

# ECL Playground

Boca Raton Documentation Team



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# ECL Playground

This manual covers the ECL Playground which is a component found in ECL Watch.

**Figure 1. The ECL Playground in ECL Watch**

The screenshot shows the ECL Watch interface with the 'Playground' tab selected. On the left, the ECL code is displayed:

```
1 MyRec := RECORD
2     STRING1 Value1;
3     STRING1 Value2;
4 END;
5
6 SomeFile := DATASET([{'C','G'},
7                     {'C','C'},
8                     {'A','X'},
9                     {'B','G'},
10                    {'A','B'}],MyRec);
11
12 SortedRecs1 := SORT(SomeFile,Value1,Value2);
13 SortedRecs2 := SORT(SomeFile,-Value1,Value2);
14 SortedRecs3 := SORT(SomeFile,Value1,-Value2);
15 SortedRecs4 := SORT(SomeFile,-Value1,-Value2);
16 SortedRecs5 := SORT(SomeFile,Value2,Value1);
17 SortedRecs6 := SORT(SomeFile,-Value2,Value1);
18 SortedRecs7 := SORT(SomeFile,Value2,-Value1);
19 SortedRecs8 := SORT(SomeFile,-Value2,-Value1);
20
21 OUTPUT(SortedRecs1);
22 OUTPUT(SortedRecs2);
```

The right pane shows a flowchart with two parallel 'Sort' nodes. Each 'Sort' node has an 'Inline Dataset' input and an 'Output Result #1' or 'Output Result #2' output. The bottom pane shows a table of results:

##	value1	value2
1	C	C
2	C	G
3	B	G
4	A	B
5	A	X

The table has 5 rows labeled 1-5 of 5 results. The 'Result 2' button is highlighted.

# Using the ECL Playground

ECL Playground is a tool hosted on an ESP server. A page runs in your browser, allowing you to access and execute self-contained ECL code on your HPCC Systems platform without the use of any other tools. The ECL Playground then shows you the results and the graph in your browser. The view is very similar to what the ECL IDE displays.

## Accessing ECL Playground

ECL Playground is installed with the HPCC Systems platform. You can access it through the ECL Watch page.

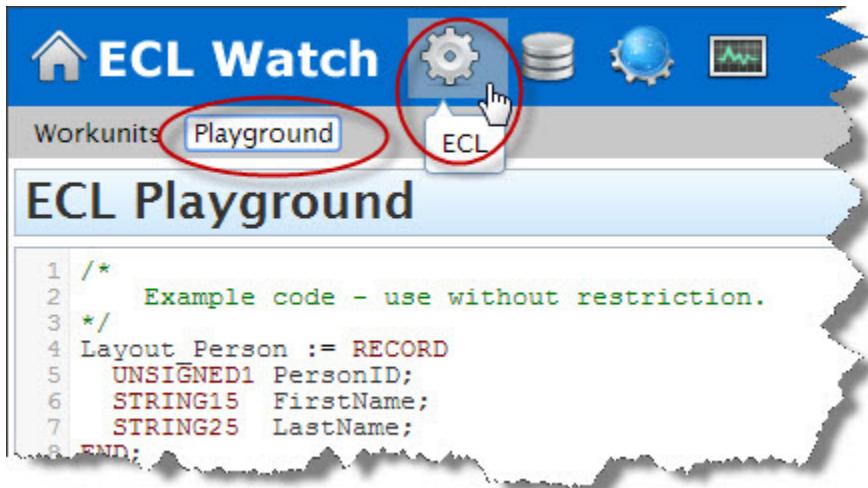
1. In your browser, go to the **ECL Watch** URL. For example, <http://nnn.nnn.nnn.nnn:8010>, where nnn.nnn.nnn.nnn is your ESP server node's IP address.



Your IP address could be different from the ones provided in the example images. Please use the IP address of **your** node.

2. From ECL Watch, click on the **ECL** icon, then click the **Playground** link from the navigation sub-menu.

**Figure 2. ECL Playground link**

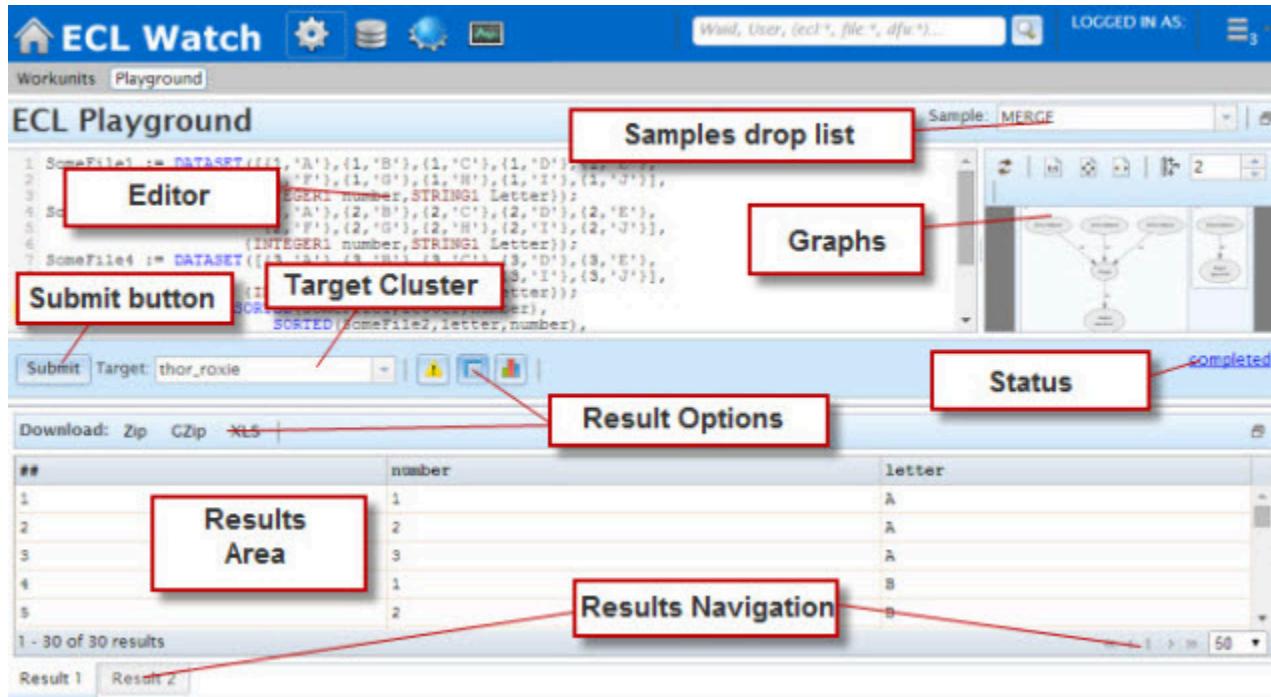


The ECL Playground displays.

## Introducing the ECL Playground

The ECL Playground page is a work area where you can see and run self-contained ECL code. You can see the code, submit it, and see the results. You can even change the code and resubmit it to instantly see the new results right in your browser. This is an ideal tool for the user who is not an ECL programming expert who wants to change some of the ECL code and see the results.

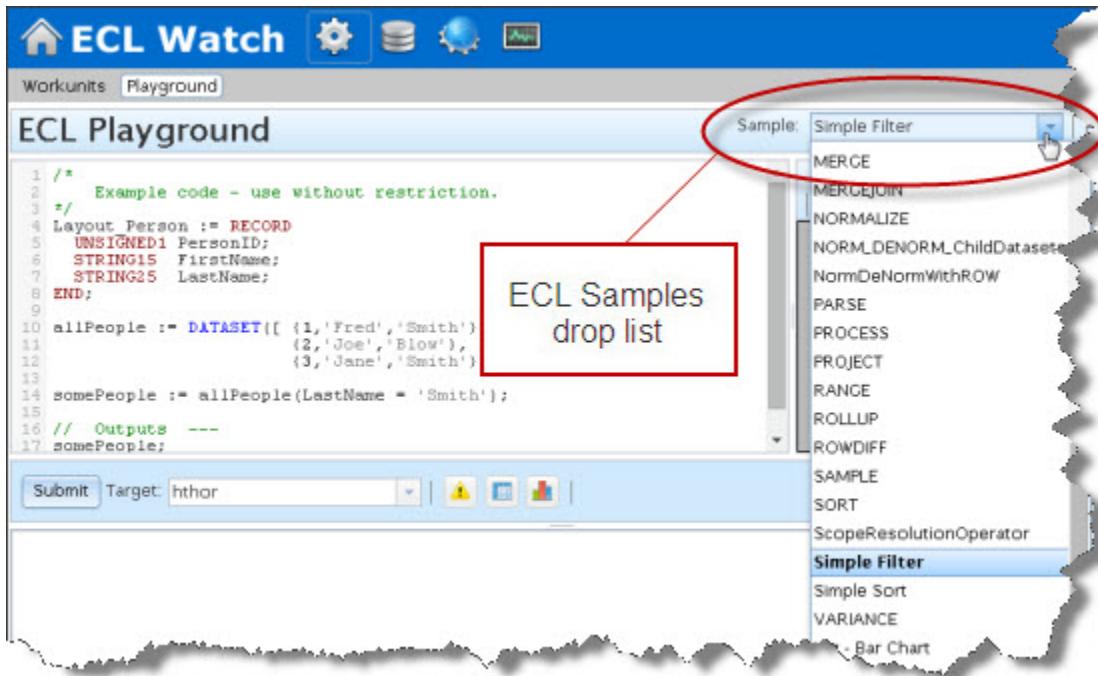
**Figure 3. The ECL Playground**



The ECL Playground page is divided into areas. The top portion contains the *Editor* area and the *Graph Viewer*. The Sample code drop list is at the top right. The bottom portion of the page displays the results.

The ECL Playground comes with a set of ready to run sample ECL code. The drop list contains code samples. Select any one of these samples and it loads in the editor.

Figure 4. Sample drop list



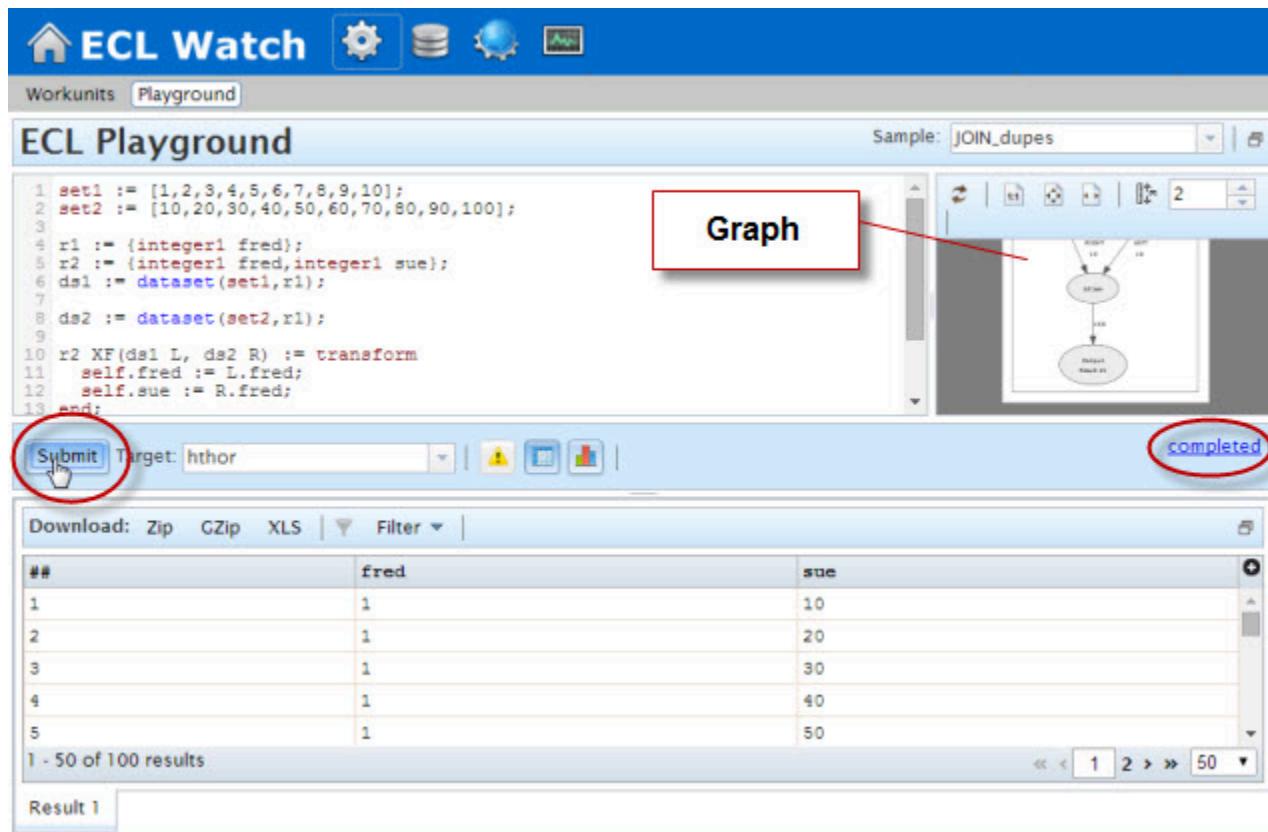
The selected code displays in the *Editor* area. You can then submit it as-is, or modify and submit. The results display at the bottom portion of the page.

## Running ECL Code

To run the selected sample code, choose a target cluster from the drop list, then press the **Submit** button.

A successful run displays the word **completed** as the status and the results display in the results viewer. You can also view the graph in the upper right.

**Figure 5. Success**



A completed job generates a graph. You can examine the graph in greater detail by double-clicking the graph to zoom in. You can also zoom in with the mouse wheel. A double-click on a blank area of the graph will zoom out. You can use the scroll bars on the border of the graph to navigate or you can drag the graph with your mouse.

Selecting a node in the graph highlights the relevant section of the code in the Editor. This is helpful in troubleshooting or modifying code since it shows you the code that corresponds to a node in the graph.

Figure 6. Error

The screenshot shows the ECL Playground interface. At the top, the title 'ECL Playground' is displayed, followed by a dropdown menu 'Sample: JOIN\_dupes'. Below the title is a code editor window containing ECL code. A red box highlights the line '14 := JOIN(ds1,ds2,right.fred % 2 = 0,XF(left))' and the line '15 output(j)'. A red callout box labeled 'Error Indicators' points to these lines. A red circle highlights the status bar at the bottom of the editor, which shows 'failed'. Below the editor is a results viewer window with a table of errors. A red circle highlights the entire table. The table has columns: Severity, Source, Code, Message, Col, Line, and File Name. The data is as follows:

Severity	Source	Code	Message	Col	Line	File Name
Error	eclcc	2167	Unknown identifier 'r14'	21	8	stdin:
Error	eclcc	2167	Unknown identifier 'R'	18	10	stdin:
Error	eclcc	2025	SELF not legal here	3	12	stdin:
Error	eclcc	2167	Unknown identifier "sue"	8	12	stdin:
Error	eclcc	3002	syntax error near "end"	1	13	stdin:
Error	eclcc	3002	syntax error near "ds2": ...	15	15	stdin:

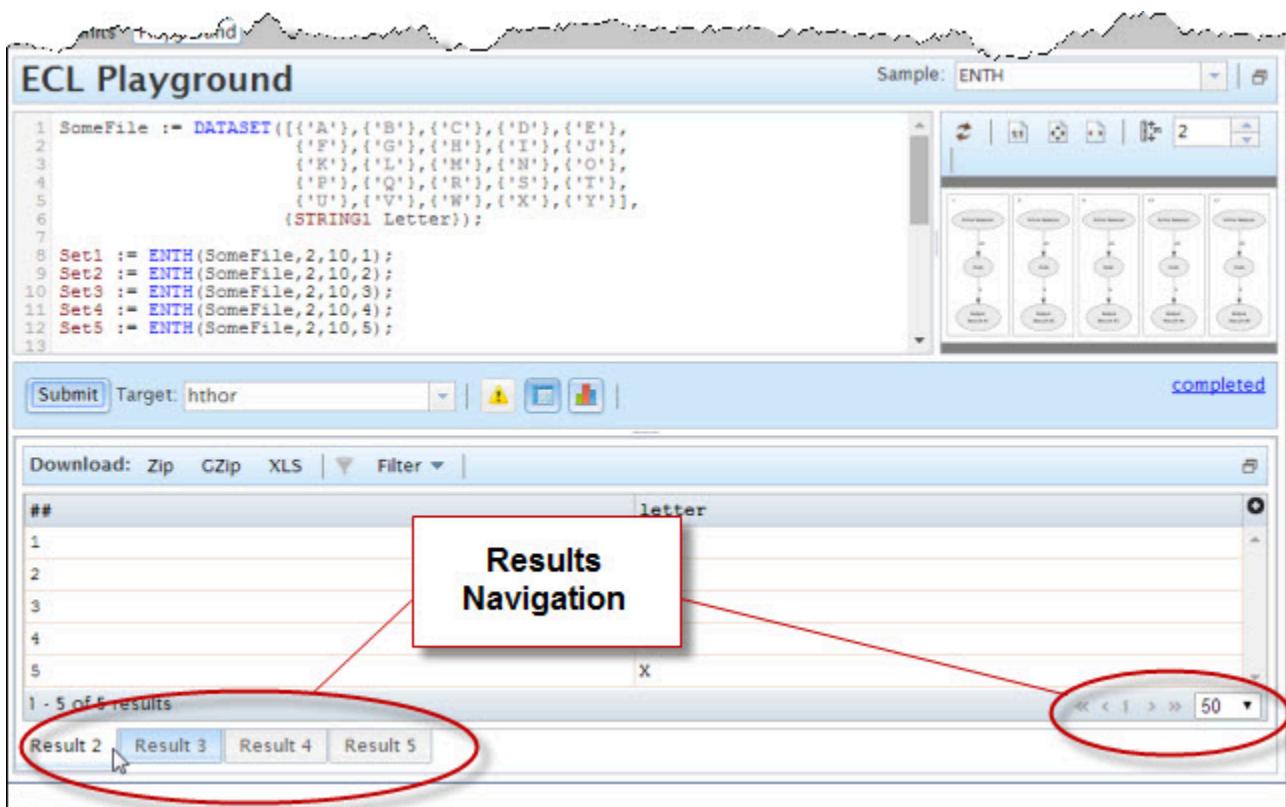
At the bottom of the results viewer, there are checkboxes for 'Error(s)', 'Warning(s)', and 'Info'.

The status area displays the job status. If a job fails, errors display in the result viewer and the code is highlighted in red in the *Editor*. If there are warnings they are displayed in yellow.

## Analyze the results

When running ECL Code that has multiple results, each result is on a separate tab. Select a tab to see that set of results. You can also change number of results displayed or page through the results with the links at the bottom.

Figure 7. Multiple results



## ECL from a Workunit

You can access ECL code from inside a Workunit Details page in ECL Watch.

1. Select **Workunits** from the ECL Watch  menu.

**Figure 8. Browse Workunits**



2. Click on a workunit hyperlink to open the Workunit Details page.
3. Click on the **ECL** tab to view the workunit's ECL code.

**Figure 9. ECL link**

