

## **POVZETEK**

Naloga obravnava računalniški jezik PostScript. Opiše delovanje PostScriptovega interpreterja, sintakso jezika, objekte in njihovo izvajanje. Razloži tudi, kako v PostScriptu poteka prirejanje vrednosti in delovanje nekaterih operatorjev. Posebej opiše PostScript kot predstavitveni model. Ob tem navede nekaj grafičnih operatorjev in prikaže njihovo delovanje. Podobno obravnava tudi delo s pisavami. Kot prikaz programiranja v PostScriptu navede rekurzivne procedure, proceduro, ki spreminja sama sebe, in proceduri za delo z drevesi. PostScript poskuša primerjati z drugimi programskimi jeziki. Nazadnje opiše pomen gonilnikov.

Math. Subj. Class. (1991) : 68N15

Key words: PostScript language, output device, page-description, interpreter, syntax, object, dictionary, name, operator, stack, execution, binding, imaging model, graphics state, transformation, path construction, painting, font, font dictionary, character encoding, font matrix, programming, driver.

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