















Classical programming ...1

Behaviour is derived from a pre-specified conception of function and purpose ...

... based on interactions whose outcomes are reliable and for which the mode of interpretation is determined in advance

...motivates declarative approaches

Classical programming ...2

... motivates declarative approaches:

output=F(input)

... problematic to deal with a dynamic input, as in playing a game

... hence add "lazy evaluation" to model as
stream_of_output=F (stream_of_input)















