Read; Eval; Print; Loop;

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REPL

- Other scripting languages (famously Python) have an "**Interactive Shell**"

- **Read** one line; **Evaluate** the code; **Print** the result of the statement; **Loop**;

- This is great for rapid, iterative testing and development (e.g. exploring APIs)

REPL in Perl

- The grand-daddy: **perl -d -e 1**

- The big daddy: **Devel::REPL**

- The new kid on the block: **Reply**

- Usually we have features such as plugins, profiles, and init scripts

Reply

- Created in 2013

- Quite lightweight (no Moose/Moo/etc)

- Ships with nice plugins

- I suggest you add:

  - Term::ReadLine::Zoid ("export PERL_RL=Zoid")

  - B::Keywords

  - Class::Refresh

.replyrc

```
script_line1 = use strict
script_line2 = use warnings
script_line3 = use 5.016002

[AutoRefresh]
[Interrupt]
[FancyPrompt]
[DataPrinter]
[Colors]
[ReadLine]
[Hints]
[Packages]
[LexicalPersistence]
[ResultCache]
[Timer]
[Autocomplete::Packages]
[Autocomplete::Keywords]
[Autocomplete::Lexicals]
[Autocomplete::Functions]
[Autocomplete::Globals]
[Autocomplete::Methods]
[Autocomplete::Commands]
```

Demo