

The Glide "no-code" Application Development Environment
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(From email he sent 29july2021)

This is an illustrated talk about and demonstration of the Glide "no-code" application development environment. Glide is representative of the possible future for (some) software development activities presented by a survivor from the early days of computer programming.

One of the common problems of programming is the enormous number of things you must learn in order to get to the point where you can produce a finished result competitive with the best platform independent applications.

Just as Assembly Language was an improvement over Machine Language, and Fortran and Cobol were higher level programming language improvements over Assembly Language, Glide is an improvement over procedural and object oriented languages and program development systems by incorporating even higher level abstractions into the nouns and verbs of the "application creation platform" -- notice the intentional replacement of "programming platform" by this new term -- "application creation platform". The familiar actions and objects of procedural programming languages are succeeded by larger, higher level and more visual concepts.

Glide is a platform for building a common class of applications by ordinary people: apps that record, analyze, relate, search and present various types of information by ordinary people. Just as Spreadsheets enabled ordinary people to do complex financial calculations, Glide is intended to help ordinary people create sophisticated applications employing the most modern user interfaces, data abstractions and interactive building techniques. The result is that the gulf between developer and user is narrowed. In addition, the new ideas for an application that can only be understood with actual use, are far easier to include in the current version of the application.

My wife and I have used Glide to create a set of walking tours of Historic Lexington in an app named **Lexington by Foot and Phone**, employing all of the capabilities of a smartphone including text, images, video, speech narration, location awareness and navigation. Go ahead and click on the link above to see the type of application that can be created in Glide.

Glide is not a platform for high performance or other specialized computing tasks which are better handled by traditional programming systems. A Glide app can be integrated with such components and would be excellent for presenting and exploring the results of such applications.

This talk will present some of the important concepts of Glide through a live demonstration of creating a Glide application in real-time from data contributed by attendees of the talk. By the end of the talk, we will have produced an application that can run on multiple platforms, including Smartphones and Tablets (iOS & Android), and Desktops and Laptops (PCs and Macs).