

10th Workshop on Evaluation and Usability of Programming Languages and Tools

PLATEAU 2019, October 24, 2019, New Orleans, Louisiana, USA

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ACM Classification 2012

Human-centered computing → Human computer interaction (HCI); Software and its engineering → General programming languages

ISBN 978-3-95977-135-1

Published online and open access by

Schloss Dagstuhl – Leibniz-Zentrum für Informatik GmbH, Dagstuhl Publishing, Saarbrücken/Wadern, Germany. Online available at <https://www.dagstuhl.de/dagpub/978-3-95977-135-1>.

Publication date

March, 2020

Bibliographic information published by the Deutsche Nationalbibliothek

The Deutsche Nationalbibliothek lists this publication in the Deutsche Nationalbibliografie; detailed bibliographic data are available in the Internet at <https://portal.dnb.de>.

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Digital Object Identifier: 10.4230/OASlcs.PLATEAU.2019.0

ISBN 978-3-95977-135-1

ISSN 1868-8969

<https://www.dagstuhl.de/oasics>

OASlcs – OpenAccess Series in Informatics

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ISSN 1868-8969

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■ Preface

Programming languages exist to enable programmers to develop software effectively. But programmer efficiency depends on the usability of the languages and tools with which they develop software. The aim of the Workshop on Evaluation and Usability of Programming Languages and Tools (PLATEAU) is to discuss methods, metrics, and techniques for evaluating the usability of languages and language tools. The supposed benefits of such languages and tools cover a large space, including making programs easier to read, write, and maintain; allowing programmers to write more flexible and powerful programs; and restricting programs to make them more safe and secure. The 10th Workshop on Evaluation and Usability of Programming Languages and Tools (PLATEAU 2019) was held on October 24, 2019 in New Orleans, Louisiana, USA, and collocated with UIST 2019. The workshop gathered the intersection of researchers in the programming languages and human-computer interaction communities to share their research and discuss the future of evaluation and usability of programming languages.

It is our pleasure to present this year's proceedings. Together, these papers demonstrate the remarkable scope and applicability of the workshop, with topics that include software development techniques, software evolution, programming by example, and empirical studies in human-computer interaction. Our thanks go to the authors, reviewers, speakers, and attendees, without whom this workshop would not have been possible.

Joshua Sunshine, Elena Glassman, and Sarah Chasins PLATEAU 2019 Co-Chairs



