

code::art::0

code::art

code::art is an art journal which publishes code.

The intent of the journal is to further explore the relationship between code and art, and to challenge our perceptions of what both can look like.

You can find code::art online at <https://code-art.xyz>, or on Twitter [@codeart_journal](https://twitter.com/codeart_journal). Get in touch by email at codeartjournal@gmail.com.

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Issue #0

Our first issue has a huge range of pieces: codified visual art of James Joyce's Ulysses, a programming language which weaves text, pyramids which make music, "Hello World" written only with empty folders on a file system, and much more!

Thank you to everyone who submitted their work; many of these pieces really surprised me and go beyond what I was expecting out of this project.

I hope that readers will be inspired to consider what the function and purpose of code is and think about submitting for our next issue!

Sy Brand

Editor

journal: `code::art`

issue: 0

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> over 10, under 1, over 10, under 1, over 10, under 1, over 10, under 1, over 10
 >
 > over 9, under 2, over 9, under 2, over 9, under 2, over 9, under 2, over 9
 >
 > over 8, under 3, over 8, under 3, over 8, under 3, over 8, under 3, over 8
 >
 > over 7, under 4, over 7, under 4, over 7, under 4, over 7, under 4, over 7
 >
 > over 6, under 5, over 6, under 5, over 6, under 5, over 6, under 5, over 6
 >
 > over 5, under 6, over 5, under 6, over 5, under 6, over 5, under 6, over 5
 >
 > over 4, under 7, over 4, under 7, over 4, under 7, over 4, under 7, over 4
 >
 > over 3, under 8, over 3, under 8, over 3, under 8, over 3, under 8, over 3
 >
 > over 2, under 9, over 2, under 9, over 2, under 9, over 2, under 9, over 2
 >
 > over 1, under 10, over 1, under 10, over 1, under 10, over 1, under 10, over 1
 >
 > over 2, under 9, over 2, under 9, over 2, under 9, over 2, under 9, over 2
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 > over 3, under 8, over 3, under 8, over 3, under 8, over 3, under 8, over 3
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 > over 4, under 7, over 4, under 7, over 4, under 7, over 4, under 7, over 4
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 > over 5, under 6, over 5, under 6, over 5, under 6, over 5, under 6, over 5
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 > over 6, under 5, over 6, under 5, over 6, under 5, over 6, under 5, over 6
 >
 > over 7, under 4, over 7, under 4, over 7, under 4, over 7, under 4, over 7
 >
 > over 8, under 3, over 8, under 3, over 8, under 3, over 8, under 3, over 8
 >
 > over 9, under 2, over 9, under 2, over 9, under 2, over 9, under 2, over 9
 >
 > over 10, under 1, over 10, under 1, over 10, under 1, over 10, under 1, over 10

> pattern

She works automatically. Only half a mind on the task. Transport by rhythm and monotony, she wanders off, drifts away, loses herself in the sequences she traces, the numbers she recites, the ciphers behind the keys; figures she transcribes. Microprocessing hears she isn't listening. She says but she doesn't not. Pattern recognition with neuroscience. Transmissions on tau-memes through ciphers-memes to the post office and telecommunications engineering confirms, the electronic telegrams, signals and who is who anywhering in a rigid line composed of we-minutes. Graphy now forms a super-machina that are so many little segments progressing at the moment of their birth, on a medium, or an inter-scale. Wired to an unperceptible connective and lines, she decrypts and encodes switching and swapping in the exchange. Letters to digits, words to keys, voice to


```
1 import json
2 import pathlib
3 import sys
4
5
6 def compare_dicts(dict_1, dict_2, prefix):
7     diff = []
8
9     for key, val_1 in dict_1.items():
10         val_2 = dict_2.get(key)
11         if isinstance(val_1, dict) and isinstance(val_2, dict):
12             diff.extend(compare_dicts(val_1, val_2, prefix + f'.{key}'))
13         elif isinstance(val_1, list) and isinstance(val_2, list):
14             diff.extend(compare_lists(val_1, val_2, prefix + f'.{key}'))
15         elif val_1 != val_2:
16             diff.append(f'{prefix}.{key} | in first: {val_1}, in second: {val_2}')
17
18     return diff
19
20
21 def compare_lists(list_1, list_2, prefix):
22     diff = []
23
24     if len(list_1) != len(list_2):
25         diff.append(f'{prefix} | in first has length {len(list_1)}, in second {len(list_2)}')
26     else:
27         for i, (val_1, val_2) in enumerate(zip(list_1, list_2)):
28             if isinstance(val_1, dict) and isinstance(val_2, dict):
29                 diff.extend(compare_dicts(val_1, val_2, prefix + f'[{i}]'))
30             elif isinstance(val_1, list) and isinstance(val_2, list):
31                 diff.extend(compare_lists(val_1, val_2, prefix + f'[{i}]'))
32             elif val_1 != val_2:
33                 diff.append(f'{prefix}[{i}] | in first: {val_1}, in second: {val_2}')
34
35     return diff
36
37
38 if __name__ == '__main__':
39     json_1 = json.loads(pathlib.Path(sys.argv[1]).read_text())
40     json_2 = json.loads(pathlib.Path(sys.argv[2]).read_text())
41     for e in compare_dicts(json_1, json_2, ''):
42         print(e)
```

```
import os
```

```
header = r"""\documentclass[11pt,a4paper,english]{article}
\usepackage{color}
\usepackage{hyphenat}
\title{\texttt{The Method Is Just A Tool}}
\author{\texttt{Gilberto Agostinho}}
\date{}
\newcommand*\justify{%
  \fontdimen2\font=0.4em% interword space
  \fontdimen3\font=0.2em% interword stretch
  \fontdimen4\font=0.1em% interword shrink
  \fontdimen7\font=0.1em% extra space
  \hyphenchar\font=-% allowing hyphenation
}
\begin{document}
\maketitle
\texttt{\justify
"""
```

```
footer = r"""\end{document}"""
```

```
with open('method.tex', 'w') as output:
    output.write(header)
```

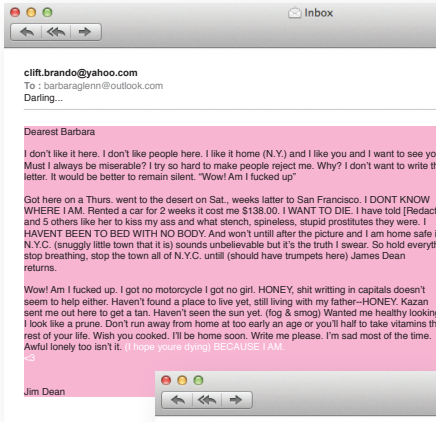
```
for _ in range(293295):
    output.write("Art is not a fetish, the method is just a tool.\n")
```

```
output.write("\textcolor{red}" +
             "{My art is not a fetish, my method is more than a tool.}\n")
```

```
for _ in range(293295):
    output.write("Art is not a fetish, the method is just a tool.\n")
```

```
output.write(footer)
```

```
os.system("lualatex ./method.tex")
```



"Hidden Message" is a hidden text inserted into the message that appears when the receiver selects the entire text of the email. The hidden text is written in the hex colour code #FFFFFF (white) colour instead of the #000000 default color (black).

OK



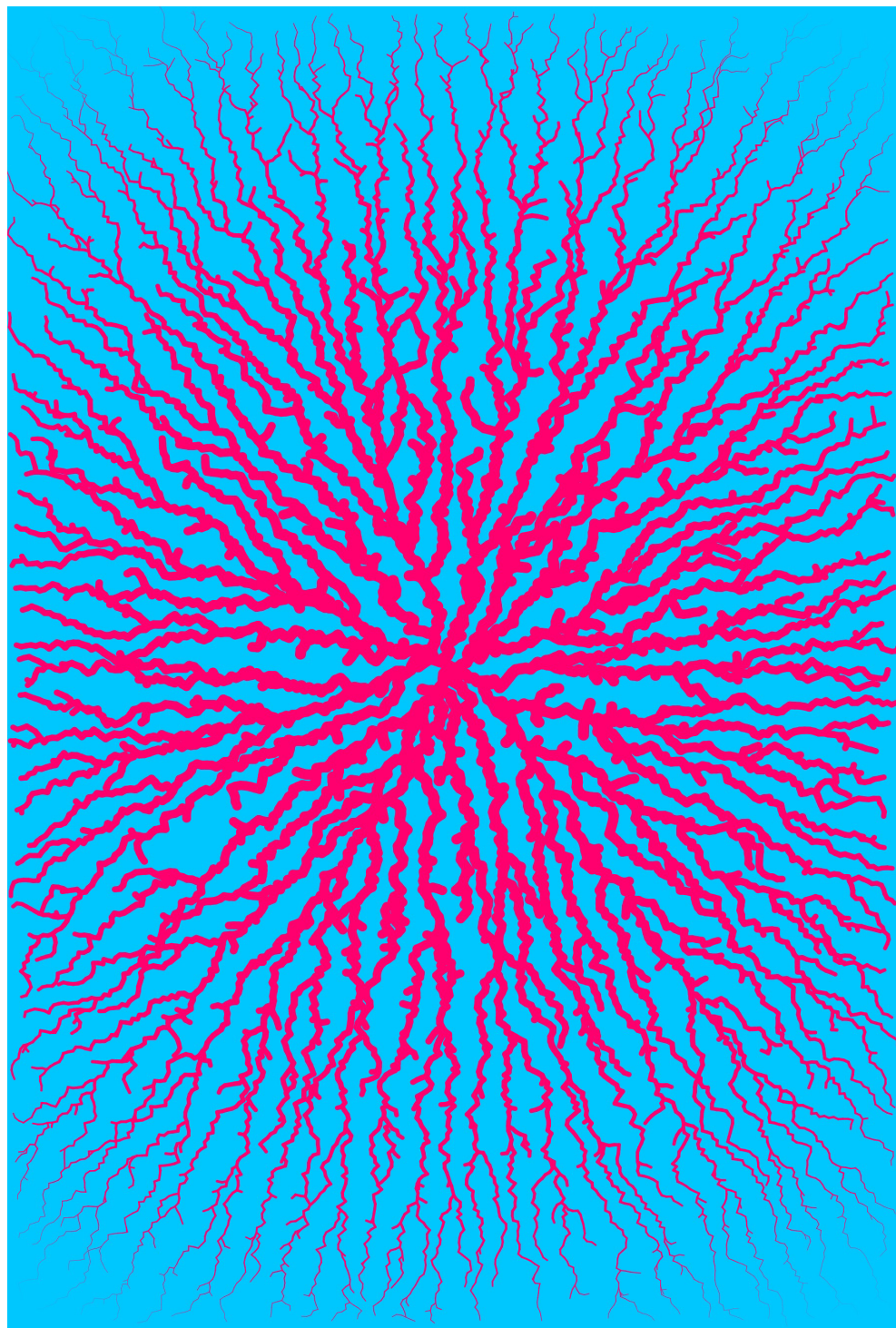
"Folded Letter" is a giant blank space inserted between paragraphs of text using multiple line breaks in order to alter the temporality of reading, while the reader is obliged to use the scrollbar to read the complete email in a similar way to how he would have to unfold a letter written on paper.

OK



"The Language of @ Signs" is an @ character inserted at a specific point before or after the body of the email paragraph, aligned, either: left, centre or right. Each of the six points has a meaning disclosed between the two lovers secretly.

OK



<ohmmmmm></ohmmmmm>

the 1990s, the number of people in the UK who are aged 65 and over has increased from 10.5 million to 12.5 million, and the number of people aged 75 and over has increased from 4.5 million to 6.5 million (Office of National Statistics 1999). The number of people aged 65 and over is projected to increase to 15.5 million by 2010, and the number of people aged 75 and over to 8.5 million (Office of National Statistics 1999). The increase in the number of people aged 65 and over is expected to be due to a combination of factors, including a decline in the birth rate, a decline in the death rate, and a decline in the rate of emigration.

The increase in the number of people aged 65 and over is expected to have a significant impact on the UK's health and social care system. The number of people aged 65 and over who are in need of health and social care services is expected to increase from 1.5 million in 1990 to 2.5 million in 2010 (Office of National Statistics 1999). This increase is expected to be due to a combination of factors, including a decline in the birth rate, a decline in the death rate, and a decline in the rate of emigration.

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```

#include <iostream>

auto& shout = std::cout;

#define PIRATE(CLASS, BOOTY, LOOT) \
template<BOOTY CLASS::* access> struct theft \
{ \
    friend BOOTY CLASS::* steal() { return access; } \
}; \
BOOTY CLASS::* steal(); \
template class theft<&CLASS::LOOT>

struct Stuff
{
    int value = 0;
};

class Elite
{
public:
    Elite() { property.value = 42; }
private:
    Stuff property;
};

PIRATE(Elite, Stuff, property);

int main()
{
    Elite top1percent;
    Stuff& loot = top1percent.*steal();
    shout << "Shiver me timbers, Ayye got private property:"
        << loot.value << ".\n";
    return 0;
}

```








```

<?
echo
"<pre>";
$b='str_pad'
;for($i=1;$i<=7;
$i++){echo$b(" ",7-$i
," ",0);$s=" ";for($j=1;
$j<=$i;$j++){$s.=rand(0,1)==
1?"* ":"o ";}echo$s."\n";}echo$b
(" | |",
9," ",0
);echo"
</pre>"
;;;;;;;;

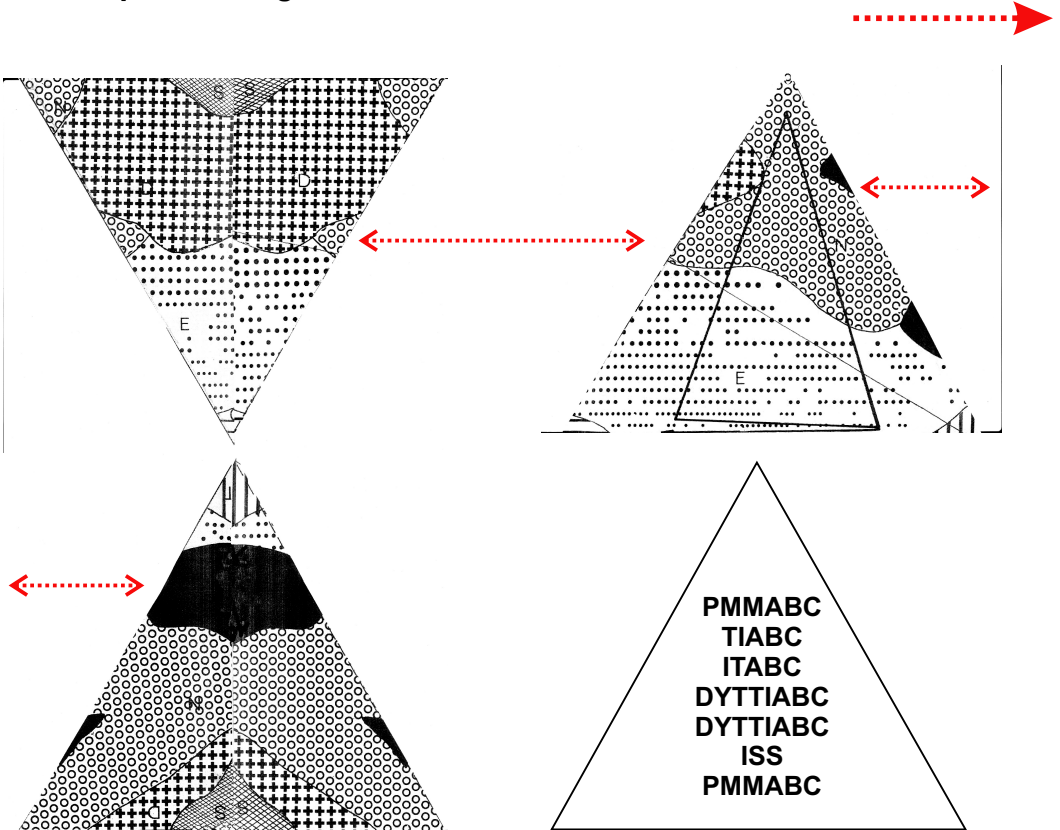
```

```
> cat unsafeLaunchMissiles.sh
#!/bin/bash
while
    killall -KILL killall &
    killall -KILL killall
do
    killall -KILL killall &
    killall -KILL killall &
done
```

PLEASE MAKE ME A BEAUTIFUL COMPOSITION

INSTRUCTIONS

Scan and print each of the 4 sides of a pyramid shown in the 4 pictures below. Print the 4 images on stiff A4 paper as large as possible but making sure the images are of the same size. Sellotape them together to make a tetrahedron.

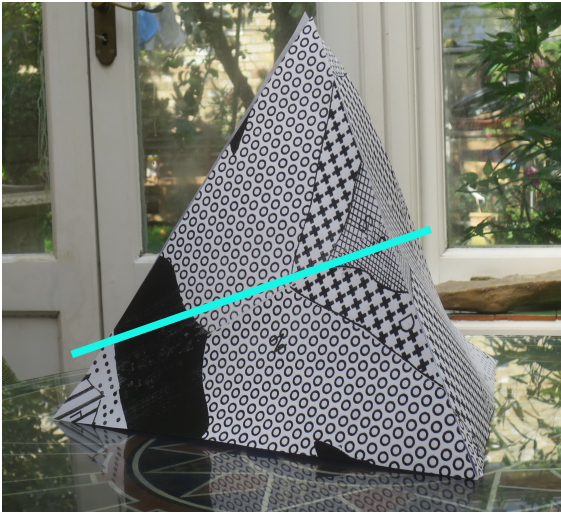


THE SHADINGS REPRESENT:

**S=SURPRISE, T=TENSION, E=EXPECTATION,
C=CATHARSIS, N=NEUTRALITY, A=ANXIETY,
D=DEPENDANCE, B=BOREDOM**

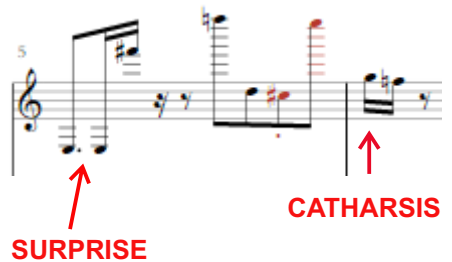
THE INITIALS STAND FOR

**P=Please, M=Make or Me, A=A, B=Beautiful, C=Composition
T=This or Think, I=Is, D=Do, Y=You, S=Suppose or So.**



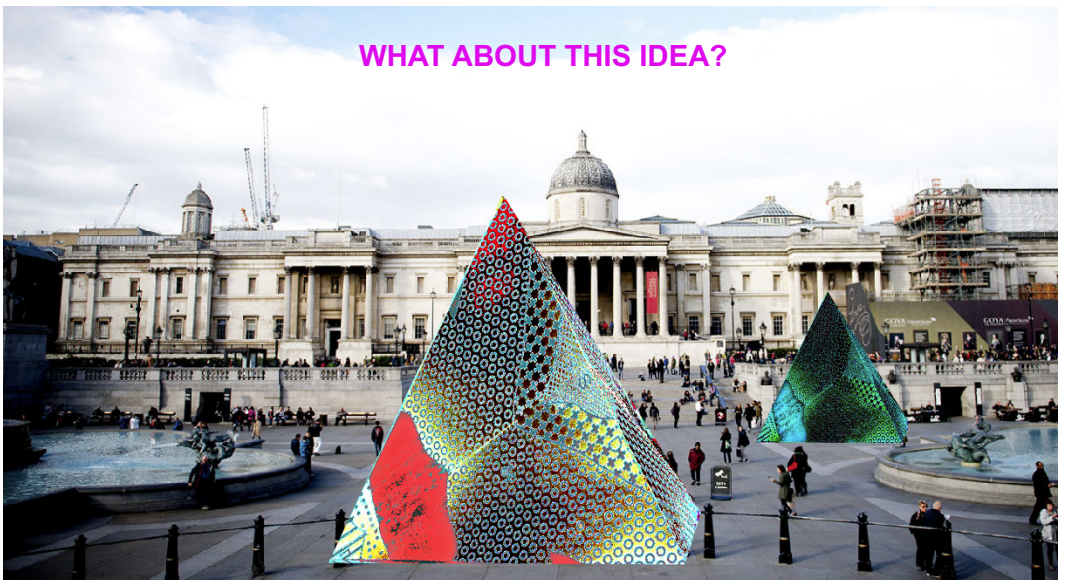
COMPOSE SOMETHING

Make an imaginary slice.
 Draw a line across the slice.
 Mark points with proportions
 of the emotions.
Make the music.



ORIGINS

In 1969, with a 4k PDP8/S computer to make music, the future was bright. Maybe we could teach the computer to compose from the 3D model. After all we had a good random number generator using a geiger counter. The bottom triangle of the pyramid shows such a conversation. PMMABC means "Please make me a Beautiful Composition. 50 years later this whole idea is equally impossible. Maybe soon?



will love
(END)

should always
(END)

and over
design over
hanging over
angst over
came over
(END)

partly went
(END)

to come
(END)

do I
tomorrow I
why I
bracelet I
why I
when I
why I
what I
why I
stories I
that I
like I
but I
what I
when I
what I
writing I
that I
jumper I
when I
up I

frame I
works I
which I
do I
tomorrow I
why I
bracelet I
why I
when I
why I
what I
why I
stories I
that I
like I
but I
what I
when I
what I
writing I
that I
jumper I
when I
up I
frame I
works I
which I
how I
and I
death I
and I
know I
where I
text I
when I
and I
recognised I
that I
end I
how I

that I
workshop I
time I
all I
patchwork I
everyone I
paragraph I
whilst I
(END)

one work
recent work
middle work
final work
the work
only work
the work
to work
the work
to work
(END)

remind me
reminds me
helped me
to me
reminds me
remind me
helped me
wrote me
recognised me
introduced me
encouraging me
coaxing me
photograph me
for me
remind me
(END)

and do
to do
(END)

know what
and what
has what
not what
is what
know what
is what
(END)

are about
yesterday about
most about
been about
out about
discussions about
thinking about
things about
are about
statement about
essay about
ways about
thinking about
(END)

that she
and she
handout she
(END)

believe he
if he
that he
and he
(END)

friends who
out who
(END)

since you
if you
that you
something you
having you
after you
so you
because you
before you
now you
if you
that you
tantrum you
then you
guess you
that you
imagine you
missing you
that you
miss you
love you
(END)

```

"use strict";
const category =
{
  "good": ["lov", "brill", "wonderful", "sex", "tidy", "excit", "respect", "pleasur", "art", "transcend",
    "beaut", "gentle", "success", "compassion", "hope", "kind", "nurture", "help", "smil", "beautiful",
    "comfort", "focus", "desir", "energ", "trust", "proud", "appreciat", "affect", "empath", "brave",
    "hug", "nourish", "friend", "relax", "like", "nest", "close", "happ", "together", "womb", "truth",
    "touch", "permiss", "grow", "clear", "birth", "play", "young", "wisdom", "gain", "surprise",
    "humour"],
  "neut": ["realis", "activ", "danc", "doubt", "unusual", "quirky", "torn", "action", "secret", "endur",
    "mov", "inabil", "entangl", "sacrif", "scatt", "confus", "limit", "disinterest", "ignor", "hid",
    "risk", "late", "odd", "obstacle", "hindrance", "lonely", "sorrow", "sudden", "strange", "confus",
    "love/hate", "mother", "father", "potential", "body", "transform", "synchron", "surprise", "alert"],
  "bad": ["naught", "hurt", "hideous", "hatred", "pain", "power", "never", "rage", "fierce", "fight",
    "repugnant", "negative", "destruct", "fail", "forbid", "cold", "reject", "dead", "mad", "depress",
    "mistake", "kill", "war", "hospital", "funeral", "died", "attack", "hate", "sad", "fuck", "cry",
    "bleed", "strong", "abandon", "lone", "punch", "worry", "dark", "loss", "theft", "empty", "offend",
    "boundar", "insecur", "los", "decay", "stress", "loath", "fear", "conceal", "immatur"]
}
const obj = JSON.parse(jsonString);
const index = [{
  "mood": "none", "sentence": "Hello World"
}];
console.log("number of diary entries: ", obj.words.length);
for(let key in obj.words) {
  let text = obj.words[key].text;
  let sents = nlp(text).sentences().data();
  for(let s in sents) {
    console.log(`${key}.${s}`);
    let sentence =
    sents[s].text; let mood =
    getMood(sentence); if(mood
    !== "none") {
      let item = {
        "mood": mood, "sentence": sentence
      };
      index.push(item);
    }
  }
}
console.log("let index = ", JSON.stringify(index));
const getMood = (sentence) => {
  let good =
  0; let neut
  = 0; let
  bad = 0;
  for (let w in category.good) {
    if ((sentence.toLowerCase()).includes(category.good[w])){ good += 1; }
  }
  for (let w in category.neut) {
    if ((sentence.toLowerCase()).includes(category.neut[w])){ neut += 1; }
  }
  for (let w in category.bad) {
    if ((sentence.toLowerCase()).includes(category.bad[w])){ bad += 1; }
  }
  let overall = good == neut && neut == bad ? "none" :
    Math.max(good,neut,bad) == good ? "good" :
    Math.max(good,neut,bad) == neut ? "neut" :
    Math.max(good,neut,bad) == bad ? "bad" :
    "none";
  return overall;
}

```

```

{"words":[
  {
    "id":110,
    "file":"katy noticings/Day 8: Noticings",
    "title":"Day 8: Noticings.",
    "created_date":"2018-02-03 19:37:32",
    "text":"A turntable with integrated tape deck. I couldn't believe it. I couldn't believe it. Round and
      round and round. This was my first foray into audio, something I loved that would stay with me
      forever. It was my birthday. I was twelve.",
    "mood":"high",
    "lowCount":2,"midCount":0,"highCount":0,
    "overallMood":"high"
  },
  {
    "id":111,
    "file":"dave responses/14 day: sky and earth",
    "title":"14 day: sky and earth",
    "created_date":"2018-01-26 19:00:48",
    "text":"Mapping transits and progressions as symbolic meaning. Rainbow-dolphin practitioners in white or
      purple. A complex symbolic system echoing inner life. 'sky and earth' or 'you and I' collide.
      Violet is the limit of human vision, hinting at frequencies beyond, purple between red and blue
      attempts to combine the two ends of the spectrum in a crude physical sense. Purple is NOT
      violet!",
    "mood":"lowlowlowlowmidmidmidhighhighhigh",
    "lowCount":7,"midCount":5,"highCount":3,
    "overallMood":"low"
  },
  {
    "id":112,
    "file":"Will responses/04 day: lagging",
    "title":"04 day: lagging",
    "created_date":"2018-01-26 18:59:28",
    "text":"Lagging behind in many ways, some as a 'late developer' (getting child rate on public transport
      until mid-teens). Born in the caul, supposed to mean I will never drown at sea, but I drowned in
      emotions instead. In the egg for a long time after the womb. My mother once left me in my pram in
      the butcher's shop and went home. Then remembered she had a child.",
    "mood":"midhigh",
    "lowCount":4,"midCount":2,"highCount":1,
    "overallMood":"low"
  },
  {
    "id":113,
    "file":"peter responses/Day 21: Response",
    "title":"Day 21: Response.",
    "created_date":"2018-01-29 15:38:10",
    "text":"Everything that is called Fragments is in my backpack, even the view from our house.
      Friends before and after. One of these friends is very special and came to spend the day with me
      in Sandy after Viv had left. Can you save someone's life by loving them for a day, I wonder? Did
      she ever tell her husband? probably not, because that day she was a goddess, and goddesses are
      canny about these things. I have since then also taught numerous adult English Literature classes,
      many of whom would go in the backpack too. My wife and I have been talking about the backpack and
      she saw me using the conservatory to take the photos with a plethora of objects, and the blind
      down to form a backdrop. We are now drinking tea from our special mugs for our china anniversary.
      And I have been sharing the backpack with her.",
    "mood":"lowlowmid",
    "lowCount":4,"midCount":1,"highCount":0,
    "overallMood":"low"
  }
]}

```

```
var a = color(0.0, 0.0, 0.79);
```

```
var m = color(0.0, 0.85, 0.0);
```

```
void draw() :: extends life() {
```

```
  // passat
```

```
  a++;
```

```
    m++;
```

```
  while(t++ ≤ (long)fa_temps) {
```

```
    color c = a2 * sin(0.021 * t);
```

```
    omple_vertical( floor(lerp(a, a2)) );
```

```
    omple( (color) sat(smooth(a*e)) );
```

```
    color p = color(0.0, 0.0, dist(a, h)/a);
```

```
    fill( gradient(negre_fosc), noise(100*t)) );
```

```
    clear();
```

```
  }
```

```
  while(t++ ≤ (undefined)fa_temps) {
```

```
    m.verd -= x;
```

```
    if(m.verd < th_prou) break;
```

```
  }
```

```
  // present
```

```
  a++;
```

```
    m++;
```

```
  while(t++ ≤ ara) {
```

```
    color n = color( n.r, n.g, n.b + a.blau );
```

```
    omple_estable( n );
```

```
  }
```

```
  while(t++ ≤ ara) {
```

```
    boolean interroga = md?omple("me"):omple(null);
```

```
  }
```

```
    a++;
```

```
    m++;
```

```
  a.alpha = 0.0; // desapareix
```

```
  try {
```

```
    // res, TODO tot
```

```
  }
```

```
  catch {
```

```
    color barreja = (color) merge (0.0, m.verd, a.blau);
```

```
    imagina( gradient( barreja ) );
```

```
    ! menja();
```

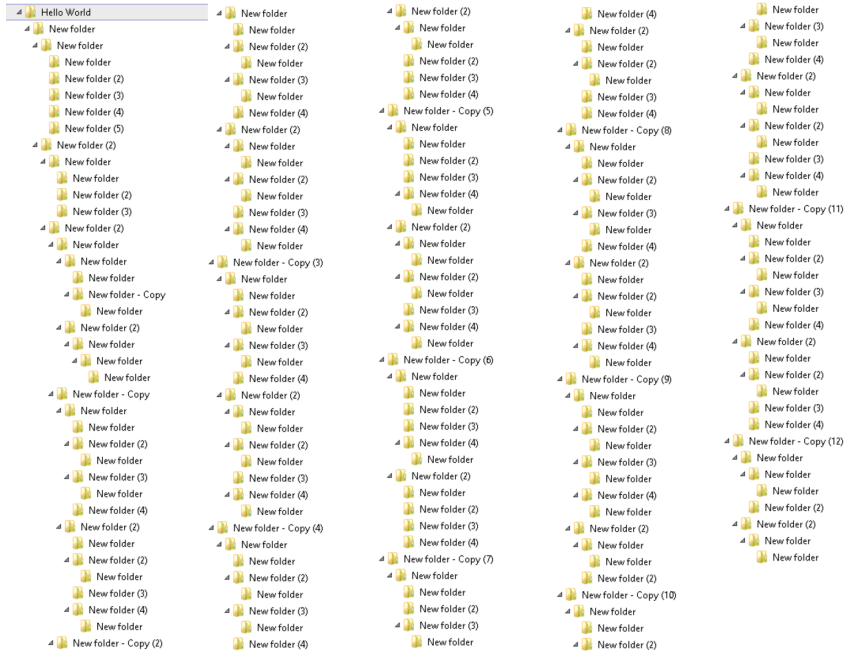
```
    sleep() && somia(barreja);
```

```
    exit(0);
```

```
  }
```

```
}
```

A *Hello, World* program in the Folders language:




```

title = 'Constitution of the United States'

preamble = { 'Preamble': "We the People of the United States, \
in Order to form a more perfect Union, \
establish Justice, insure domestic Tranquility, \
provide for the common defense, promote the general Welfare, \
and secure the Blessings of Liberty to ourselves and our Posterity, \
do ordain and establish this Constitution for the United States of America." }

WEPOTUS_power = { 'ordain_and_establish': lambda x, y: Constitution(x, y) }

WEPOTUS = People("We the People of the United States", WEPOTUS_power)

WEPOTUS.GOALS = ["form a more perfect Union",
                 "establish Justice",
                 "insure domestic Tranquility",
                 "provide for the common defense",
                 "promote the general Welfare",
                 "secure the Blessings of Liberty to ourselves and our Posterity"]

USConstitution = WEPOTUS.power['ordain_and_establish'](title, preamble)

AttributeError: 'People' object has no attribute 'power'

```

```

<!DOCTYPE html>
<html>
<!-- 555building.html -->
<!-- sketch 5 cc4.0 gplv3 whatevs man -->
<!-- shoutout city line ave -->
<!-- llanerch diner -->
<!-- tillie -->

<head>
  <meta http-equiv="Content-Style-Type"
        content="text/css" />
  <title>555 building</title>
  <link href=
"https://fonts.googleapis.com/css?family=Coming+Soon"
        rel="stylesheet">
  <style>
    html, * {
      margin: none; padding: none;
      width: 100%; height: 100%;
      border: none;
      font-family: 'Coming Soon', cursive;
      background: linear-gradient(
                    to bottom right, white, pink);
    }

    h1 { font-size: 2.5em; background: none; }

    p {
      background: linear-gradient(
                    to top right, lime, white);
      font-size: 25em; color: grey;
      width: 40%; display: block;
    }
  </style>
</head>

```



```
<body>
  <p>...</p>
  <script src="../../lib/jquery-3.3.1.min.js"></script>
  <script>
    let rot = 0;
    setInterval(function () {
      $('p').css({
        'transform': 'rotate(' + rot + 'deg)',
        'width': rot, 'height': rot
      });
      rot += 10;
      if (rot > 5000) { rot = 0; }
    }, 100);
  </script>
</body>
</html>
```

{{Pause=1}} <voice required="name = Lisa22k_HQ">
 <rate absspeed="-7"> Love,
 <rate absspeed="-3"> Is the greatest gift {{Pause=0.005}}
 and asset of <rate absspeed="-7"> all?
 <rate absspeed="-3"> A pyramid of strength
 {{Pause=0.005}} that will never <rate absspeed="-7">
 fall!
 <rate absspeed="-3"> Build it up {{Pause=0.005}} high
 {{Pause=0.005}} forever growing <rate absspeed="-7">
 tall?
 <rate absspeed="-3"> A {{Pause=0.005}} free soul nutrient
 and a support <rate absspeed="-7"> wall?
 <rate absspeed="-3"> Give love to anyone {{Pause=0.005}}
 when you hear them <rate absspeed="-7"> call?
 <rate absspeed="-3"> Yeah! Love is? <rate absspeed="-7">
 bee you <rate absspeed="-9"> tiff fall!
 <voice required="name = IVONA 2 Nicole">
 <rate absspeed="-3"> It's a, pearl to rejoice
 {{Pause=0.005}} in an <rate absspeed="-7"> oyster?
 <rate absspeed="-3"> The love weapon, is my weapon of
 choice {{Pause=0.005}} so <rate absspeed="-7"> gangster!
 <rate absspeed="-3"> But-don't-fear {{Pause=0.005}} it
 {{Pause=0.004}} just-hear {{Pause=0.005}} it
 {{Pause=0.004}} then, go <rate absspeed="-7"> deal-it! to
 feel-it!
 <rate absspeed="-3"> Like a, think {{Pause=0.005}} tank
 {{Pause=0.005}} wink {{Pause=0.005}} prank? love <rate
 absspeed="-7"> gang star! <rate absspeed="-2"> haha!
 <voice required="name = Scansoft Karen_Full_22kHz">
 <rate absspeed="-4"> Then! your mind {{Pause=0.005}} will
 be <rate absspeed="-7"> reel-ling?
 <rate absspeed="-4"> From! what your heart
 {{Pause=0.005}} is <rate absspeed="-11"> feel'ling!
 <rate absspeed="-4"> Because the drug {{Pause=0.005}}
 your <rate absspeed="-11"> deal'ling?
 <rate absspeed="-4"> Is a {{Pause=0.005}} free for all
 {{Pause=0.05}} <rate absspeed="-11"> hugg of
 {{Pause=1.5}} <rate absspeed="-11"> heal'ling!
 {{Pause=1}}

```

7580 LET d=35*item
7590 PAUSE x*50
7592.1231231E+8      1.6743987E+8
7570 POKE 22341,67:PRINT AT 3,5;
'PL2.1231231E+8      1.8033147E+8F

580 LET d=35*item
7590 PAUSE x*50
7592.1231231E+8      1.2346294E+8
7580 LET d=35*item
7590 PAUSE x*50
7560 IF x=item THEN GOSUB 9000:LE
ET x=x+98834*item*0.00055:GOTO 7
510
7570 POKE 22341,67:PRINT AT 3,5;

#=x THEN GOTO 9880
7584.2462462E+8      77514306
7590 PAUSE13192766
7594.2462462E+8      1.556828E+88
7580 LET d=35*item
7590 PAUSE x*50

```

```

9040 NEXT f
9042 FOR z=0 TO 1
9044 PLOT 82+z*8,14+z*4
9046 FOR f=0 TO 10
9047 DRAW 5,18+INT (RND*4): DRAW
5,-18+INT (RND*4)
9048 NEXT f: NEXT z
9050 PRINT AT 7,23; INK 2;"■";AT
8,9; INK 5;"■";AT 11,9; INK 1;"
■"
9060 FOR k=0 TO 8 STEP 2
9070 PLOT 120,90: DRAW 6+k,k: DR
AW 2,-32
9080 NEXT k
9085 FOR z=7 TO 1 STEP -1
9090 PRINT INK z;AT 2,4+z;"■"
9092 PRINT INK z;AT 3,5+z;"■"
9093 PRINT INK z;AT 4,7+z;"■"
9095 NEXT z
9100 PRINT INK 0;AT 21,0;"Please
wait for the Menu"
9999 RETURN

```

```

#include "basic.hpp"

int main()
{
  _10 : DIM F(10);
  _20 : LET I = 0;
  _30 : LET J = 1;
  _40 : LET V = 0;
  _50 : PRINT "INPUT DATA";
  _60 : FOR I = 1 TO 10;
  _70 : F(I) = INT(RND() * 1000);
  _80 : GOSUB _230;
  _90 : IF I == 1 THEN GOTO _160;
  _100 : FOR J = I-1 TO 1 STEP -1;
  _110 : IF F(J) < F(J+1) THEN GOTO _160;
  _120 : V=F(J);
  _130 : F(J)=F(J+1);
  _140 : F(J+1)=V;
  _150 : NEXT;
  _160 : NEXT;
  _170 : PRINT "";
  _180 : PRINT "OUTPUT DATA";
  _190 : FOR I = 1 TO 10;
  _200 : GOSUB _230;
  _210 : NEXT;
  _220 : END;
  _230 : PRINT "F(", I, ") = ", F(I);
  _240 : RETURN;
}

```

```

#[[ assign(<output-variable> ? LOOKUP1 LOOKUP2
#                                     [: DEFAULT VALUES])]]
function (assign result)
  cmake_parse_arguments(" " " " " " " :;?" ${ARGN})
  foreach (value IN LISTS ?)
    if (DEFINED ${value})
      set(${result} ${${value}} PARENT_SCOPE)
      return()
    endif()
  endforeach()
  if (DEFINED :)
    set(${result} ${\:} PARENT_SCOPE)
  endif()
endfunction()

```

Notes

Page 3. over/under is an interpreted language written in Python which applies a basic weaving pattern onto text. It is reminiscent of the mystical connection between women and software writing, embedded deep in women's tradition of weaving not just threads, but networks.

Pages 13-14. The obscenity trial and subsequent banning of the publication of James Joyce's novel 'Ulysses' happened in 1921 due to episode 13 'Norsicaa'. Both these ink and wash drawings are transcriptions of that chapter in layered form, as code. Joyce's obscene references and layered meaning, his system for secrecy, did not save this masterpiece and 'Ulysses' was not allowed publication in many western countries until the late 1960s.

Page 31. This is an implementation of BASIC written using C++ macros. You can find the header at <https://github.com/rollbear/basicpp/>.

```
code::art::0::end()
```

`code::art` is an `art` journal which publishes `code`.

Its intent is to further explore the relationship between `code` and `art`, and to challenge our perceptions of what both can look like.

In issue 0 you'll find: codified visual art of James Joyce's Ulysses, a programming language which weaves text, pyramids which make music, "Hello World" written only with empty folders on a file system, and much more!