

**Title:** Challenges and Ideas for Making Live Programming More Practical

**Speaker:** Hidehiko Masuhara (Tokyo Tech)

**Abstract:** Live programming environments are the programming editors that immediately shows results of an execution of a program being edited. The immediate feedback can change the way of programming---we can exercise a more trial-and-error style of programming, and we can be more confident of the code fragments that we are writing. So far, most of live programming environments are developed for education or for artistic performance. In order to apply live programming for practical software development, we still need overcome several issues, such as visualization, user interface, and run-time performance. This talk presents our live programming environment, called Kanon, that automatically visualizes data structures created inside of a program. We discuss interesting problems and solutions for making visualization natural to the programmers, and remaining challenges.

**Biography:** Hidehiko Masuhara is a Professor of Mathematical and Computing Science, Tokyo Institute of Technology since 2013. His research interests are design and implementation of programming languages and software development environment. Before joining Tokyo Tech, he worked for Graduate School of Arts and Sciences, the University of Tokyo. (Home page: <http://prg.is.titech.ac.jp/>)