

## Thing1 Page

- A “bottom up” demonstration of the Thing1 program.
- A display of the Thing1 program.

### Bottom up demonstration of Thing1

```
Clay> A1  
C1 / G.5 \ F.5 \ E1 \ D1
```

```
Clay> A2  
C1 / D2 \ G1
```

```
Clay> A3  
C4
```

```
Clay> AA  
C1 / G.5 \ F.5 \ E1 \ D1 \ C1 / D2 \ G1 / C1 / G.5 \ F.5 \ E1 \ D1 \ C4
```

```
Clay> AB  
C1 / G.5 \ F.5 \ E1 \ D1 \ C1 / D2 \ G1 / C1 / D2 \ G1 / C4
```

```
Clay> THING1  
C1 / G.5 \ F.5 \ E1 \ D1 \ C1 / D2 \ G1 / C1 / G.5 \ F.5 \ E1 \ D1 \ C4 C1 /  
G.5 \ F.5 \ E1 \ D1 \ C1 / D2 \ G1 / C1 / D2 \ G1 / C4
```

### Display of the Thing1 program

```
Meta> -DISPLAY(THING1)  
THING1 >> AA AB  
AA >> A1 A2 A1 A3  
A1 >> P 4RP S2 P LP P LP X2 P LP P LP  
A2 >> P RP X2 P S2 4LP P 3RP  
A3 >> 2X2 P 2S2  
AB >> A1 A2 A2 A3
```