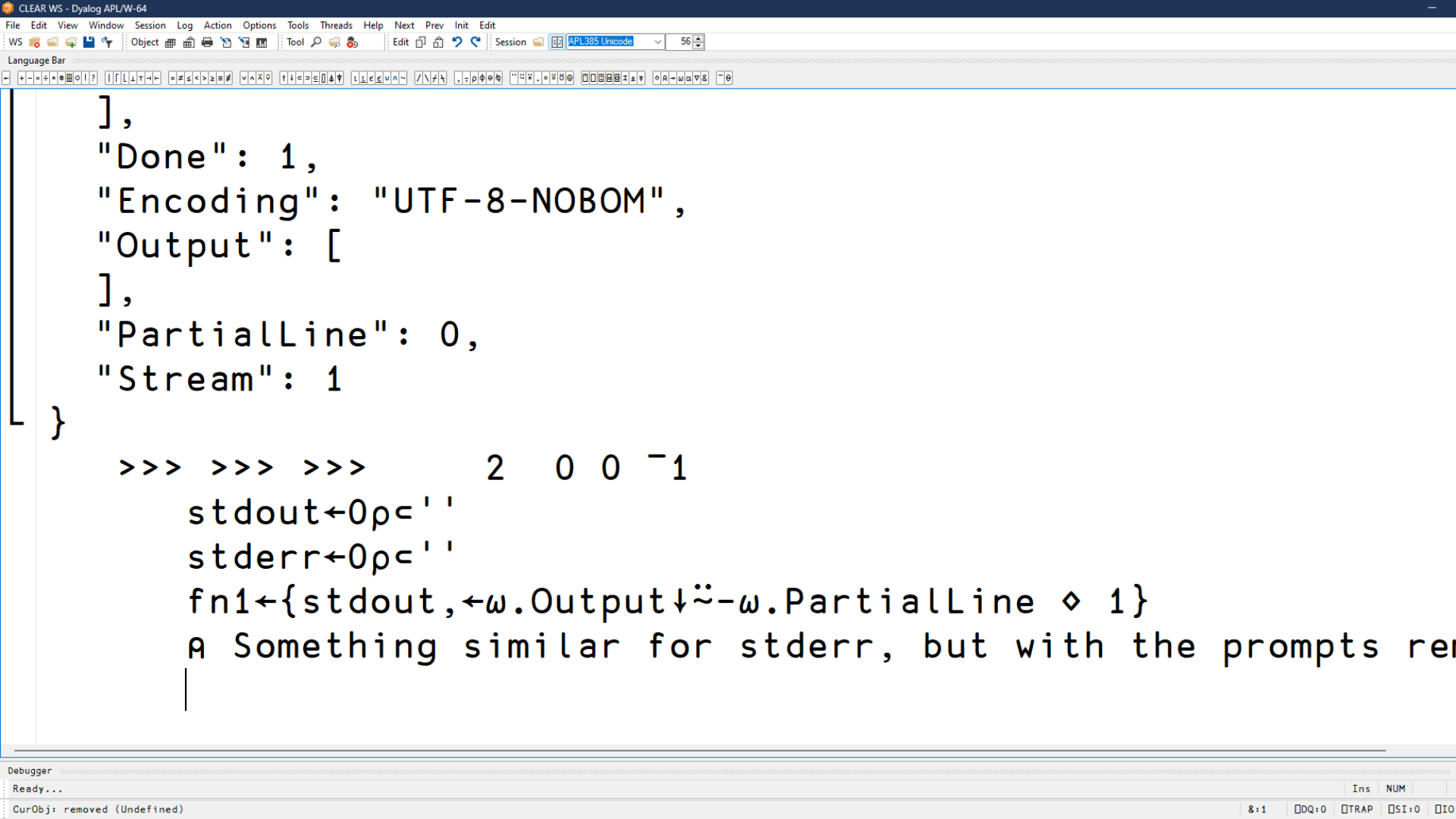
```
>>> >>> >>>      2  0  0  -1
```

```
stdout←0p←''
```

```
stderr←0p←''
```

```
fn1←{stdout,←ω.Output↓~ω.PartialLine ⋄ 1}
```

• A Something similar for stderr, but with the prompts removed



```
],  
"Done": 1,  
"Encoding": "UTF-8-NOBOM",  
"Output": [  
],  
"PartialLine": 0,  
"Stream": 1
```

```
}
```

```
>>> >>> >>>      2  0  0  -1
```

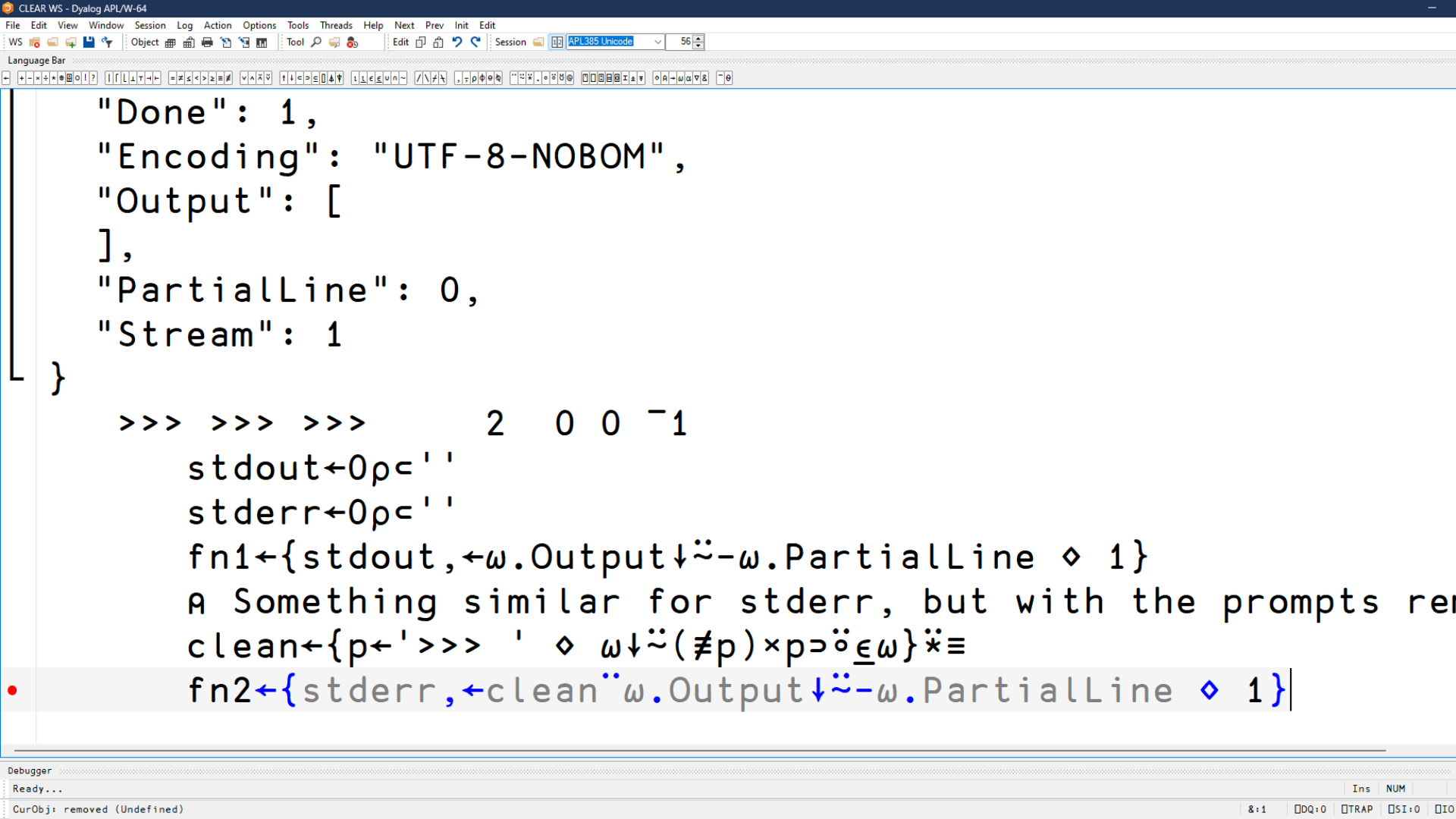
```
stdout←0ρ<' '
```

```
stderr←0ρ<' '
```

```
fn1←{stdout,←ω.Output↓~ω.PartialLine ⋄ 1}
```

```
A Something similar for stderr, but with the prompts re
```





```
"Encoding": "UTF-8-NOBOM",
```

```
"Output": [
```

```
],
```

```
"PartialLine": 0,
```

```
"Stream": 1
```

```
}

```

```
>>> >>> >>>      2  0  0  -1
```

```
stdout←0p←''
```

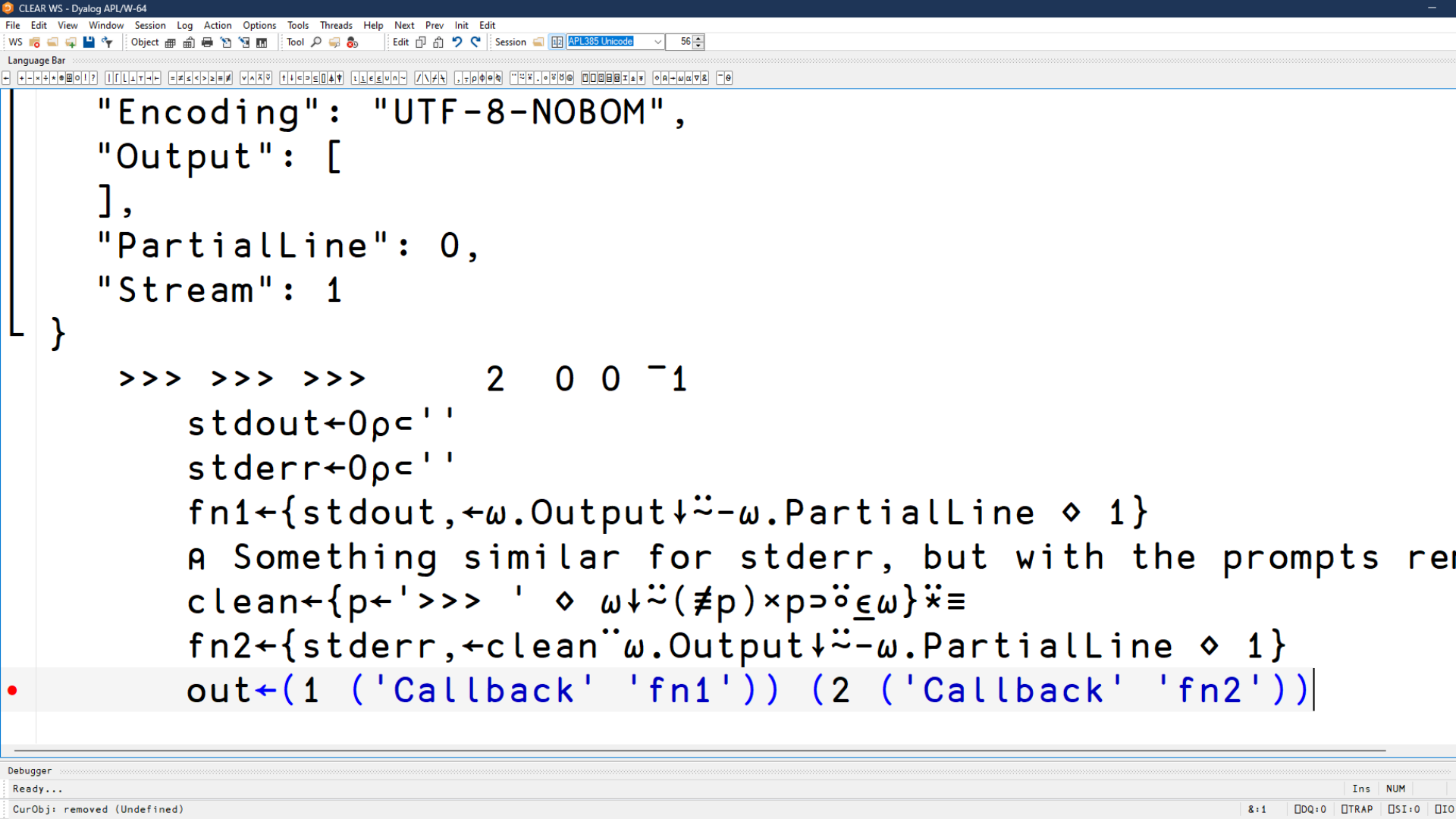
```
stderr←0p←''
```

```
fn1←{stdout,←ω.Output↓~ω.PartialLine ⋄ 1}
```

A Something similar for stderr, but with the prompts re

```
clean←{p←'>>> ' ⋄ ω↓~(≠p)×p>öεω}*≡
```

```
fn2←{stderr,←cleanω.Output↓~ω.PartialLine ⋄ 1}
```



```
"Output": [
```

```
],
```

```
"PartialLine": 0,
```

```
"Stream": 1
```

```
}

```

```
>>> >>> >>>      2  0  0  -1
```

```
stdout←0ρ<' '
```

```
stderr←0ρ<' '
```

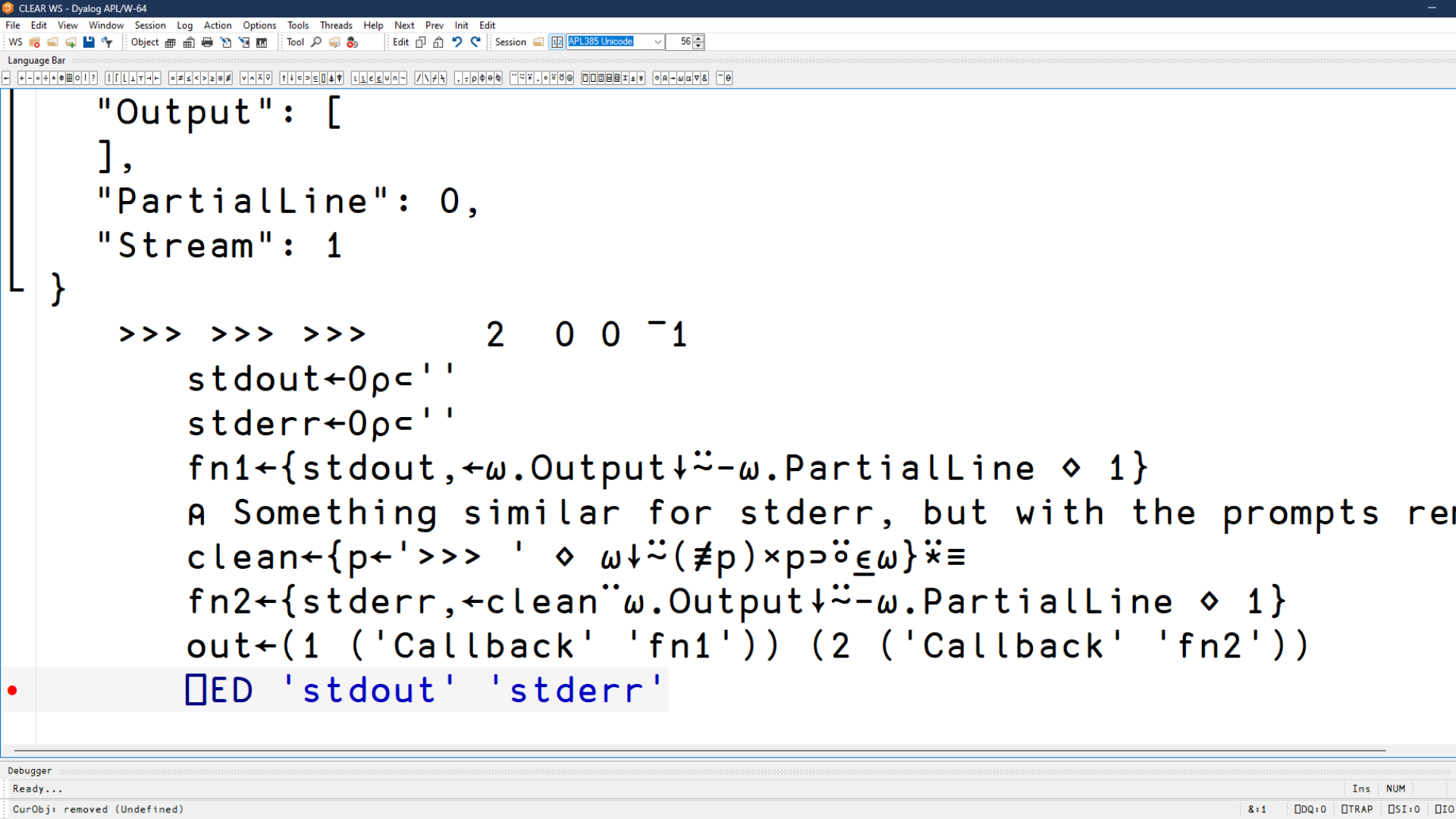
```
fn1←{stdout,←ω.Output↓~ω.PartialLine ⋄ 1}
```

A Something similar for stderr, but with the prompts re

```
clean←{p←'>>> ' ⋄ ω↓~(≠p)×p>öεω}×≡
```

```
fn2←{stderr,←cleanω.Output↓~ω.PartialLine ⋄ 1}
```

```
out←(1 ('Callback' 'fn1')) (2 ('Callback' 'fn2'))
```

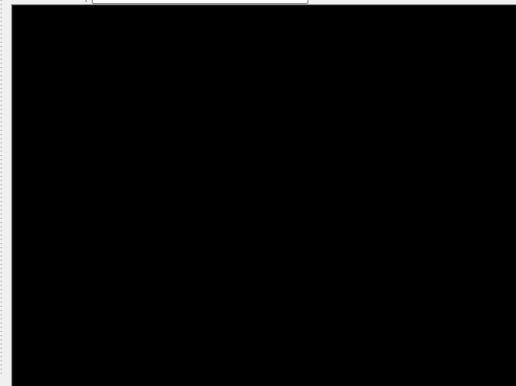
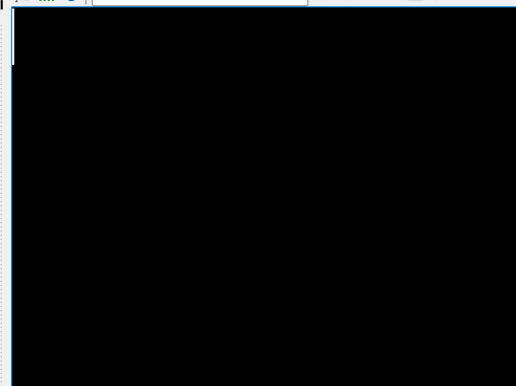


```

],
"PartialLine": 0,
"Stream": 1
}

>>> >>> >>>      2  0  0  ^1
stdout←0ρc''
stderr←0ρc''
fn1←{stdout,←ω.Output↓~ω.PartialLin
A Something similar for stderr, but
clean←{p←'>>>' ⋄ ω↓~(≠p)×p>öεω}*≡
fn2←{stderr,←cleanω.Output↓~ω.Part
out←(1 ('Callback' 'fn1')) (2 ('Call
ED 'stdout' 'stderr'

```

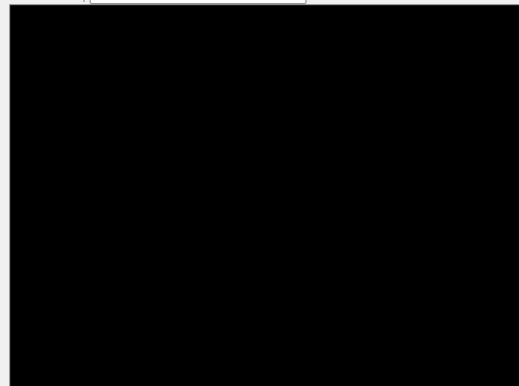
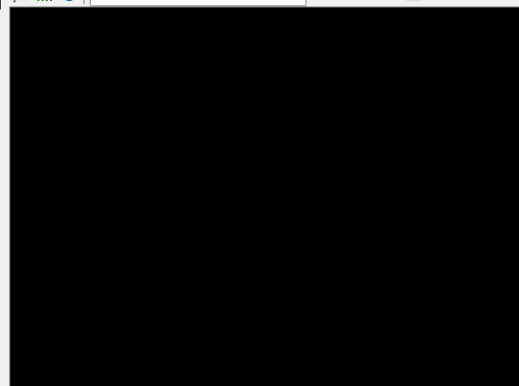


```

],
"PartialLine": 0,
"Stream": 1
}

>>> >>> >>>      2  0  0  ^1
stdout←0ρc''
stderr←0ρc''
fn1←{stdout,←ω.Output↓~ω.PartialLin
A Something similar for stderr, but
clean←{p←'>>>' ⋄ ω↓~(≠p)×p>öεω}*≡
fn2←{stderr,←clean"ω.Output↓~ω.Part
out←(1 ('Callback' 'fn1')) (2 ('Call
ED 'stdout' 'stderr'
SHELL⍕'Input' in⍕'Output' out&cmd

```



```
"PartialLine": 0,
```

```
"Stream": 1
```

```
}
```

```
>>> >>> >>>      2  0  0  -1
```

```
stdout←0p←''
```

```
stderr←0p←''
```

```
fn1←{stdout,←ω.Output↓~-ω.PartialLin
```

```
A Something similar for stderr, but
```

```
clean←{p←'>>> ' ⋄ ω↓~(≠p)×p>öεω}*≡
```

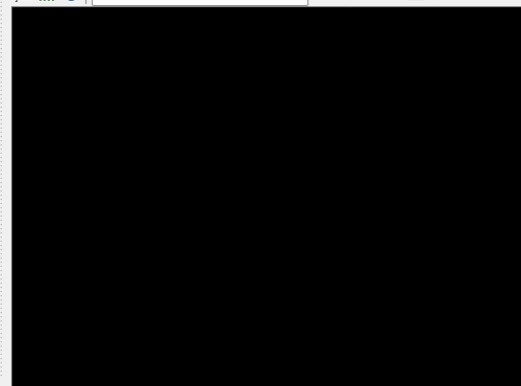
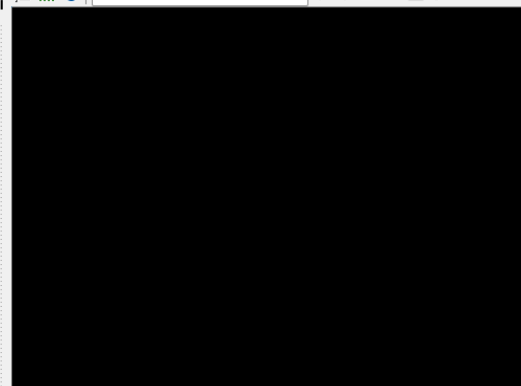
```
fn2←{stderr,←cleanω.Output↓~-ω.Part
```

```
out←(1 ('Callback' 'fn1')) (2 ('Call
```

```
ED 'stdout' 'stderr'
```

```
SHELL⊖'Input' in⊖'Output' out&cmd
```

```
|
```





```
"PartialLine": 0,
```

```
"Stream": 1
```

```
}
```

```
>>> >>> >>>          2  0  0  -1
```

```
stdout←0ρc''
```

```
stderr←0ρc''
```

```
fn1←{stdout,←ω.Output↓~-ω.PartialLin
```

```
A Something similar for stderr, but
```

```
clean←{p←'>>>' ⋄ ω↓~(≠p)×p>öεω}*≡
```

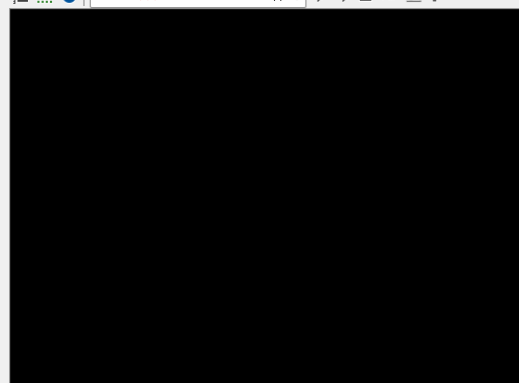
```
fn2←{stderr,←cleanω.Output↓~-ω.Part
```

```
out←(1 ('Callback' 'fn1')) (2 ('Call
```

```
ED 'stdout' 'stderr')
```

```
SHELL⊝'Input' in⊝'Output' out&cmd
```

```
send 'a=5'
```

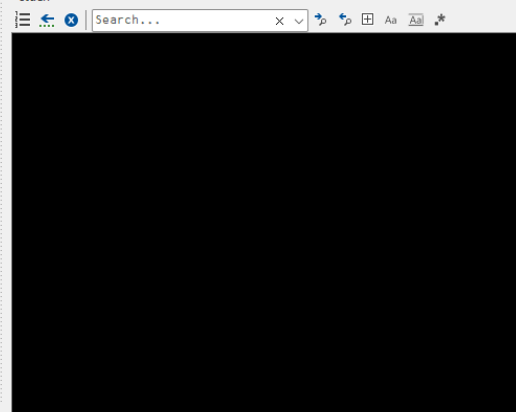
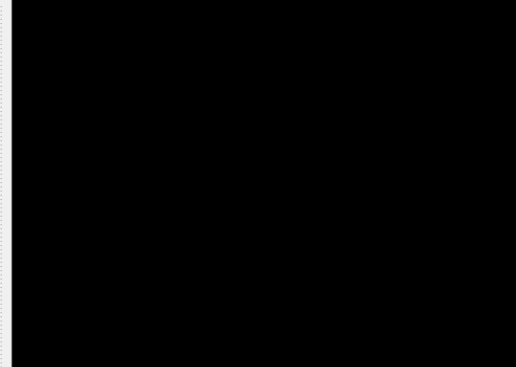


```

"Stream": 1
}

>>> >>> >>>      2  0  0  -1
  stdout←0ρc''
  stderr←0ρc''
  fn1←{stdout,←ω.Output↓~-ω.PartialLin
  A Something similar for stderr, but
  clean←{p←'>>> ' ⋄ ω↓~(≠p)×p>öεω}×≡
  fn2←{stderr,←cleanω.Output↓~-ω.Part
  out←(1 ('Callback' 'fn1')) (2 ('Call
  ED 'stdout' 'stderr'
  SHELL⊖'Input' in⊖'Output' out&cmd
  send 'a=5'

```



```

"Stream": 1
}

>>> >>> >>>      2  0  0  -1
  stdout←0ρc''
  stderr←0ρc''
  fn1←{stdout,←ω.Output↓~-ω.PartialLin
  A Something similar for stderr, but
  clean←{p←'>>> ' ⋄ ω↓~(≠p)×p>öεω}×≡
  fn2←{stderr,←cleanω.Output↓~-ω.Part
  out←(1 ('Callback' 'fn1')) (2 ('Call
  ED 'stdout' 'stderr'
  SHELL⊖'Input' in⊖'Output' out&cmd
  send 'a=5'
  send 'b'|

```

```

Search...

```

```

Search...

```

```
L }

```

```
>>> >>> >>>      2  0  0  -1
stdout←0ρ←''
stderr←0ρ←''
fn1←{stdout,←ω.Output↓~ω.PartialLin
A Something similar for stderr, but
clean←{p←'>>> ' ⋄ ω↓~(≠p)×p>öεω}*≡
fn2←{stderr,←clean"ω.Output↓~ω.Part
out←(1 ('Callback' 'fn1')) (2 ('Call
ED 'stdout' 'stderr')
SHELL⊖'Input' in⊖'Output' out&cmd
send 'a=5'
send 'b'
```



```
Traceback (most r
File "<stdin>",
NameError: name
```

```
L }

```

```
>>> >>> >>>      2  0  0  -1
stdout←0ρ←''
stderr←0ρ←''
fn1←{stdout,←ω.Output↓~ω.PartialLin
A Something similar for stderr, but
clean←{p←'>>> ' ⋄ ω↓~(≠p)×p>öεω}*≡
fn2←{stderr,←clean"ω.Output↓~ω.Part
out←(1 ('Callback' 'fn1')) (2 ('Call
ED 'stdout' 'stderr'
SHELL⊖'Input' in⊖'Output' out&cmd
send 'a=5'
send 'b'
send 'b=12'
```

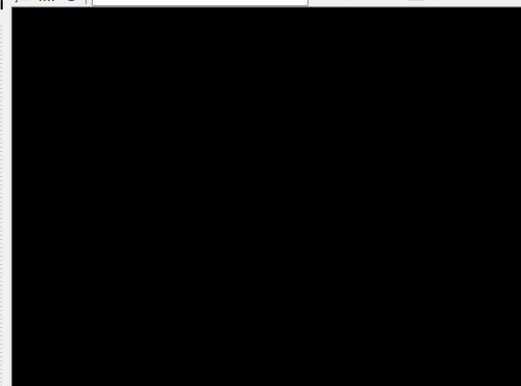


```
Traceback (most r
File "<stdin>",
NameError: name
```

```

>>> >>> >>>      2  0  0  -1
stdout←0ρ<' '
stderr←0ρ<' '
fn1←{stdout,←ω.Output↓~-ω.PartialLin
A Something similar for stderr, but
clean←{p←'>>> ' ⋄ ω↓~(≠p)×p>öεω}*≡
fn2←{stderr,←clean`ω.Output↓~-ω.Part
out←(1 ('Callback' 'fn1')) (2 ('Call
ED 'stdout' 'stderr'
SHELL⊖'Input' in⊖'Output' out&cmd
send 'a=5'
send 'b'
send 'b=12'
|

```



```

Traceback (most r
File "<stdin>",
NameError: name

```

```

>>> >>> >>>      2 0 0 -1
stdout←0ρc''
stderr←0ρc''
fn1←{stdout,←ω.Output↓~-ω.PartialLin
A Something similar for stderr, but
clean←{p←'>>>' ⋄ ω↓~(≠p)×p>öεω}*≡
fn2←{stderr,←clean`ω.Output↓~-ω.Part
out←(1 ('Callback' 'fn1')) (2 ('Call
□ED 'stdout' 'stderr'
□SHELL⊖'Input' in⊖'Output' out&cmd
send 'a=5'
send 'b'
send 'b=12'
send 'a+b'

```



```

Traceback (most r
File "<stdin>",
NameError: name

```

```

stdout←0ρ←' '
stderr←0ρ←' '
fn1←{stdout,←ω.Output↓~-ω.PartialLin
A Something similar for stderr, but
clean←{p←'>>> ' ⋄ ω↓~(≠p)×p>öεω}×≡
fn2←{stderr,←cleanω.Output↓~-ω.Part
out←(1 ('Callback' 'fn1')) (2 ('Call
ED 'stdout' 'stderr'
SHELL⊖'Input' in⊖'Output' out&cmd
send 'a=5'
send 'b'
send 'b=12'
send 'a+b'
send 'a-b'

```

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```

Traceback (most r
File "<stdin>",
NameError: name

```



```

stderr←0p←' '
fn1←{stdout,←ω.Output↓~-ω.PartialLin
A Something similar for stderr, but
clean←{p←'>>> ' ⋄ ω↓~(≠p)×p>öεω}*≡
fn2←{stderr,←clean"ω.Output↓~-ω.Part
out←(1 ('Callback' 'fn1')) (2 ('Call
ED 'stdout' 'stderr'
SHELL⊖'Input' in⊖'Output' out&cmd
send 'a=5'
send 'b'
send 'b=12'
send 'a+b'
send 'a-b'
|

```

```

17
-7

```

```

Traceback (most r
File "<stdin>",
NameError: name

```

```

stderr←0p←' '
fn1←{stdout,←ω.Output↓~-ω.PartialLin
A Something similar for stderr, but
clean←{p←'>>> ' ⋄ ω↓~(≠p)×p>öεω}*≡
fn2←{stderr,←cleanω.Output↓~-ω.Part
out←(1 ('Callback' 'fn1')) (2 ('Call
ED 'stdout' 'stderr'
SHELL⊖'Input' in⊖'Output' out&cmd
send 'a=5'
send 'b'
send 'b=12'
send 'a+b'
send 'a-b'
stop ⍉

```

```

17
-7

```

```

Traceback (most r
File "<stdin>",
NameError: name

```

```

A Something similar for stderr, but
clean←{p←'>>> ' ⋄ ω↓~(≠p)×p>öεω}×≡
fn2←{stderr,←clean`ω.Output↓~-ω.Part
out←(1 ('Callback' 'fn1')) (2 ('Call
□ED 'stdout' 'stderr'
□SHELL□'Input' in□'Output' out&cmd
send 'a=5'
send 'b'
send 'b=12'
send 'a+b'
send 'a-b'
stop ⍊
0 0 -1
|

```

```

17
-7

```

```

Traceback (most r
File "<stdin>",
NameError: name

```

# Demo

- This is of course only an example
- Wrap it up in a class
  - `p ← NEW python`
  - ...

# Summary

- ◆ New system function in version 20
- ◆ We think the design is complete
  - ◆ Come see me if you disagree