Code binding & loading

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Agenda

- Code binding
- Code loading
- Modules
- VMs
Code binding

- Identifier => Code
  - static
  - dynamic
  - late
- Combining code together
Code loading

- **Virtual Machine**
  - bytecode

- **Availability**
  - what
  - when
  - who

- **Replaceability**
  - is it possible?
  - what happens to the old code
    - will it break anything? :)

Modules systems

- Internal organisation
  - units of code
    - .class
    - .hs

- Properties and challenges
  - loading new modules
  - reloading old code
  - fault tolerance
VMs & Implementations

- JVM
- CLR
- BEAM
  - Erjang (erlang VM on JVM)
Results

- Approach
- Tradeoffs
- Things they don't tell you on a pitch! :)