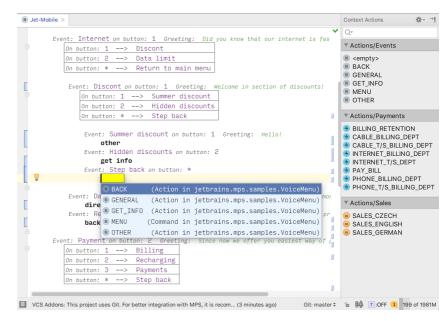
What is MPS?

MPS is an **open source** IDE for developing domain-specific languages (DSLs). MPS began as a research prototype with the goal of changing the paradigm of how programming is done. Now it is being used every day to solve complex real-world problems. Our clients are using it across a diverse spectrum of areas, ranging from the automotive and healthcare industries to tax return calculation for an entire country.

Why do you need a DSL?

The end-user of the DSL becomes more efficient at working with their domain, because **the level of abstraction is higher** and they only need to understand the domain-specific part of the system – not the whole system. A DSL allows you to separate essential elements of the domain from the complexity of the code. This improves communication between the domain experts and the programmers.

Using DSLs can improve code quality in a number of ways, including reducing the number of bugs, improving architectural conformance, and making code easier to maintain. This is achieved by limiting the user to modifying only certain components of the code, avoiding duplication, and automating repetitive work. In contrast to libraries and frameworks, DSLs can come with tooling support. Code completion, visualizations, debuggers, simulators, and other niceties can be provided to improve the user experience.



An example of a DSL

How does it work?

With MPS you can create your own languages and extend existing ones to better fulfill the needs of your domain. The MPS code generator will translate the DSL code into a target platform of your choice, such as Java, C, XML, JavaScript, or anything that fits your project needs. You can also achieve language modularity by using a set of independently developed languages together in one file or model.

MPS uses a Projectional Editor, which allows users to edit code on the logical rather than textual level. Users interact with the code through intuitive on screen visuals, and they can even switch between these visuals to get different views of the same code. Using this approach, both textual notations and other notations, such as graphs, mathematical notations, diagrams, and forms, can be used in the editor

