

**An Introduction to**  
**Programming in Emacs Lisp**



# **An Introduction to Programming in Emacs Lisp**

Revised Third Edition

by Robert J. Chassell

This is an *Introduction to Programming in Emacs Lisp*, for people who are not programmers.

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## 서문

GNU Emacs 통합 환경의 대부분은 Emacs Lisp이라는 프로그래밍 언어로 만들어졌다. 이 프로그래밍 언어로 작성된 코드는 컴퓨터가 무엇을 해야 하는지 말해주는 소프트웨어 — 명령들의 집합들 — 이다. Emacs Lisp으로 새로운 코드를 작성할 수 있고, 편집기의 확장으로 쉽게 설치될 수 있게 Emacs는 설계되었다.

( 때때로 GNU Emacs는 “확장 가능한 편집기”로 불리지만 편집 능력 이상을 한다. “확장 가능한 컴퓨팅 환경”으로 언급되는 것이 더 맞다. 그러나, 저 문구는 꽤 어려운 말이다. 단순히 편집기로 Emacs가 언급되는 것이 더 쉽다. 게다가 Emacs에서 하는 모든 것은 — 마야 날짜와 달의 위상 찾기, 다항식 풀기, 코드 디버깅, 파일 관리, 편지 읽기, 책 읽기 — 가장 일반적인 의미에서 편집의 종류이다. )

Emacs Lisp이 오직 Emacs와 관련된 것으로 대개 생각하지만, Emacs Lisp은 완전한 컴퓨터 프로그래밍 언어다. 다른 프로그래밍 언어처럼 Emacs Lisp을 사용할 수 있다.

아마도 프로그래밍을 이해하고 싶어할 것이다.; 아마도 Emacs를 확장하기를 원할 것이다.; 또는 아마도 프로그래머가 되기를 원할 것이다. Emacs Lisp에 대한 소개는 시작하기 위해 설계되었다.: 프로그래밍의 기본을 배우게 안내하고, 더 중요한 것은 앞으로 자신에게 가르칠 수 있는 방법을 보여주는 것이다.

## 이 책 읽기에 대해

이 문서에서 Emacs에 실행할 수 있는 작은 샘플 프로그램들을 볼 수 있다. GNU Emacs 안에서 이 문서를 읽는다면, 보이는 것 처럼 프로그램들을 수행할 수 있다. ( 이 것은 쉽고, 예제가 나올 때 설명할 것이다. ) 아니면 Emacs가 수행되는 컴퓨터 옆에 앉아서 출력 된 책으로 이 소개를 읽을 수 있다. ( 이 것은 내가 좋아하는 방법이다.; 출력 된 책을 좋아한다. ) 옆에서 Emacs를 수행할 수 없더라도 여전히 이 책을 읽을 수 있다. 그러나 이 경우에는 소설이나 아직 방문하지 않은 나라에 대한 여행 가이드를 읽는 것처럼 하는 것이 제일 좋다.; 흥미로움은 차이가 없다.

이 소개의 대부분은 GNU Emacs에서 사용되는 코드의 길잡이 여행 또는 자세한 설명에 집중한다. 이 여행에는 두 가지 목적이 있다. 첫 번째는 실제로 동작하는 코드에 익숙함을 준다. ( 매일 사용하는 코드 ); 그리고 두 번째는 Emacs가 동작하는 방식에 익숙함을 주는 것이다. 동작하는 환경이 어떻게 구현되어있는지 보는 것은 흥미롭다. 또한 소스 코드를 살펴보는 습관을 얻기를 희망한다. 소스 코드로부터 배울 수 있고 생각들을 얻을 수 있다. GNU Emacs를 얻는 것은 용의 보물 동굴을 얻는 것과 같다.

편집기로 Emacs와 프로그래밍 언어로 Emacs Lisp을 배우는 것 뿐만 아니라, 예제들과 길잡이 여행은 Lisp 프로그래밍 환경으로 Emacs를 알 수 있는 기회를 줄 것이다. GNU Emacs는 프로그래밍을 지원하고 M-. ( `find-tag` 명령을 실행하는 키 ) 같이 사용하면 편안할 도구들을 제공한다. 버퍼와 환경의 부분인 다른 객체들도 배울 것이다. Emacs의 이런 특징들을 배우는 것은 집 주변에 새로운 길을 배우는 것과 같다.

마지막으로 모르는 프로그래밍의 양상을 배우기 위해 Emacs를 사용하는 몇 가지 기술을 전달할 것이다. 당혹스럽게 만드는 것을 이해하는데 도움을 주거나 새로운 것을 하는 방법을 찾기위해 종종 Emacs 사용할 수 있다. 자기 의존은 기쁨일 뿐만 아니라 장점이기도 하다.

## 대상 독자

이 글은 프로그래머가 아닌 사람들을 위해서 쉽고 간단한 소개로서 쓰여졌다. 프로그래머라면 입문서로 만족하지 않을 수 있다. 참고 설명서들을 읽는 것에 전문가이고 이 글이 구성된 방식에 흥미가 없는 것이 이유이다.

전문적인 프로그래머가 이 글을 보고 이렇게 이야기 했다.:

나는 참고 설명서들로부터 배우는 것을 선호한다. 나는 각 절에 “빠져 들었고”, 각 절 중간에 “수면으로 나왔다”.

각 절의 끝에 도달했을 때, 다뤄지는 주제는 완료되었고 내가 필요한 모든 것을 안다고 추정했다. ( 다음 절에서 그 주제에 대해서 보다 자세한 것을 이야기하면서 시작할 때 그 경우의 가능한 예외로 ). 많은 중복을 갖지 않는 잘 쓰여진 참고 설명서와 내가 원하는 정보들이 모여있는 장소에 대한 좋은 위치 표시를 가지고 있을 것으로 기대했다.

이 소개는 이런 사람을 위해서 쓰여지지 않았다!

첫 번째로 적어도 세 번에 모든 것을 이야기 하려고 했다.: 소개하는 것이 처음; 문맥에서 보여주는 것이 두 번째; 그리고 다른 문맥에서 보여주거나 복습하는 것이 세 번째이다.

두 번째로 한 절보다 작은 한 장소에 어떤 주제에 대한 모든 정보를 좀처럼 놓지 않았다. 독자에게 너무 무거운 부담을 부과하는 것으로 생각한다. 대신 단지 그 때 알아야 할 것을 설명하고자 했다. ( 때로는 추가 정보가 공식적으로 소개 될 때, 나중에 놀라지 않게 약간의 추가 정보를 포함했다. )

이 글을 읽을 때, 처음에 모든 것을 배우기를 기대 하지 마라. 말하자면 언급된 몇 가지 항목에 대한 ‘어설픈 지식’ 으로 할 만할 정도이다. 글을 구조화했고 무엇이 중요하고 무엇에 집중해야 하는지 경고하는 충분한 힌트를 제공하는 것이 희망이다.

몇 단락에 “빠져 들” 필요가 있을 것이다.; 그 것을 읽는 다른 방법은 없다. 그러나 그런 단락들을 적게 하려고 노력했다. 이 책은 부담스러운 산 보다 접근하기 쉬운 언덕처럼 의도했다.

*Programming in Emacs Lisp* 소개는 자매 문서를 가지고 있다. *The GNU Emacs Lisp Reference Manual*. 참고 설명서는 이 소개보다 더욱 세세한 내용을 가지고 있다. 참고 설명서에서 하나의 주제에 대한 모든 정보는 한 장소에 집중되어 있다. 위에 인용한 프로그래머라면 이 것에 의지할 것이다. 그리고 물론 이 *Introduction* 을 읽은 후에는 자신의 프로그램을 작성할 때, *Reference Manual*을 유용하게 찾을 것이다.

## Lisp 역사

Lisp은 1950년대 말에 인공 지능 연구를 위해 MIT에서 처음으로 개발되었다. Lisp 언어의 큰 힘은 통합 환경과 편집기 명령을 작성하는 것 뿐만 아니라 다른 목적들에도 우수하다는 것이다.

GNU Emacs Lisp 은 1960년대에 MIT에서 만든 MacLisp에 가장 큰 영향을 받았다. 1980년대에 표준이 된 Common Lisp에도 다소 영향을 받았다. 그러나, Emacs Lisp은 Common Lisp보다 많이 단순하다. ( 표준 Emacs 배포판은 Emacs Lisp에 많은 Common Lisp의 특징을 추가하는 선택적인 확장 파일 ‘cl.el’을 포함하고 있다. )

## 초보자를 위한 노트

GNU Emacs를 모르더라도, 여전히 이 문서를 유익하게 읽을 수 있다. 그러나, 컴퓨터 화면 주위만 움직이는 것만을 배우고자 한다면 Emacs를 배우는 것을 추천한다. 온라인 교재를 통해 Emacs 사용법을 스스로 익힐 수 있다. 온라인 사용 교재를 쓰기 위해서 `C-h t`를 눌러라. ( 이 것은 동시에 `CTRL` 와 `h` 를 눌렀다 땀 후 `t`를 눌렀다 땀는 것을 의미한다.)

`M-C-\` (`indent-region`) 처럼 명령 키와 괄호 안에 명령의 이름의 목록을 통해서 Emacs의 표준 명령들의 하나를 종종 참조한다. 이는 `indent-region` 명령은 `M-C-\` 입력에 의해서 관례 상 불러지는 것을 나타낸다. ( 원한다면 명령을 부르는 키들을 변경할 수 있다.; 이 것은 *rebinding*이라 부른다. See Section 16.8 “Keymaps”, page 188. ) 축약어 `M-C-\` 은 `META` 키, `CTRL` 키 그리고 `\` 키를 모두 같은 시간에 눌러야한다는 것을 의미한다. ( 많은 현대 키보드들에서 `META` 키는 `ALT` 키이다. ) 피아노에서 코드를 연주하는 방식과 비슷하기 때문에 이 같은 조합을 키 코드라고 부르기도 한다. 키보드에 `META` 키가 없다면, `ESC` 키가 앞에 쓰여진다. 이 경우에 `M-C-\` 는 `ESC` 키를 눌렀다 땀 후, `CTRL` 키 와 `\` 키를 동시에 누른다. 그러나 보통 `M-C-\`은 `CTRL` 키와 `ALT` 키 그리고 `\` 키를 동시에 누르는 것을 의미한다.

하나의 키 코드 입력 뿐만 아니라 ‘보편적 인자’로 불리는 `C-u`를 먼저 입력할 수 있다. `C-u` 키 코드는 인자를 다음 명령에 전달한다. 공백 6개 만큼 텍스트의 공간을 들여쓰기 한다면 지역을 표시하고 `C-u 6 M-C-\`를 입력한다. ( 숫자를 명시하지 않는다면 명령에 숫자 4를 넘기거나 다르게 동작한다. ) See Section “Numeric Arguments” in *The GNU Emacs Manual*.

GNU Emacs를 사용하여 Info에서 이 문서를 읽는 중이라면, 스페이스 바, `SPC`를 누르는 것으로 문서 전체를 읽을 수 있다. ( Info에 대해서 배우기 위해서 `C-h i` 입력한 후 Info를 선택하라. )

용어에 대한 메모: Lisp 단어 혼자만 사용할 때는 일반적으로 다양한 Lisp을 가리킨다. 그러나 Emacs Lisp이라고 할 때는 특히 GNU Emacs Lisp을 가리킨다.

감사합니다.

이 책을 도와주신 모든 분들에게 감사 드립니다. Jim Blandy, Noah Friedman, Jim Kingdon, Roland McGrath, Frank Ritter, Randy Smith, Richard M. Stallman, 그리고 Melissa Weissshaus 이 분들에게는 더욱 감사함을 느낍니다. 꾸준한 격려를 주신 Philip Johnson 와 David Stampe 이 두 분에게도 감사합니다. 이 책의 모든 실수는 모두 저의 것입니다.

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## 1 List 처리하기

특별한 지식이 없는 사람들에게는 Lisp은 이상한 프로그래밍 언어로 보인다. Lisp 코드 어디나 괄호들이 보인다. 사람들은 심지어 이름이 ‘Lots of Isolated Silly Parentheses’ 을 나타낸다고 한다. 그러나, 이것은 틀렸다. Lisp은 LISt Processing 을 나타내고, 괄호 사이에 *list*를 (그리고 list의 list) 넣어서 다루는 프로그래밍 언어이다. 괄호는 리스트의 경계를 표시한다. 때로는 작은 따옴표 또는 인용 기호 ‘<sup>1</sup>’ 뒤에 list가 위치한다. List는 Lisp의 근본이다.

### 1.1 Lisp에서 List

Lisp에서 list는 이런 형태이다.; '(rose violet daisy buttercup). 이 list는 작은 따옴표로 시작한다. 다음 처럼 쓰여질 수 있을 뿐만 아니라, 더 친숙한 list의 형태로 보인다.

```
'(rose
  violet
  daisy
  buttercup)
```

주위에 돌로 둘러싸여 있는 들판에 꽃들처럼 공백에 의해서 구분되고 괄호에 싸여 있는 이 list의 요소들은 다른 4가지의 꽃들의 이름들이다.

List는 이 List 처럼 그 안에 숫자들을 가질 수 있다.: (+ 2 2). 이 List는 더하기 기호, '+', 그리고 이어서 공백으로 구분되는 두 개의 '2' 가 온다.

Lisp에서 데이터와 프로그램은 같은 방식으로 표현된다.; 공백에 의해서 구분되고 괄호에 싸여있는 단어, 숫자들 또는 다른 List들이다. ( 프로그램이 데이터 처럼 보이기 때문에 하나의 프로그램은 쉽게 다른 프로그램을 위한 데이터로 쉽게 제공할 수 있다.; 이는 Lisp의 매우 강력한 특징이다. ) ( 부수적으로 지금 괄호로 싸여있는 구절들은 ';'와 구두점인 '.'을 포함하고 있기 때문에 Lisp의 List가 아니다. )

이번에는 List 안에 List를 가지고 있는 다른 List가 있다.

```
'(this list has (a list inside of it))
```

이 List의 요소들은 단어 'this', 'list', 'has', 와 List '(a list inside of it)'이다. 내부 List는 단어 'a', 'list', 'inside', 'of', 'it' 로 구성되어 있다.

#### 1.1.1 Lisp Atoms

Lisp에서 *atom*라 부르는 단어들이 있다. 이 용어는 단어 '조깅 수 없는' 것을 의미하는 atom의 역사적인 의미에서 왔다. Lisp까지 영향을 주었다. List에 사용하는 단어들은 더 이상 작은 부분으로 조깅 수 없고 여전히 프로그램의 부분으로 같은 것을 의미한다.; 숫자와 '+' 같은 하나의 문자 기호처럼. 반면에 atom과 다르게 List는 부분들로 나뉘질 수 있다. ( See Chapter 7 "car cdr & cons Fundamental Functions", page 69. )

List에서 atom은 공백으로 구분된다. 괄호의 바로 옆에 있을 수 있다.

<sup>1</sup> 작은 따옴표 또는 인용 기호는 quote 함수의 약어다.; 지금 함수들에 대해서 몰라도 된다.; 함수들은 Section 1.3 "에러 메시지 만들기", page 4. 에 정의 되어 있다.

기술적으로 이야기 하면 Lisp에서 List는 공백으로 구분되는 atom들 또는 다른 List들 혹은 둘 다를 둘러싼 괄호로 구성된다. List는 그 안에 하나의 atom을 가질 수 있거나 아무 것도 가지지 않을 수 있다. 안에 아무 것도 없는 List는 다음과 같다.: () 이고 빈 List로 불린다. 다른 것과 다르게 빈 List는 동시에 atom이면서 List로 간주된다.

atom과 List 둘의 출력 된 표현은 *symbolic expressions* 또는 보다 간결하게 *s-expressions*라 불린다. 단어 *expression* 자체는 출력 된 표현 또는 컴퓨터에 내부에 저장된 것으로 List 또는 atom으로 참조될 수 있다. 종종 사람들은 *expression*을 마구잡이로 사용한다. (또한 많은 글들에서 *form* 단어는 *expression*의 동의어로 사용되고 있다.)

우연히 우주를 구성하는 atom들은 쪼개질 수 없다고 생각되어 그렇게 불리었다.; 그러나 물리적인 atom들은 쪼개질 수 있다고 판명되었다. 부분은 atom으로 쪼개질 수 있거나 같은 크기의 두 부분으로 분열될 수 있다. 물리적 진짜 성질을 알기 전에 atom은 성급하게 이름 지어졌다. Lisp에서 배열과 같은 어떤 종류의 atom은 부분으로 나뉘질 수 있다.; 그러나 이렇게 하는 방법은 List를 나누는 방법과는 다르다. List 연산에 영향 주는 범위에서는 List의 atom들은 나뉘질 수 없다.

영어처럼 Lisp atom의 구성하는 문자들의 의미들은 단어를 만드는 문자들의 의미와 다르다. 예를 들면 세 발가락 나무늘보 (South American sloth)의 단어, 'ai'는 두 단어 'a'와 'i'와 전혀 다르다.

자연에는 많은 종류의 atom들이 있지만 Lisp에서는 단지 몇 개만 있다.: 예를 들면 37,511 또는 1729와 같은 숫자와 '+', 'foo' 또는 'forward-line' 같은 기호가 있다. 앞에 예제에서 열거한 단어들은 모두 기호들이다. 프로그래머들은 다루는 atom의 종류에 보다 명확하게 하기 때문에, 일상적인 Lisp 대화에서 "atom" 단어는 자주 사용되지는 않는다. Lisp 프로그래밍은 List에 있는 대부분 기호(와 때로는 숫자)에 대한 것이다. (덧붙여 삽입 어구로 제시된 앞의 3 단어는 공백으로 구분된 기호인 atom으로 구성되어 있고 괄호로 싸여있기 때문에 Lisp에서 적절한 list이다.)

큰 따옴표 사이에 있는 글 - 문장들 또는 문단들 조차 - 또한 atom이다. 여기 예가 있다.

```
'(this list includes "text between quotation marks.")
```

Lisp에서 구두점과 공백 문자들을 포함한 모든 큰 따옴표로 묶인 글은 단일 atom이다. 이런 종류의 atom은 문자열이라고 불리고 사람이 읽을 수 있게 컴퓨터가 출력할 수 있는 메시지로 사용되는 것들이다. 문자열은 숫자 또는 기호와 다른 종류의 atom이고 다르게 사용된다.

### 1.1.2 List에서 공백 문자

List에서 공백의 양은 중요하지 않다. Lisp 언어의 관점에서는,

```
'(this list
  looks like this)
```

은 다음과 정확히 동일하다.:

```
'(this list looks like this)
```

두 예제는 Lisp에서 같은 List를 보여준다. List는 기호 'this', 'list', 'looks', 'like', 그리고 'this' 순으로 구성되어 있다.

추가 공백과 새 줄은 List를 읽기 좋게 만들기 위해서 설계되었다. Lisp이 이 표현을 읽을 때, 모든 공백은 제거 된다. ( 그러나 구분하기 위해서 atom 사이에 적어도 하나의 공백은 필요하다. )

보기에는 다루었던 예제들이 Lisp list의 대부분을 다른 것처럼 보인다. Lisp에서 다른 list는 더 길거나 더 복잡한 것을 제외하고는 정도의 차이는 있어도 이 예제들 중에 하나로 보인다. 요약하면 List는 괄호 사이에 있고 문자열은 큰 따옴표 사이에 있다. 기호는 단어 같이 보이고 숫자는 숫자이다. ( 어떤 상황에서는 꺾쇠 괄호, 점 그리고 다른 특수 문자들도 사용될 수 있다.; 그러나 그 것들 없이 멀리 갈 것이다. )

### 1.1.3 GNU Emacs는 List 입력을 돕는다

Lisp 대화 모드 또는 Emacs Lisp 모드의 GNU Emacs에서 Lisp 표현식을 입력할 때, 읽기 쉽게 Lisp 표현식을 나타내는 몇 가지 명령이 있다. 예를 들면 TAB을 누르는 것은 자동으로 줄 들여쓰기를 한다. 지역 안에 코드를 들여쓰기하는 명령은 관례상 *M-C-^*에 부여있다. 들여쓰기는 List의 요소들이 어떤 List에 속해있는지 볼 수 있게 설계되었다. — 하위 List의 요소들은 상위 리스트의 요소들보다 더 들여쓰기한다.

게다가 닫는 괄호를 입력할 때, Emacs는 확인할 수 있게 즉시 짝을 이루는 여는 괄호로 커서를 움직인다. Lisp에서 입력하는 모든 List는 닫는 괄호와 짝을 이루는 여는 괄호가 있어야 하기 때문에 이 것은 매우 유용하다. ( Emacs의 모드들에 관한 자세한 정보는 (See Section “Major Modes” in *The GNU Emacs Manual*.)

## 1.2 프로그램 실행하기

Lisp에서 list는 — 아무 List — 어 수행 시킬 수 있는 프로그램이다. 그 것을 수행하면 ( Lisp의 전문 용어로는 *evalute*라고 한다. ) 컴퓨터는 세 가지 중 한 가지를 할 것이다.: list 자체를 반환하는 것을 제외하고 아무 것도 하지 않는다.; 에러 메시지를 보여준다.; 또는 list의 첫 기호를 어떤 일을 하는 명령으로 다룬다. ( 물론 보통 이 세 가지 중 마지막이 진짜 원하는 것이다! )

앞 절의 예제 list 앞에 놓은 작은 따옴표는, ‘, 인용라고 불린다.; List 앞에 있을 때, Lisp에게 list가 쓰여진 대로 가지는 것 에 아무 것도 하지 말라고 하는 것이다. 그러나, List앞에 인용이 없다면, List의 첫 항목은 특별하다.: 그 것은 컴퓨터가 따라할 명령이다. ( Lisp에서 이 명령은 함수라 불린다. ) List (+ 2 2) 는 앞에 인용이 없다. 그래서 Lisp은 +를 List의 나머지 항목들과 무엇을 하는 명령을 이해한다.; 뒤이어 나오는 숫자들을 더하라.

GNU Emacs에서 info로 이 문서를 보고 있다면 그런 List를 실행하는 방법이 있다.: 다음 List의 맨 오른쪽 괄호 뒤로 커서를 이동 시키고 *C-x C-e*를 입력해라.

```
(+ 2 2)
```

메아리 영역에 숫자 4가 나타나는 것을 볼 수 있을 것이다.( 전문 용어로 지금 한 것을 “List를 평가하다.” 라고 한다. 메아리 영역은 출력 또는 글을 “메아리치는” 화면의 아래의 줄이다. ) 지금 인용된 List로 같은 것을 하고자 한다. 커서를 다음 리스트 바로 뒤로 이동 시킨 후, *C-x C-e*를 입력해라.

```
'(this is a quoted list)
```

메아리 영역에 (this is a quoted list)이 나타나는 것을 볼 것이다.

두 경우에서 했던 것은 Lisp 해석기로 불리는 GNU Emacs 내부의 프로그램에게 명령을 주는 것이다. — 표현식을 평가하기 위해 해석기에게 명령을 주는 것.

Lisp 해석기의 이름은 표현식의 의미를 찾는 사람에 의해서 수행된 작업을 뜻하는 단어에서 유래했다. — “통역하는” 사람.

List의 부분이 아닌 atom을 평가할 수 있다. — 괄호에 둘러 싸이지 않았다.; 다시 Lisp 해석기는 사람이 읽을 수 있는 표현식을 컴퓨터의 언어로 번역한다. 그러나 이 것 (see Section 1.7 “Variables”, page 8)을 토론하기 전에 에러를 만들었을 때, List 해석기가 무엇을 하는지 의논할 것이다.

### 1.3 에러 메시지 만들기

Lisp 해석기가 에러 메시지를 출력하는 명령을 알려줄 것이고, 어느 정도 실수를 하더라도 걱정하지 않을 것이다. 이 것은 해가 없는 행동이다.; 그리고 실제로 의도적으로 종종 에러 메시지를 생성할 것이다. 한번 용어를 이해하면, 에러 메시지는 유용할 수 있다. “에러” 메시지라 불리는 것 대신에 “도움” 메시지들이라 불릴 수 있다. 그것들은 낯선 도시에 여행자에게 이정표 같은 것이다.; 그것들을 해석하는 것은 어려울 수 있지만, 한번 이해 했다면 길을 알려줄 것이다.

에러 메시지는 내장된 GNU Emacs 디버거에 의해서 생성된다. ‘디버거를 시작’ 할 것이다. q를 입력함으로 디버거를 빠져나올 수 있다.

따옴표가 없고 첫 번째 항목이 의미 있는 명령이 아닌 list를 평가할 것이다. 작은 따옴표가 없는 것을 제외하고는 앞에서 사용했던 것과 같은 list가 있다. 커서를 이 list의 오른쪽으로 옮긴 후, C-x C-e를 입력해라.:

```
(this is an unquoted list)
```

사용하는 Emacs의 버전에 따라 다르게 보일 것이다. GNU Emacs 22 버전은 20 버전과 그 이전 버전보다는 더 많은 정보를 제공한다. 첫 째, 에러를 만든 최근 결과; 다음에는 이전, 20 버전 결과.

GNU Emacs 22 버전에서는 ‘\*Backtrace\*’ 창이 열리고 그 안에 다음과 같은 것을 볼 것이다.:

```
----- Buffer: *Backtrace* -----
Debugger entered--Lisp error: (void-function this)
  (this is an unquoted list)
  eval((this is an unquoted list))
  eval-last-sexp-1(nil)
  eval-last-sexp(nil)
  call-interactively(eval-last-sexp)
----- Buffer: *Backtrace* -----
```

커서는 이 윈도우에 있을 것이다.( 보이기 전까지 몇 초를 기다려야 할 지도 모른다.) 디버거를 빠져나오고 디버거 창을 닫기 위해서는 입력하라:

```
q
```

디버거를 빠져나와 편안해지기 위해서 q를 바로 입력하라. 그때, 다시 C-x C-e를 입력하면 디버거로 다시 들어간다.

이미 알고있는 것을 바탕으로 이 에러 메시지를 읽을 수 있다.

‘\*Backtrace\*’ 버퍼를 아래에서 위로 읽는다.; Emacs가 한 것을 보여준다. C-x C-e를 입력했을 때, eval-last-sexp 명령에 대해서 대화형 호출을 했다. eval은 ‘평가하다(evaluate)’에 대한 약어이고 sexp는 ‘기호 표현식(symbolic expression)’에 대한 약어이다. 명령은 커서 바로 앞의 표현식에 대해서 ‘마지막 기호 표현식을 평가하라’를 의미한다.

위의 각 줄은 Lisp 해석기가 평가한 것을 나타낸다. 가장 최근의 행동은 맨 위에 있다. Emacs를 역으로 추적하는 것을 가능하게 하기 때문에 ‘\*Backtrace\*’라는 버퍼라 불린다.

‘\*Backtrace\*’ 버퍼의 맨 위에서, 이 줄을 본다.

Debugger entered--Lisp error: (void-function this)

Lisp 해석기는 list의 첫 atom인 ‘this’ 단어를 평가하려고 한다. 이 행동은 에러 메시지 ‘void-function this’를 만들어냈다.

메시지는 ‘void-function’과 ‘this’를 포함하고 있다.

‘function’은 전에 한번 언급했었다. 매우 중요한 단어이다. 우리의 목적을 위해 function은 컴퓨터가 처리해야 할 것들을 지시하는 명령들의 집합이라고 말하는 것으로 정의할 수 있다.

이제 에러 메시지를 이해할 수 있다.: ‘void-function this’. 함수는 ( 단어 ‘this’ 이다. ) 컴퓨터가 수행할 명령들의 집합의 정의를 가지고 있지 않다.

다소 이상한 단어, ‘void-function’는 Emacs Lisp이 구현된 방식을 감추기 위해 설계되었고, 기호는 연결된 함수 정의를 갖지 않을 때, 명령들을 포함해야 하는 장소는 ‘비었다’.

반면에 (+ 2 2)를 평가하는 것으로 성공적으로 2 더하기 2를 할 수 있기 때문에, 기호 +는 컴퓨터가 따라야 할 명령들의 집합을 가지고 있고 그 명령들은 + 뒤에 따라오는 숫자들을 합해야 한다는 것을 추론할 수 있다.

GNU Emacs 20 버전과 초기 모든 버전들에서 에러 메시지의 한 줄을 볼 것이다; 메아리 영역에 다음처럼 나타날 것이다.

Symbol's function definition is void: this

(또한 터미널은 뽁 소리를 낼 것이다. — 소리가 날 수도 있고, 아닐 수도 있다.; 그리고 다른 것들은 깜박인다. 단지 관심을 얻기 위한 장치이다.) 커서를 움직이거나, 다른 키를 누르면 메시지는 바로 사라진다.

‘Symbol’의 의미를 안다. 이 것은 List의 첫 번째 항목, ‘this’ 단어를 가리킨다. ‘function’는 컴퓨터가 할 일을 나타내는 명령들을 의미한다. ( 기술적으로 기호는 컴퓨터가 명령들을 찾을 수 있는 위치를 나타내지만, 우리는 잠시 동안 무시할 수 있는 복잡한 것이다. )

이제 에러 메시지를 이해할 수 있다.: ‘Symbol’s function definition is void: this’. 기호는 ( ‘this’ 단어 ) 컴퓨터가 수행할 수 있는 명령들이 없다.

## 1.4 기호 이름들과 함수 정의들

지금까지 논의한 내용을 바탕으로 Lisp의 또 다른 특성들을 분명하게 설명할 수 있다. — 중요한 특성: + 같은 기호는 컴퓨터가 이해하는 명령들의 집합이 아니다. 대신에 아마 일시적으로 명령들의 집합 또는 정의를 찾는 하나의 방법으로 기호가 사용된다. 명령들이 발견될 수 있는 것을 통해서 이름들을 볼 것이다. 사람들의 이름들도 같은 방식이다. 나는 ‘Bob’ 이다.; 하지만, 나는 글자 ‘B’, ‘o’, ‘b’은 아니다. 그러나 특정 생활에 지속적으로 관련된 의식이었다. 이름은 내가 아니지만 나를 지칭할 수 있다.

Lisp에서 하나의 명령들의 집합은 여러 이름들에 붙을 수 있다. 예를 들면, 숫자를 더하는 컴퓨터 명령들은 기호 + 뿐만 아니라 기호 plus에도 연결될 수 있다. (그리고 Lisp의 일부 방언들에 있다. ) 사람들 사이에서 나는 ‘Robert’와 ‘Bob’ 뿐만 아니라 다른 단어에 의해서 참조될 수 있다.

반면에, 기호는 한번에 오직 하나의 함수 정의에만 연결될 수 있다. 그렇지 않으면, 컴퓨터는 사용할 함수 정의에 대해서 혼동할 것이다. 만약 사람들 사이의 경우라면, 세상에 오직 한 사람만이 ‘Bob’이라는 이름을 가질 수 있는 것이다. 그러나, 이름에 의해서 참조되는 함수 정의는 손쉽게 변경될 수 있다. (See Section 3.2 “Install a Function Definition”, page 24.)

Emacs Lisp이 거대해진 이후로, 함수가 속한 Emacs의 일부를 지칭하는 방식으로 기호들을 명명하는 관례가 있다. 따라서 Texinfo를 다루는 함수들에 대한 모든 이름들은 ‘texinfo-’로 시작하고 mail 읽는 것을 다루는 함수들은 ‘rmail-’로 시작한다.

## 1.5 Lisp 해석기

살펴본 것을 바탕으로, list를 평가하라는 명령을 내렸을 때 Lisp 해석기가 무엇을 하는지 알 수 있다. 첫 번째, list 앞에 따옴표가 있는지 본다.; 만약 있다면, 해석기는 list를 단지 우리에게 준다. 반면에 따옴표가 없다면, 해석기는 list의 첫 요소를 보고 그 요소에 해당하는 함수가 있는지 본다. 만약 있다면 해석기는 함수 정의에 명령들을 수행한다. 만약 없다면 해석기는 에러 메시지를 출력한다.

이 것이 Lisp이 동작하는 방식이다. 단순하다. 잠시 후에 볼 추가적인 복잡함이 있지만, 이 것이 기본이다. 물론 Lisp 프로그램을 작성하기 위해서는 함수 정의를 작성하고 그 함수에 이름을 붙이는 것을 알아야 한다. 그리고 자신 또는 컴퓨터가 혼동하지 않게 이 것을 하는 것도 알아야 한다.

이제 첫 복잡함이다. List에 추가적으로 Lisp 해석기는 따옴표와 괄호가 없는 기호를 평가할 수 있다. Lisp 해석기는 *variable*로서 기호의 값을 결정하려고 할 것이다. 이 상황은 변수들 섹션에서 설명한다. (See Section 1.7 “Variables”, page 8.)

몇 함수들이 비정상적이며 일반적인 방식으로 동작하지 않기 때문에 두 번째 복잡함이 발생한다. 이 것들은 *special forms*라 부른다. 함수를 정의하는 것 같은 특별한 일에 대해서 사용된다. 그리고 많지는 않다. 다음 장에서 더 중요한 special form에 대해서 나온다.

세 번째와 마지막 복잡함은 이것이다.: 만약 Lisp 해석기가 찾는 함수가 special form이 아니고 list의 한 부분이라면 Lisp 해석기는 List 안에 List를 가지고 있는지 본다. 만약에 내부 List라면 Lisp 해석기는 안쪽 List에 대해서 먼저 알아내고 그 이후에 바깥쪽 List에 대해서 처리한다. 만약 안쪽 List에 또 다른 List가 포함되어 있다면, 그 안쪽 List를 먼저 처리한다. 항상 가장 안쪽의 List를 처리한다. List의 결과를 평가하기 위해서 해석기는 먼저 가장 안쪽 List에 대해서 처리한다. 결과는 둘러싸인 표현으로 사용될 것이다.

그렇지 않으면 해석기는 왼쪽에서 오른쪽으로, 한 표현에서 그 다음으로 처리한다.

### 1.5.1 Byte Compiling

해석기의 한 가지 다른 측면이 있다.: Lisp 해석기는 두 종류의 독립체를 해석할 수 있다.: 앞으로 주로 살펴볼 사람이 읽을 수 있는 코드 그리고 사람이 읽을 수 없는 *byte compiled* 코드라 불리는 특수하게 처리되는 코드. Byte compiled 코드는 사람이 읽는 코드 보다 빠르게 수행된다.

`byte-compile-file` 같은 컴파일 명령의 하나를 실행하여 사람이 읽을 수 있는 코드를 byte compiled 코드로 변환할 수 있다. byte compiled 코드는 ‘.el’ 확장자가

아닌 ‘.elc’ 확장자를 가지는 보통 파일에 저장된다. ‘emacs/lisp’ 디렉토리에서 두 종류의 파일을 볼 수 있다.; 읽을 수 있는 파일들은 ‘.el’ 확장자를 가진다.

실제 문제로서 Emacs를 변경하거나 확장하는 대부분의 것들은 byte compile이 필요하지 않다. 그리고 이 주제는 여기서 다루지 않을 것이다. byte compilation의 모든 설명은 See Section “Byte Compilation” in *The GNU Emacs Lisp Reference Manual* 에 있다.

## 1.6 평가하기

Lisp 해석기가 표현에서 동작할 때, 그 행위를 위한 용어로 *evaluation*이라고 한다. 해석기가 ‘표현을 평가한다.’ 라고 이야기 한다. 이미 이 용어를 앞에서 여러 번 사용했다. *Webster’s New Collegiate Dictionary*.에 따르면 ‘가치 또는 금액을 알아보다; 평가하다.’ 라는 일상 언어에서 사용하는 것에서 유래되었다.

표현을 평가한 후에 Lisp 해석기는 함수 정의에 명령들을 수행하여 얻은 값을 *return*하거나 아마도 함수 수행을 포기하고 에러 메시지를 출력할 것이다. ( 말하자면 그 자체가 다른 함수로 넘겨지거나, ‘무한 반복’ 이라 하는 것으로 영원히 계속 반복할지도 모른다. 이런 동작들은 드물다.; 그리고 그것들을 무시할 수 있다. ) 대다수의 경우 해석기는 값을 넘겨준다.

해석기가 값을 넘겨주는 동시에, 커서를 옮기거나 파일을 복사하는 것같은 다른 일을 할 수도 있다.; 이런 다른 종류의 행동을 *side effect*라고 한다. 결과를 출력하는 것처럼 사람들이 생각하는 행동들은 중요하고 Lisp 해석기에는 종종 “side effects” 이다. 이 용어는 이상하게 들릴 수 있다. 그러나 side effects를 사용하는 것을 배우는 것이 매우 쉬운 것으로 밝혀졌다.

요약하면, 가장 흔하게 기호 표현을 평가하는 것은 Lisp 해석기가 값을 넘겨주고 아마도 side effect를 수행한다.; 또는 에러를 발생한다.

### 1.6.1 내부 list 평가하기

안쪽에 다른 list에 평가가 적용된다면 바깥 list가 평가될 때, 첫 평가에 의해서 넘겨진 값을 정보로서 사용할 것이다. 이는 안쪽의 표현들이 먼저 평가되는 이유이다.: 밖의 표현들은 넘겨진 값들을 사용한다.

다른 예제를 평가하는 것으로 이 과정을 살펴볼 수 있다. 커서를 다음 표현식 뒤에 위치시킨 후, **C-x C-e**를 입력하라.:

```
(+ 2 (+ 3 3))
```

숫자 8이 echo 영역에 나타날 것이다.

Lisp 해석기가 먼저 값 6을 넘겨주는 안쪽 표현 (+ 3 3) 을 평가한다.; 그리고 값 8을 넘겨주는 바깥 표현 (+ 2 6) 을 평가한다. 더 이상의 포함하는 표현들이 없기 때문에 해석기는 echo 영역에 값을 출력한다.

이제 키 입력 **C-x C-e**에 의해 수행되는 명령의 이름을 이해하는 것이 쉽다.: **eval-last-sexp**가 이름이다. **sexp**의 문자들은 ‘symbolic expression’ 의 약어이다. 그리고 **eval**은 ‘evaluate’ 의 약어이다. 이 명령은 ‘마지막 기호 표현을 평가하라’를 의미한다.

실험처럼 표현 바로 뒤 다음 줄의 시작에 커서를 놓거나 표현 안쪽에 커서를 놓고 표현을 평가하는 것을 해볼 수 있다.

여기 다른 표현의 사본이 있다.

```
(+ 2 (+ 3 3))
```

커서를 표현 바로 뒤의 빈줄의 시작에 놓고 `C-x C-e`를 입력하면 echo 영역에 값 8을 얻을 것이다. 지금 커서를 표현 안쪽에 놓고 시도해봐라. 만약 마지막 괄호의 바로 옆에 놓는다면, ( 마지막 괄호의 바로 위에 놓인 것으로 나타난다. ) echo 영역에 6이 출력되는 것을 볼 것이다. 표현 (+ 3 3)을 평가한 명령이기 때문이다.

지금 숫자 바로 뒤에 커서를 움직여라. `C-x C-e`를 입력하면 숫자 그 자체를 얻을 것이다. Lisp에서 숫자를 평가하면 숫자 그 자체를 얻는다. — 숫자는 기호와 다르다. + 같은 기호로 시작하는 list를 평가한다면, 그 이름에 연결된 함수 정의에 있는 명령들을 실행함으로 얻은 값을 넘겨 받을 것이다. 기호 그 자체를 평가한다면 다음 장에서 보겠지만 다른 어떤 일이 생길 것이다.

## 1.7 Variables

Emacs Lisp에서 기호는 기호에 연결된 함수 정의를 가질 수 있는 것 처럼 그 기호에 연결된 값을 가질 수 있다. 이 두개는 다르다. 함수 정의는 컴퓨터가 처리해야 하는 명령의 집합이다. 반면에 값은 변할 수 있는 숫자 또는 이름이다. ( 그런 기호가 변수라 하는 이유이다. ) 기호의 값은 기호, 숫자, list, 문자열 처럼 Lisp에서 표현이 될 수 있다. 값을 가질 수 있는 기호는 *variable*이라고 한다.

기호는 동시에 함수 정의와 값을 가질 수 있다. 또는 둘 중 하나를 가질 수 있다. 이 둘은 다르다. 이름 Cambridge는 Massachusetts에 있는 도시를 나타낼 수도 있고 “대단한 프로그래밍 센터” 같이 이름에 있는 몇 가지 정보를 가지는 것과 유사하다.

이 것과 관련된 다른 방식은 기호를 서랍장으로 상상하는 것이다. 함수 정의는 한 서랍에 있다. 값은 다른 서랍에 있다. 값을 담고 있는 서랍은 함수 정의를 담고 있는 서랍에 영향 없이 변경될 수 있다. 그 반대로도 마찬가지이다.

변수 `fill-column`은 값을 가지고 있는 기호를 보여준다.: 모든 Emacs 버퍼에서 이 기호는 어떤 값으로 설정되어 있다. 보통 72 또는 70이나 때로는 다른 값일 수 있다. 이 기호의 값을 알기 위해서 이 기호를 평가한다. GNU Emacs의 info로 이 문서를 읽고 있다면, 이 기호 뒤에 커서를 이동한 후 `C-x C-e`를 입력하는 것으로 이 기호를 평가할 수 있다.

```
fill-column
```

`C-x C-e`를 입력하면 Emacs는 echo 영역에 숫자 72를 출력한다. 내가 이 문서를 쓸 당시 나를 위해 설정한 `fill-column`의 값이다. 이 값은 다를 수 있다. 변수로 넘겨진 값은 함수의 명령을 실행하여 넘겨진 값과 바로 같은 방식으로 출력된다. Lisp 해석기의 관점으로 보면 값이 넘겨지는 것은 값이 넘겨지는 것이다. What kind of expression it came from ceases to matter once the value is known.

기호는 어떤 값을 가질 수 있다. 전문 용어를 사용하면 변수에 값을 *bind* 한다.: 72같은 숫자; “such as this” 같은 문자열; (spruce pine oak) 같은 list; 심지어 변수를 함수에 bind 할 수 있다.

기호는 다른 방식으로 값에 bind 될 수 있다. 이 것과 관련된 정보는 See Section 1.9 “변수에 값 설정하기”, page 14 참조하라.

### 1.7.1 Error Message for a Symbol Without a Function

변수로의 값을 얻기 위해 `fill-column`을 평가 할 때, 이 단어 주변의 괄호가 없었다. 이 것은 함수 이름으로 사용하는 것을 생각하지 않았기 때문이다.



만약 `fill-column`이 list의 하나 뿐인 요소라면, Lisp 해석기는 이 기호에 연결된 함수 정의를 찾으려고 할 것이다. 그러나 `fill-column`은 어떤 함수 정의도 가지고 있지 않다. 이 기호를 평가하는 것을 시도해보자.:

```
(fill-column)
```

GNU Emacs 22 버전에서는 ‘\*Backtrace\*’ 버퍼를 생성할 것이다.

```
----- Buffer: *Backtrace* -----
Debugger entered--Lisp error: (void-function fill-column)
(fill-column)
eval((fill-column))
eval-last-sexp-1(nil)
eval-last-sexp(nil)
call-interactively(eval-last-sexp)
----- Buffer: *Backtrace* -----
```

( 기억해라. 디버거를 종료하고 디버거 윈도우를 날리기 위해서 ‘\*Backtrace\*’ 버퍼에서 `q`를 입력하라. )

### 1.7.2 Error Message for a Symbol Without a Value

bind된 값이 없는 기호를 평가하려고 한다면 에러 메시지를 만날 것이다. 2 더하기 2를 실험하는 것으로 볼 수 있다. 다음 표현에서 커서를 `+`와 첫 숫자 2 사이에 놓고 `C-x C-e`를 입력한다.

```
(+ 2 2)
```

GNU Emacs 22 버전에서 ‘\*Backtrace\*’ 버퍼가 만들어진다.

```
----- Buffer: *Backtrace* -----
Debugger entered--Lisp error: (void-variable +)
eval(+)
eval-last-sexp-1(nil)
eval-last-sexp(nil)
call-interactively(eval-last-sexp)
----- Buffer: *Backtrace* -----
```

( 디버거를 들어간 다른 때 처럼 ‘\*Backtrace\*’ 버퍼에서 `q`를 입력함으로 빠져나올 수 있다. )

이 ‘Debugger entered--Lisp error: (void-function this)’에 있던 첫 에러 메시지와는 backtrace는 다르다. 이 경우 함수는 변수로서 값을 가지고 있지 않다.; 다른 에러 메시지에서 함수는 ( ‘this’ 단어 ) 정의를 가지고 있지 않았다.

`+`의 실험에서 `+`를 평가하는 Lisp 해석기는 함수 정의 대신에 변수의 값을 찾고자 했다. 커서를 List의 닫는 괄호가 아닌 기호 바로 옆에 놓았다. 결과적으로 Lisp 해석기는 커서 바로 앞의 기호를 평가했다. 이 경우에는 `+` 그 자체이다.

`+`는 단지 함수 정의이지 bind된 값이 없기 때문에 에러 메시지는 변수로서 그 기호의 값이 void라는 것을 알려준다.

## 1.8 인자들

정보가 함수로 전달되는 방법을 보기 위해 예전의 준비물인 2 더하기 2를 보자. Lisp에서 다음처럼 작성한다.

```
(+ 2 2)
```

이 표현을 평가하면 숫자 4가 echo 영역에 나타날 것이다. Lisp 해석기는 `+` 뒤에 숫자들을 더한다.

+가 더하는 숫자들은 함수 +의 *arguments*라 부른다. 이 숫자들은 함수에 *passed* 되는 정보들이다.

‘argument’ 단어는 수학에서 사용된 방법에서 유래되었다. 그리고 두 사람 사이의 분쟁을 의미하는 것이 아니다.; 대신 이 경우에 함수 +에 넘겨지는 정보를 가리킨다. Lisp에서 함수에 인자들은 함수 뒤에 오는 atom 또는 list 이다. 이 atom 또는 list의 평가에 의해서 넘겨지는 값들은 함수로 전달된다. 다른 함수들은 다른 개수의 인자들을 요구한다.; 어떤 함수는 아무 것도 요구하지 않는다.<sup>2</sup>

### 1.8.1 인자의 데이터 타입

데이터의 타입은 사용하는 정보의 종류에 맞게 함수에 전달되어야 한다. +가 숫자들을 더하기 때문에 + 같은 함수의 인자들은 숫자 값들이어야 한다. 다른 함수들은 인자에 맞게 다른 종류의 데이터를 사용한다.

예를 들면 `concat` 함수는 둘 또는 그 이상의 문자열들을 연결하거나 하나로 만든다. 인자들은 문자열이다. 두 문자열 `abc`, `def`를 연결 시켜 단일 문자열 `abcdef`를 만든다. 다음을 평가 함으로 결과를 볼 수 있다.:

```
(concat "abc" "def")
```

이 표현을 평가하면 “`abcdef`” 값이 만들어진다.

`substring` 같은 함수는 문자열과 숫자를 모두를 인자로 받는다. 이 함수는 첫 인자의 부분 문자열로 문자열의 일부분을 넘겨준다. 이 함수는 3개의 인자를 받는다. 첫 인자는 문자열이고 두 번째와 세 번째는 부분 문자열의 시작과 끝을 의미하는 숫자이다. 숫자들은 문자열의 시작부터(공백과 구두점들을 포함한) 문자의 개수이다.

예제로 다음을 평가한다면:

```
(substring "The quick brown fox jumped." 16 19)
```

`echo` 영역에 “`fox`”이 나타날 것이다. 인자들은 문자열과 2 개의 숫자이다.

`substring`에 전달되는 문자열은 공백에 의해서 구분되는 여러 단어로 구성되어 있지만 단일 atom 이다. Lisp은 두 따옴표 기호 사이에 모든 것을 공백을 포함해서 문자열의 일부분으로 계산한다. 개별 atom을 받아서 일부분을 추출하기 때문에 `substring` 함수를 ‘atom 분쇄기’의 종류로 생각할 수 도 있다. 그러나 `substring`은 숫자나 기호같은 atom의 종류가 아닌 문자열 인자로 부터 단지 부분 문자열을 빼는 것만 가능하다.

### 1.8.2 변수의 값 또는 list 인 인자

인자는 평가될 때 값을 넘겨주는 기호가 될 수 있다. 예를 들면 `fill-column` 기호는 평가될 때 숫자를 넘긴다. 이 숫자는 추가로 사용될 수 있다.

<sup>2</sup> ‘argument’ 단어가 수학에서 의미, 일상 영어에서의 의미가 서로 다른 것에 대한 흔적을 찾는 것은 특이하다. *Oxford English Dictionary*에 따르면, 이 단어는 ‘분명하게 하다, 증명하다’라는 Latin어에서 유래되었다.; 그래서 한 어원의 실을 따라가면 ‘증명을 하기 위해 제시되는 증거’이고 여기서 Lisp에서는 ‘제공되는 정보’로 되었다. 그러나 다른 어원의 실을 따라가면 ‘반대 주장에 대해서 주장하는 것’에서 분쟁같은 단어의 의미로 되었다. (여기서 영어 단어는 동시에 두 가지 다른 정의를 가진다. 반면에 Emacs Lisp에서는 기호는 동시에 두 개의 다른 함수 정의를 가질 수 없다.)

다음 표현 뒤에 커서를 위치한 후, `C-x C-e`를 입력해라.

```
(+ 2 fill-column)
```

값은 `fill-column`을 평가한 것에 2가 더해진 숫자가 될 것이다. 나의 경우 `fill-column`이 72이기 때문에 74이다.

앞에서 본 것처럼 인자는 평가 시 값을 넘겨주는 기호가 될 수 있다. 게다가 인자는 평가 시 값을 넘겨주는 list가 될 수 있다. 예를 들면 다음 표현에서 `concat` 함수의 인자는 문자열 “The”와 “red foxes.” 이고, `(number-to-string(+ 2 fill-column))` list이다.

```
(concat "The " (number-to-string (+ 2 fill-column)) " red foxes.")
```

이 표현을 평가하면—내 Emacs에서는 `fill-column`은 72 이다.— “The 74 red foxes.”이 echo 영역에 나타날 것이다. ( ‘The’ 단어 뒤와 ‘red’ 앞에 공백을 넣어야 한다. `number-to-string` 함수는 숫자를 문자열로 변환하여 넘겨준다. `number-to-string`은 `int-to-string`으로도 알려졌다.

### 1.8.3 여러 개의 인자들

`concat`, `+`, `*` 같은 함수들은 원하는 개수의 인자를 받는다. ( `*`은 곱하기를 위한 기호이다. ) 보통 다음 표현들의 각각을 평가하는 것으로 볼 수 있다. echo 영역에 ‘로 평가된다.’로 읽을 수 있는 ‘⇒’ 뒤에 있는 것이 echo 영역에 출력되는 것을 볼 수 있다.

첫 번째로 함수는 인자를 받지 않는다.

```
(+) ⇒ 0
```

```
(*) ⇒ 1
```

이 예제에서 함수들은 각 1개의 인자를 받는다.

```
(+ 3) ⇒ 3
```

```
(* 3) ⇒ 3
```

다음 예에서 함수들은 각 3개의 인자를 받는다.

```
(+ 3 4 5) ⇒ 12
```

```
(* 3 4 5) ⇒ 60
```

### 1.8.4 잘못된 타입의 인자를 사용하기

함수에 잘못된 타입의 인자가 넘겨지면 Lisp 해석기는 에러 메시지를 출력한다. 예를 들면 `+` 함수는 인자들의 값으로 숫자를 기대한다. 실험처럼 숫자 대신 따옴표로 시작하는 `hello`를 넘겨볼 수 있다. 다음 표현 뒤에 커서를 이동한 후 `C-x C-e`를 입력해보자.

```
(+ 2 'hello)
```

그러면 에러 메시지를 볼 것이다. `+`는 숫자 2를 ‘hello’에 의해서 넘겨지는 값과 더하려고 했으나, ‘hello’가 넘겨주는 값은 숫자가 아닌 `hello` 기호이다. 오직 숫자들만 더할 수 있다. 그래서 `+`는 더하기를 수행할 수 없었다.

GNU Emacs 22 버전에서는 ‘\*Backtrace\*’ 버퍼에 다음과 같이 나타난다.:

```
----- Buffer: *Backtrace* -----
Debugger entered--Lisp error:
  (wrong-type-argument number-or-marker-p hello)
  +(2 hello)
  eval((+ 2 (quote hello)))
  eval-last-sexp-1(nil)
  eval-last-sexp(nil)
  call-interactively(eval-last-sexp)
----- Buffer: *Backtrace* -----
```

늘 그렇듯이 에러 메시지를 읽는 방법을 배운 후 에러 메시지는 도움을 주려고 노력하고 이해시키려고 한다.<sup>3</sup>

에러 메시지의 첫 부분은 간단하다.; ‘잘못된 인자’를 말한다. 다음은 이해하기 힘든 전문 단어 ‘number-or-marker-p’가 온다. 이 말은 +가 기대하는 인자의 종류가 무엇인지 말하는 것이다.

기호 number-or-maker-p는 Lisp 해석기가 정보가 표현하고자 하는 것이 ( 인자의 값 ) 숫자인지 marker( 버퍼 위치를 나타내는 특별한 객체 ) 인지 결정하고 노력하는 중이라는 것을 말한다. 이는 더할 숫자가 +에 주어졌는지 확인하는 것이다. 또한 이는 인자가 Emacs Lisp의 특별한 특징인 marker라 부르는 것인지도 검사한다. ( Emacs에서 버퍼의 위치는 marker로서 기록된다. C-@ 또는 C-SPC 명령으로 mark가 설정될 때, 그 위치는 marker로 보관된다. mark는 숫자로 간주된다. 버퍼의 시작부터 문자들의 개수이다. ) Emacs Lisp에서 +는 숫자로서 marker 위치의 숫자 값을 더할 수 있다.

number-or-marker-p의 ‘p’는 Lisp 프로그래밍의 초창기에 시작된 전형이다. ‘p’는 ‘predicate’를 나타낸다. 초기 Lisp 연구자들이 사용한 용어에서 predicate는 어떤 속성이 참 또는 거짓인지 판단하는 함수를 가리킨다. 그래서 ‘p’는 number-or-maker-p가 제공되는 인자가 숫자 또는 marker 인지 판단하여 참 또는 거짓을 알려주는 함수의 이름이라는 것을 말한다. ‘p’로 끝나는 다른 Lisp 기호들로 인자가 0의 값을 가지는지 확인하는 zerop와 인자가 list인지 검사하는 listp가 있다.

마지막으로 에러 메시지의 마지막 부분은 기호 hello이다. +에 전달되는 인자의 값이다. 객체의 올바른 타입이 전달되었다면 hello 같은 기호가 아닌 37같은 값은 숫자였을 것이다. 그랬으면 에러 메시지를 받지 않았을 것이다.

### 1.8.5 message 함수

+ 같이 message 함수는 여러 개의 인자를 받는다. 사용자에게 메시지를 보낼 때 사용되고 앞으로 설명할 것처럼 꽤 유용하다.

메시지는 echo 영역에 출력된다. 예를 들면 다음을 평가하면 echo 영역에 메시지를 출력 할 수 있다.

```
(message "This message appears in the echo area!")
```

큰따옴표 사이에 모든 문자열은 하나의 인자이고 *in toto* 출력된다. ( 이 예제에서 메시지 자체는 echo 영역에 큰따옴표와 같이 나타날 것이다.; message 함수에서 넘겨 받은 값이기 때문이다. 작성한 프로그램에서 message의 대부분의 용도로 부작용으로 echo 영역에 따옴표 없이 글이 출력될 것이다. See Section 3.3.1 “multiply-by-seven in detail”, page 26, 이 것에 대한 예 )

<sup>3</sup> (quote hello)는 약어 ‘hello’의 확장이다.

그러나, 따옴표 안의 문자열에 ‘%s’가 있다면 `message` 함수는 ‘%s’를 출력하지 않는다. 대신 문자열 뒤에 오는 인자를 본다. 두 번째 인자를 평가하고 ‘%s’ 위치에 그 값을 출력한다.

다음 표현 뒤에 커서를 옮긴 후, `C-x C-e`를 입력하라.

```
(message "The name of this buffer is: %s." (buffer-name))
```

Info에서는 “The name of this buffer is : \*info\*.”이 echo 영역에 나타날 것이다. `buffer-name` 함수는 문자열로 현재 버퍼 이름을 넘겨주고 `message` 함수는 이 값을 %s 위치에 삽입한다.

숫자로 값을 출력하기 위해서는 ‘%s’와 같은 방법으로 ‘%d’를 사용하라. 예를 들면 echo 영역에 `fill-column` 값을 메시지에 출력하려면 다음을 평가하라.:

```
(message "The value of fill-column is %d." fill-column)
```

내 시스템에서 수행해보면 “The value of fill-column is 72.”이 echo 영역에 나타난다.<sup>4</sup>

만약에 따옴표로 묶인 문자열에 하나 이상의 ‘%s’가 있다면 따옴표로 묶인 문자열 다음의 첫 번째 인자의 값은 첫 번째 ‘%s’의 위치에 출력되고 두 번째 인자의 값은 두 번째 ‘%s’의 위치에 출력된다.

예를 위해서 다음을 평가해보면

```
(message "There are %d %s in the office!"
  (~ fill-column 14) "pink elephants")
```

다소 기발한 메시지가 echo 영역에 나타날 것이다. 내 시스템에서는 “There are 58 pink elephants in the office!”가 나타난다.

표현 `(~ fill-column 14)`은 평가되고 결과 숫자는 ‘%d’ 위치에 삽입된다.; 큰따옴표로 묶인 문자열 “pink elephants”은 단일 인자로 다뤄지고 ‘%s’ 위치에 삽입된다. ( 큰따옴표로 묶인 문자열은 숫자와 같이 그 자체로 평가된다. )

마지막으로 단지 숫자의 계산이 아닌 여기 복잡한 예제가 있다. 그리고 ‘%s’가 대체된 글을 만들어 내는 표현을 가진 표현을 사용하는 방법도 보여준다.

```
(message "He saw %d %s"
  (~ fill-column 32)
  (concat "red "
    (substring
      "The quick brown foxes jumped." 16 21)
    " leaping."))
```

이 예제에서 `message`는 3개의 인자를 가진다.; “He saw %d %s” 문자열, 표현식 `(~ fill-column 32)` 그리고 `concat` 함수로 시작하는 표현식이다. `(~ fill-column 32)`의 평가의 결과 값은 ‘%d’ 위치에 삽입된다.; 그리고 `concat`로 시작하는 표현식의 결과 값은 ‘%s’ 위치에 삽입된다.

`fill-column`이 70이고 표현식을 평가하면 메시지 “He saw 38 red foxes leaping.”가 echo 영역에 나타날 것이다.

<sup>4</sup> 실제로 숫자를 출력하기 위해 %s를 사용할 수 있다. 일반적이지는 않다. %d는 소숫점의 왼쪽 부분을 출력하고 숫자가 아닌 것은 출력하지 않는다.

## 1.9 변수에 값 설정하기

변수의 값을 변경하는 것은 여러가지 방법이 있다. 이 방법 중의 하나는 `set` 함수 또는 `setq` 함수를 사용하는 것이다. `let`(see Section 3.6 “let”, page 29)를 사용하는 다른 방법도 있다. (이런 과정을 변수에 값을 *bind*한다고 한다.)

다음 절들은 `set`과 `setq`가 동작하는 것 뿐만 아니라 인자들이 전달되는 방식도 설명한다.

### 1.9.1 set 사용하기

기호 `flowers`의 값을 list `(rose violet daisy buttercup)`로 설정하기 위해 표현식 뒤에 커서를 놓고 `C-x C-e`를 입력해라.

```
(set 'flowers '(rose violet daisy buttercup))
```

`(rose violet daisy buttercup)` list가 `echo` 영역에 나타날 것이다. `set` 함수의 결과로 *returned* 된 것이다. 추가 효과로 기호 `flowers`는 이 list에 바인딩 되었다.; 기호 `flowers`는 변수로서 볼 수 있고 list가 값이다. (그런데 이 과정은 값을 설정하는 해석기의 추가 효과가 사람들이 관심 있어 하는 주요 효과를 보게 될 수 있다는 것을 보여준다. 모든 Lisp 함수는 예러가 아니라면 값을 넘겨줘야 한다. 그러나 하나의 부수 효과를 가지게 설계되었다면 오직 하나의 부수 효과를 볼 것이다.)

`set` 표현식을 평가한 후, 기호 `flowers`를 평가할 수 있다. 그리고 단지 설정한 값을 넘길 것이다. 여기 기호가 있다. 그 기호 뒤에 커서를 옮긴 후, `C-x C-e`를 입력해보라.

```
flowers
```

`flowers`를 평가할 때, list `(rose violet daisy buttercup)`는 `echo` 영역에 보일 것이다.

우연히 변수 앞에 작은 따옴표가 있는 `'flowers`를 평가하면 `echo` 영역에 그 자체 기호 그 자체 `flowers`가 나타날 것이다. 여기 그 기호가 있고, 시험해볼 수 있다.

```
'flowers
```

`set`을 사용할 때, 두 인자가 평가되기를 원하지 않는다면 `set`에 두 인자들에 작은 따옴표가 필요하다. 인자가 평가되는 것을 원하지 않기 때문에 변수 `flowers`와 list `(rose violet daisy buttercup)`는 작은 따옴표가 붙어있다. (첫 인자에 작은 따옴표 없이 `set`을 사용할 때, 첫 인자가 먼저 평가된다. 만약 `flowers`가 값을 가지지 않은 상태에서 이렇게 한다면 `'Symbol's value as variable is void`라는 예러 메시지를 볼 것이다.; 반면에 `flowers`가 평가된 후에 값을 넘겨준다면 `set`은 넘겨 받은 값에 설정하려고 할 것이다. 이 동작은 제대로 된 동작이다.; 그러나 매우 드문 상황이다.)

### 1.9.2 setq 사용하기

실제로 `set`의 첫 인자를 거의 항상 따옴표를 붙인다. `set`과 따옴표가 붙은 첫 인자의 조합은 별도의 이름을 가질 정도로 일반적이다.; 특별한 형태의 `setq`. 이 특별한 형태는 첫 인자가 자동으로 따옴표가 붙는 것을 제외하고는 `set`과 같다. 그래서 따옴표를 붙일 필요가 없다. 또한 추가된 편리함으로 `setq`는 하나의 표현식에 여러 개의 변수들에 값들을 설정하는 것을 허용한다.

`setq`를 사용하여 `carnivores` 변수에 list `(lion tiger leopard)` 값을 설정하려면 다음 표현식이 사용된다.:

```
(setq carnivores '(lion tiger leopard))
```

setq에 의해서 첫 인자에 자동으로 따옴표가 붙는 것을 제외하면 set을 사용하는 것과 정확히 같다. (setq에서 'q'는 quote를 의미한다.)

set에서는 다음같은 표현식으로 보일 것이다.

```
(set 'carnivores '(lion tiger leopard))
```

또한 setq는 다른 변수들에 다른 값들을 설정하는데 사용될 수 있다. 첫 인자는 두 번째 인자의 값이 바인딩 되고, 세 번째 인자는 네 번째 인자의 값이 바인딩 된다. 예를 들면 trees 기호에 나무들 list를 herbivores 기호에 초식 동물 list를 설정하기 위해 다음처럼 쓸 수 있다.

```
(setq trees '(pine fir oak maple)
      herbivores '(gazelle antelope zebra))
```

(표현식은 한 줄에 쓰여질 수 있지만, 한 페이지에 맞지 않을 수 있다.; 잘 형식화된 list들은 읽는 것은 쉽다.)

‘assign’ 용어를 사용했지만, set과 setq의 동작에 대해서 다른 방식의 생각하는 방법이 있다.; set과 setq는 기호가 list를 가리키게 만든다라고 말할 수 있다. 이 뒤의 방식은 매우 일반적이고 뒤의 장에서 적어도 그 이름의 일부분으로 ‘pointer’를 가지는 하나의 기호를 접할 것이다. 기호가 값, 특히 list를 가지고 이름에 붙기 때문에 이름은 선택된다.; 또는 다른 방식으로 표현하면 기호에 list의 “point”가 설정된다.

### 1.9.3 숫자 세기

숫자 세는 것에서 setq를 사용하는 방법을 보여주는 예가 있다. 프로그램 일 부분이 몇 번 반복했는지 세기위해 사용할 수 있다. 처음에 변수에 0을 설정한다.; 프로그램이 반복할 때마다 매번 1을 더한다. 이것을 하기 위해서 숫자를 저장할 계수기 변수와 두 표현식이 필요하다.: 첫 번째 setq 표현식은 계수기 변수에 0을 설정한다.; 두 번째 setq 표현식은 평가될 때마다 계수기에 1을 증가시킨다.

```
(setq counter 0) ; Let's call this the initializer.
```

```
(setq counter (+ counter 1)) ; This is the incrementer.
```

```
counter ; This is the counter.
```

(‘;’ 뒤에 오는 글은 주석이다. See Section 3.2.1 “Change a Function Definition”, page 25.)

첫 번째 표현식 (setq counter 0) 평가 후, 세 번째 표현식 counter 평가하면, 숫자 0이 echo 영역에 나타날 것이다. 이 때 두 번째 표현식 (setq counter (+ counter 1))을 평가하면, counter는 값 1을 가질 것이다. counter를 다시 평가하면, 숫자 1이 echo 영역에 나타날 것이다. 두 번째 표현식을 수행할 때 마다 counter의 값은 증가할 것이다.

(setq counter (+ counter 1))을 평가할 때, Lisp 해석기는 가장 안쪽의 list를 먼저 평가한다.; 추가적으로 이 list를 평가하기 위해서는 변수 counter와 숫자 1을 평가해야 한다. 변수 counter를 평가하면 현재 값을 받는다. 이 값과 숫자 1을 두 값을 더하는 +에 전달한다. 안 쪽 list의 값으로 합이 전달되고 setq는 변수 counter에 이 새로운 값을 설정한다. 그래서 변수 counter의 값은 변경된다.

### 1.10 정리

Lisp을 배우는 것은 첫 부분이 가파른 언덕을 올라가는 것과 같다. 가장 어려운 부분에 올라갔다.; 남은 부분은 진행할수록 쉬울 것이다.

요약하면,

- Lisp 프로그램은 list또는 단일 atom들이 표현식들로 구성된다.
- List는 공백 또는 괄호들에 둘러싸임으로 구분되어지는 atom들 또는 내부 list로 구성된다. list는 비어있을 수 있다.
- Atom은 foward-paragraph같이 여러 문자 기호, +같이 단일 문자 기호, 이중 따옴표 사이에 있는 문자열, 또는 숫자들이다.
- 숫자는 그 자체로 평가된다.
- 이중 따옴표 사이에 있는 문자열 또한 그 자체로 평가된다.
- 기호 자체를 평가할 때, 그 값이 반환된다.
- list를 평가할 때, Lisp 해석기는 List의 첫 번째 기호를 살펴보고 기호에 함수 정의가 바인딩되었을 때, 그 함수 정의가 해석된다.
- 단일 따옴표, ' , 바로 뒤에 쓰여진 표현식을 따옴표가 없었을 때처럼 평가하는 것이 아닌 그대로 반환한다는 것을 Lisp 해석기에게 이야기 한다.
- 인자들은 함수에 전달되는 정보이다. 함수에 전달되는 인자들은 List의 첫 요소는 함수이고 List의 나머지 요소들의 평가에 의해 계산된다.
- 함수는 항상 평가된 값을 넘겨준다. ( 에러를 받지 않는다면 ); 게다가 “side effect” 라고 이야기하는 어떤 행동을 수행할 수도 있다. 대부분의 경우에 함수의 주요 목적은 side effect를 생성하는 것이다.

### 1.11 연습문제

몇 개의 간단한 예제들 A few simple exercises:

- 괄호가 없는 적절한 기호를 평가하여 에러 메시지를 생성해봐라.
- 괄호 사이에 있는 적절한 기호를 평가하여 에러 메시지를 생성해봐라.
- 1인 아닌 2씩 증가하는 카운터를 만들어보아라.
- 평가될 때, echo 영역에 메시지를 출력하는 표현식을 작성하라.



## 2 평가 연습하기

Emacs Lisp으로 함수 정의를 작성하는 방법을 배우기 전에, 이미 작성했던 다양한 표현식들을 평가하는 것에 약간의 시간을 사용하는 것이 유용하다. 이 표현식들은 첫 요소가 함수로 된 list들일 것이다. 몇몇 함수들은 간단하고 흥미로운 버퍼와 연관되어있다. 이 것들을 먼저 볼 것이다. 이 장에서 이 것들 중 몇 가지를 평가할 것이다. 다른 장에서 몇 개의 다른 버퍼 관련 함수들의 코드들이 어떻게 작성되었는지 학습할 것이다.

커서를 움직이거나, 화면을 스크롤 하는 명령 같이 Emacs Lisp에 편집 명령을 입력할 때마다, 첫 요소가 함수인 표현식을 평가하는 것이다. Emacs가 동작하는 방식이다.

키를 입력할 때, Lisp 해석기는 표현식을 평가하게 되고 그 것은 결과를 얻는 방법이다. 평범한 글을 입력하더라도 Emacs Lisp 함수를 평가하게 된다. 이 경우에 입력한 문자를 단순히 추가하는 `self-insert-command` 가 사용된다. 키 두드림에 의해서 평가하는 함수는 대화형 (*interactive*) 함수 또는 명령 (*commands*)이라고 불린다.; 대화형 함수를 만드는 방법은 이 장에서 함수 정의를 작성하는 방법에서 설명할 것이다. See Section 3.3 “Making a Function Interactive”, page 25.

키보드 명령을 입력하는 것에 추가로 표현식을 평가하는 두 번째 방법을 보았다.: list의 뒤에 커서를 옮긴 후, `C-x C-e`를 입력한다. 이 장의 나머지에서 사용할 것이다. 또한 표현식을 평가하는 다른 방법들도 있다.; 이 방법들은 다시 접하게 되면 설명될 것이다.

평가 연습하는 것에 더불어 다음 몇 장에서 보여지는 함수들은 그 자체로도 중요하다. 이 함수들의 학습은 버퍼와 파일 간의 차이, 버퍼를 바꾸는 방법 그리고 그 안의 위치를 정하는 방법들을 명확하게 한다.

### 2.1 버퍼 이름

`buffer-name`과 `buffer-file-name` 두 함수는 파일과 버퍼의 다른 점을 보여준다. (`buffer-name`) 표현식을 평가하면 echo 영역에 버퍼 이름이 나타난다. (`buffer-file-name`)을 평가하면, 버퍼가 참조하고 있는 파일 이름이 echo 영역에 나타난다. 보통 (`buffer-name`)에서 받은 이름은 버퍼가 참조하고 있는 파일의 이름과 동일하다. 그리고 (`buffer-file-name`)에서 받은 이름은 파일의 전체 경로 이름이다.

파일과 버퍼는 다른 존재이다. 파일은 컴퓨터에 (지우지 않는다면) 영구적으로 기록된 정보이다. 반면에 버퍼는 편집 세션의 끝에서(또는 버퍼를 제거할 때) 사라질 Emacs 안의 정보이다. 보통 버퍼는 파일로부터 복사한 정보를 가지고 있다.; 버퍼가 파일을 방문하고 (*visiting*) 있다고 말한다. 버퍼를 저장하지 않는다면, 버퍼의 변경은 파일을 변경하지 않는다. 버퍼를 저장할 때, 버퍼가 파일로 복사되고 영구적으로 저장된다.

GNU Emacs의 info에서 이 문서를 읽고 있다면 다음 표현식들의 끝에 커서를 옮긴 후, `C-x C-e`를 입력하여 평가할 수 있다.

```
(buffer-name)
```

```
(buffer-file-name)
```

Info에서 이것을 할 때, (`buffer-name`) 평가의 값은 “\*info\*”이다. 그리고 (`buffer-file-name`)의 결과 값은 `nil`이다.

반면에 이 문서를 작성하는 동안 (buffer-name)의 결과 값은 "introduction.texinfo" 이고, (buffer-file-name)의 결과 값은 "/gnu/work/intro/introduction.texinfo" 이다.

전자는 버퍼의 이름이고, 후자는 파일의 이름이다. Info에서 버퍼 이름은 "\*info\*"이다. Info는 어떤 파일도 가리키지 않는다. 그래서 (buffer-file-name)의 결과는 'nil'이다. 기호 nil은 '아무것도 아니다.'는 라틴어에서 유래했다.; 이 경우에 버퍼는 어떤 파일과도 관련이 없다는 것을 의미한다. (Lisp에서 nil은 'false'를 의미하는데 쓰여지고 빈 list ()와 동의어이다.)

이 글을 작성할 때, 버퍼의 이름은 "indroduction.texinfo"였다. 파일의 이름은 "/gnu/work/intro/introduction.texinfo" 이었다.

(표현식에서 괄호는 Lisp 해석기에게 buffer-name과 buffer-file-name을 함수로서 다루라는 것을 이야기한다.; 괄호가 없다면 해석기는 변수로서 기호를 평가했을 것이다. See Section 1.7 "Variables", page 8)

파일과 버퍼를 구분함에도 파일과 버퍼를 종종 동일하게 취급하는 사람들을 찾을 수 있을 것이다. 정말로 대부분의 사람들은 "곧 파일에 저장할 버퍼를 편집하고 있습니다."로 말하는 것 대신 "파일을 편집하고 있습니다."로 이야기 한다. 의미하는 문맥은 거의 항상 명확하다. 그러나 컴퓨터는 사람만큼 똑똑하지 않기 때문에 컴퓨터 프로그램을 다룰 때 마음속에서 차이를 유지하는 것은 중요하다.

그런데 '버퍼' 단어는 충돌의 힘을 줄여주는 쿠션이라는 단어의 뜻에서 유래되었다. 초기 컴퓨터들에서 버퍼는 파일과 컴퓨터의 중앙 처리 장치 사이에 상호 작용에 대한 완충 작용을 했다. 파일을 저장한 드럼 또는 테이프들과 중앙 처리 장치는 동작하는 속도에서 서로 매우 다른 장치들이었다. 버퍼가 그 장치들이 효율적으로 동작하는 것을 가능하게 만들었다. 결국 버퍼는 임시로 저장하는 중재자에서 일이 수행되는 장소로 변했다. 이 전환은 작은 항구가 큰 도시로 변하는 것과 같은 것이다.: 한 때 단지 화물을 배에 싣기 전에 임시로 창고에 저장하는 장소였었다.; 그 때 독립적인 비즈니스와 문화의 중심지가 되었다.

모든 버퍼들이 파일과 연관된 것은 아니다. 예를들면 '\*scratch\*' 버퍼는 어떤 파일도 방문하지 않는다. 비슷하게 '\*Help\*' 버퍼도 어떤 파일과도 연관되지 않았다.

예전에는 '~/.emacs' 파일이 없고 파일 이름 없이 emacs 명령만으로 Emacs 세션을 시작했을 때, Emacs는 '\*scratch\*' 버퍼가 보이는 상태로 시작했다. 요즘은 splash 화면을 볼 것이다. splash 화면에서 제안하는 파일을 방문하거나 '\*scratch\*' 버퍼에 이르는 스페이스바를 누르는 두 명령 중 하나를 따를 수 있다.

'\*scratch\*' 버퍼로 전환했다면, (buffer-name)을 입력하고 커서를 그 뒤에 위치시킨 후, C-x C-e를 눌러 이 표현식을 평가해보라. 이름 "\*scratch\*"이 반환되고 echo 영역에 나타날 것이다. '\*scratch\*' 버퍼에서 (buffer-file-name)을 입력하고 이 것을 평가했을 때, info에서 (buffer-file-name)을 평가한 것과 마찬가지로 nil이 echo 영역에 나타날 것이다.

부수적으로, echo 영역이 아닌 '\*scratch\*'에 표현식의 결과 값을 보기를 원한다면 '\*scratch\*' 버퍼에서 C-x C-e 대신에 C-u C-x C-e를 입력하라. 이 표현식 뒤에 결과 값이 나타날 것이다. 버퍼는 다음과 같이 보일 것이다.:

```
(buffer-name)"*scratch*"
```

버퍼의 내용을 변경하는 것이 허락되지 않는 읽기 전용인 info에서는 이 것을 할 수 없다. 그러나 수정하고 있는 다른 어떤 버퍼에서는 이 것을 할 수 있다.; 코드 또는 문서를(이 책처럼) 쓰고 있을 때, 이 기능은 매우 유용하다.

## 2.2 버퍼 얻기

`buffer-name` 함수는 버퍼의 이름을 반환한다.; 버퍼 그 자체를 얻기 위해서는 다른 함수가 필요하다.: `current-buffer` 함수이다. 코드에서 이 함수를 사용한다면 버퍼 그 자체를 얻을 것이다. George와 이야기하는 것을 요청했을 때, 누군가 당신에게 ‘G’, ‘e’, ‘o’, ‘r’, ‘g’, ‘e’가 쓰인 카드를 준다면 재미있을지 모르지만, 만족스럽지는 않을 것이다. 이름으로 불리는 사람과 이야기하기를 원하지 이름과 이야기하는 것을 원하지 않는다. 이름과 이름이 참조하는 객체 또는 독립체는 서로 다르다. 독자는 독자의 이름이 아니다. 독자는 다른 이들로부터 이름으로 불리는 사람이다. 버퍼도 비슷하다.: `scratch` 버퍼의 이름은 ‘\*scratch\*’이다. 그러나 버퍼는 아니다. 버퍼 그 자체를 얻기 위해서는 `current-buffer` 같은 함수를 사용하는 것이 필요하다.

그러나 약간의 문제가 있다.: 여기서 할 수 있을 것이지만, 표현식에서 `current-buffer` 그 자체를 평가한다면 버퍼의 내용 없이 버퍼 이름의 출력 된 설명을 볼 것이다. Emacs는 두 가지 이유 때문에 이 방식으로 동작한다.: 버퍼는 수 천 줄 이상으로 길 수 있다. — 알맞게 출력하기에 너무 길 수 있다.; 그리고 다른 버퍼는 이름은 다르지만 같은 내용을 가질 수 있다. 그리고 그 둘을 구분하는 것은 중요하다.

여기 함수를 포함하는 표현식이 있다.:

```
(current-buffer)
```

Emacs의 Info에서 보통 방법으로 이 표현식을 평가한다면, ‘#<buffer \*info\*>’가 echo 영역에 나타날 것이다. 특별한 형식은 버퍼의 이름이 아닌 버퍼 자체가 반환된 것을 가리킨다.

부수적으로, 프로그램에 숫자 또는 기호를 입력할 수 있지만 버퍼의 출력 된 설명을 입력할 수 없다.: 버퍼 그 자체를 얻는 유일한 방법은 `current-buffer` 같은 함수를 통하는 방법 뿐이다.

관련된 함수로 `other-buffer`가 있다. 이 함수는 현재 버퍼가 아닌 가장 최근에 선택되었던 버퍼를 넘겨준다. ‘\*scratch\*’ 버퍼로부터 전환해왔었다면, `other-buffer`는 그 버퍼를 넘겨 줄 것이다.

표현식을 평가함으로 볼 수 있다.

```
(other-buffer)
```

echo 영역에 ‘#<buffer \*scratch\*>’ 또는 가장 최근에 전환했던 다른 버퍼의 이름을 볼 것이다.<sup>1</sup>

## 2.3 버퍼 변경하기

버퍼를 요구하는 함수의 인자로서 사용될 때 `other-buffer` 함수는 실제로 버퍼를 제공한다. 다른 버퍼로 변경하기 위해 `other-buffer`와 `switch-to-buffer`를 사용하는 것을 볼 수 있다.

그러나 먼저 `switch-to-buffer` 함수에 대한 짧은 소개. (`buffer-name`)을 평가하기 위해 Info에서 ‘\*scratch\*’ 버퍼로 변경하고자 할 때, `C-x b`를 입력한 후, 미니 버퍼에서 변경하기를 원하는 버퍼의 이름을 물어보면 ‘\*scratch\*’을 입력한

<sup>1</sup> 실제로 최근에 전환했던 버퍼가 다른 창에서 보이고 있다면, 자동적으로 `other-buffer`는 볼 수 없는 버퍼 중 가장 최근에 전환했었던 버퍼를 선택할 것이다.; 이것은 종종 잊어먹는 미묘함이다.

다.<sup>2</sup> 키 입력 *C-x b*는 Lisp 해석기가 대화형 함수 `switch-to-buffer`를 평가한다. 앞에서 이야기한 것 처럼 Emacs는 다음과 같이 동작한다.: 다른 키 입력은 다른 함수를 호출 또는 수행한다. 예를 들면 *C-f*는 `forward-char`를 호출하고 *M-e*는 `forward-sentence`를 호출한다.

표현식에서 변경할 버퍼를 `switch-to-buffer`에 주는 것으로 *C-x b*가 한 방식으로 버퍼를 변경할 수 있다.

여기 Lisp 표현식이 있다.

```
(switch-to-buffer (other-buffer))
```

`switch-to-buffer`는 list의 첫 번째 항목이다. 그래서 Lisp 해석기는 이 것을 함수로 다룰 것이고 이것에 연결된 명령들을 해석할 것이다. 그러나 이 것을 하기 전에 해석기는 괄호 안의 `other-buffer`를 기록하고 이 기호를 먼저 처리할 것이다. `other-buffer`는 이 list의 첫 항목이다. 그래서 Lisp 해석기는 이 함수를 호출하고 수행한다. 이 함수는 다른 버퍼를 반환한다. 그 다음 해석기는 Emacs가 변경할 다른 버퍼를 `switch-to-buffer`의 인자로 받아 이 함수를 수행한다. Info에서 이것을 읽고 있다면, 지금 바로 시도하라. 위 표현식을 평가하라.(다시 *C-x b RET*를 입력하라.)<sup>3</sup>

이 문서의 다음 절의 프로그래밍 예제에서 `switch-to-buffer`보다 더 자주 `set-buffer` 함수를 볼 것이다. 컴퓨터 프로그램과 인간 사이의 차이점 때문이다.: 사람은 눈을 가지고 있고 컴퓨터 터미널에서 동작하는 버퍼를 보기를 기대한다. 이 것은 확실히 말할 필요도 없다. 그러나 프로그램은 눈을 가지고 있지 않다. 컴퓨터 프로그램이 버퍼에서 동작할 때, 버퍼는 화면에 보여질 필요 없다.

`switch-to-buffer`는 사람을 위해 설계되었고 두 가지 다른 것을 한다.: 버퍼를 Emacs의 관심이 있는 것으로 변경한다.; 그리고 창에 보이는 버퍼를 새로운 버퍼로 변경한다. 반면에 `set-buffer`는 단지 한 가지를 한다.: 컴퓨터 프로그램의 관심을 다른 버퍼로 변경한다. 화면에 있는 버퍼는 변경되지 않는다. (명령이 끝날 때까지 물론 보통 아무 일도 일어나지 않는다.)

또한 다른 전문 용어로 호출(*call*)을 알게 되었다. 첫 기호가 함수인 list를 평가할 때, 함수를 호출하는 것이다. 이 용어의 사용은 함수를 ‘호출하면’ 무언가를 할 수 있는 독립체인 함수의 개념에서 왔다. — 호출하면 누수를 수리할 수 있는 배관공이 독립체인 것 처럼

## 2.4 버퍼 크기와 지점

마지막으로 몇 종류의 비교적 단순한 함수들을 살펴보자, `buffer-size`, `point`, `point-min`, `point-max` 이다. 버퍼의 크기와 버퍼 안의 위치에 대한 정보를 준다.

<sup>2</sup> 또는 오히려 입력을 줄이기 위해 기본 버퍼가 ‘\*scratch\*’일 경우, 단지 *RET*만을 입력한다. 또는 기본 버퍼가 다르다면 \*sc 처럼 이름의 일부분을 입력 후, *TAB* 키를 눌러 전체 이름으로 확장한 후 *RET* 키를 입력한다.

<sup>3</sup> 이 표현식은 볼 수 없는 가장 최근 다른 버퍼로 이동할 것이라는 것을 기억하라. 지금 볼 수도 하지만, 가장 최근에 선택했던 버퍼로 이동하기 원한다면 더 복잡한 다음 표현식을 평가할 수 있다.

```
(switch-to-buffer (other-buffer (current-buffer) t))
```

이 경우 `other-buffer`의 첫 번째 인자는 건너 뛴 버퍼—현재 버퍼—를 이야기하고, `other-buffer`의 두 번째 인자는 보이는 버퍼로 변경도 OK라는 것을 말한다. 다른 보이는 버퍼로 가기 위해서 *C-x o*(`other-window`)를 사용하기 때문에 일반적인 사용에서 `switch-to-buffer`는 보이지 않는 창으로 이동한다.

`buffer-size` 함수는 현재 버퍼의 크기를 알려준다.; 함수가 넘겨주는 크기는 버퍼 안의 문자들의 개수이다.

(`buffer-size`)

표현식 뒤에 커서를 이동 후, `C-x C-e`를 입력하는 보통 방법으로 평가할 수 있다.

Emacs에서 커서의 현재 위치를 지점(*point*)라고 한다. (`point`) 표현식은 버퍼의 시작 지점부터 문자의 개수로 표현되는 커서의 위치를 나타내는 숫자를 반환한다.

보통 방법으로 다음 표현식을 평가하면 현재 버퍼에서 위치를 문자 개수로 볼 수 있다.

(`point`)

`point`의 값은 65724이다. `point` 함수는 이 책에서 뒤의 예제들에서 자주 사용된다.

지점의 값은 물론 버퍼의 위치에 따라 다르다. 여기서 `point`를 평가한다면 숫자는 더 클 것이다.:

(`point`)

이 위치에서 지점의 값은 66043이다. 이 값은 두 표현식 사이에 (공백을 포함해서) 319 개의 문자들이 있다는 것을 나타낸다. (처음 `point`를 평가한 후, 이 부분의 글을 수정했을 것이기에 분명히 다른 숫자를 볼 것이다.)

`point-min` 함수는 `point`와 비슷하지만, 현재 버퍼에서 허용되는 지점의 가장 작은 값을 반환한다. 효과로 줄이지(*narrowing*) 않았다면 숫자 1일 것이다. (줄이기(*narrowing*)는 자신 또는 프로그램에 대해서 버퍼 일부분의 운영을 제한할 수 있는 방법이다. See Chapter 6 “Narrowing and Widening”, page 65.) 마찬가지로 `point-max` 함수도 현재 버퍼에서 허용되는 지점의 가장 큰 값을 반환한다.

## 2.5 연습문제

작업하고 있고 파일을 찾아서 중간 지점으로 이동하라. 버퍼 이름, 파일 이름, 길이, 파일에서 현재 위치를 찾아라.

### 3 함수 정의 작성 방법

Lisp 해석기가 list를 평가할 때, list의 첫 번째 기호에 연결된 함수 정의가 있는지 본다.; 또는 달리 말하면 기호가 함수 정의를 가리키는지. 만약 그렇다면 컴퓨터는 그 정의에 있는 명령들을 수행한다. 함수 정의를 가지고 있는 기호, 단순히 함수는 호출된다.(정확히 이야기하지만 그 정의는 함수이고 기호는 함수를 가리킨다.)

모든 함수들은 C 언어로 작성된 몇몇 원시(*primitive*) 함수들을 제외한 다른 함수들에 의해서 정의된다. 함수 정의를 작성할 때, Emacs Lisp으로 작성할 것이고 구성 요소로 다른 함수들을 사용할 것이다. 사용할 일부 함수들은 Emacs Lisp을 작성되었고, 일부는 C 언어로 작성된 원시 함수들이다. 원시 함수들은 Emacs Lisp으로 작성된 함수들처럼 사용되고 그들과 똑같이 동작한다. C로 작성되었기에 충분한 성능을 가지고 C를 수행할 수 있는 어느 컴퓨터든지 GNU Emacs를 쉽게 수행할 수 있다.

다시 한번 강조해본다.: Emacs Lisp에서 코드를 작성할 때, C로 작성된 함수의 사용과 Emacs Lisp으로 작성된 함수를 구분할 필요가 없다. 그 차이는 아무 상관 없다. 단지 그 차이를 언급한 것은 아는 것이 흥미롭기 때문이다. 정말로 조사하지 않는다면, 이미 만들어진 함수가 Emacs Lisp 또는 C 둘 중 어떤 것으로 작성되었는지 알 수 없다.

#### 3.1 The defun Special Form

Lisp에서 `mark-whole-buffer` 같은 기호는 함수가 호출될 때 컴퓨터가 무엇을 해야 하는지 쓰여있는 연결된 코드를 가지고 있다. 이 코드는 함수 정의(*function definition*)이라고 하고 `defun`(함수 정의(*define function*))을 나타낸다.) 기호로 시작하는 Lisp 표현식을 평가함으로 생성된다. `defun`은 보통 방법으로 그 인자들을 평가하지 않기 때문에 특별한 형식(*special form*)이라고 부른다.

다음 절에서 Emacs 소스 코드에서 `mark-whole-buffer` 같은 함수 정의를 볼 것이다. 이 절에서는 이해할 수 있게 간단한 함수 정의를 설명할 것이다. 단순한 예제를 만들기 위해서 이 함수 정의는 수식을 사용한다. 어떤 이들은 수식을 사용한 예제를 싫어한다.; 그러나 독자가 그런 사람이라면 절망하지 말아라. 앞으로 학습할 이 소개의 나머지 부분의 코드는 수식이나 수학을 거의 포함하지 않을 것이다. 예제들은 대부분 한 가지 또는 다른 방법으로 글을 포함한다.

함수 정의는 다음 단어 뒤에 최대 다섯 부분을 가진다. `defun`:

1. 함수 정의가 연관될 기호의 이름
2. 함수에 전달될 인자들의 list. 함수에 전달될 인자가 없다면 빈 list `()`가 될 것이다.
3. 함수를 설명하는 문서. (기술적으로 선택 사항이지만, 강력하게 권장한다.)
4. 선택 사항으로 함수를 대화형으로 만드는 표현식. `M-x` 입력 후 함수의 이름을 입력하거나 적절한 키 입력으로 함수를 사용할 수 있다.
5. 컴퓨터가 할 일을 알려주는 코드: 함수 정의의 본체(*body*)이다.

함수 정의의 다섯 부분을 각 부분의 자리가 있는 견본으로 구성된 것으로 생각하는 것이 도움이 된다.

```
(defun function-name (arguments...)
  "optional-documentation..."
  (interactive argument-passing-info) ; optional
  body...)
```

하나의 예제로 여기 인자에 7을 곱하는 함수를 위한 코드가 있다. (이 예제는 대화형이 아니다. 자세한 정보는 See Section 3.3 “Making a Function Interactive”, page 25 )

```
(defun multiply-by-seven (number)
  "Multiply NUMBER by seven."
  (* 7 number))
```

이 정의는 괄호와 기호 `defun`과 함수 이름으로 시작한다.

함수의 이름 뒤에는 함수에 전달될 인자들을 포함하는 list가 온다. 이 list는 인자(argument) list라고 한다. 이 예제에서 list는 기호 `number`로 하나의 요소만 있다. 함수가 사용될 때 함수의 인자로 사용되는 기호는 값에 바인딩 될 것이다.

인자의 이름으로 단어 `number`를 선택하는 대신 다른 이름을 선택할 수 있다. 예를 들면 단어 `mutiplicand`를 선택할 수 있다. 어떤 종류의 값인지 말하기 때문에 단어 ‘number’를 선택했다.; Instead of choosing the word `number` for the name of the argument, I could have picked any other name. For example, I could have chosen the word `multiplicand`. I picked the word ‘number’ because it tells what kind of value is intended for this slot; but I could just as well have chosen the word ‘multiplicand’ to indicate the role that the value placed in this slot will play in the workings of the function. I could have called it `foogle`, but that would have been a bad choice because it would not tell humans what it means. The choice of name is up to the programmer and should be chosen to make the meaning of the function clear.

Indeed, you can choose any name you wish for a symbol in an argument list, even the name of a symbol used in some other function: the name you use in an argument list is private to that particular definition. In that definition, the name refers to a different entity than any use of the same name outside the function definition. Suppose you have a nick-name ‘Shorty’ in your family; when your family members refer to ‘Shorty’, they mean you. But outside your family, in a movie, for example, the name ‘Shorty’ refers to someone else. Because a name in an argument list is private to the function definition, you can change the value of such a symbol inside the body of a function without changing its value outside the function. The effect is similar to that produced by a `let` expression. (See Section 3.6 “`let`”, page 29.)

The argument list is followed by the documentation string that describes the function. This is what you see when you type `C-h f` and the name of a function. Incidentally, when you write a documentation string like this, you should make the first line a complete sentence since some commands, such as `apropos`, print only the first line of a multi-line documentation string. Also, you should not indent the second line of a documentation string, if you have one, because that looks odd when you use `C-h f (describe-function)`. The documentation string is optional, but it is so useful, it should be included in almost every function you write.

The third line of the example consists of the body of the function definition. (Most functions’ definitions, of course, are longer than this.) In this function, the body is the list, `(* 7 number)`, which says to multiply the value of `number` by 7.

(In Emacs Lisp, `*` is the function for multiplication, just as `+` is the function for addition.)

When you use the `multiply-by-seven` function, the argument `number` evaluates to the actual number you want used. Here is an example that shows how `multiply-by-seven` is used; but don't try to evaluate this yet!

```
(multiply-by-seven 3)
```

The symbol `number`, specified in the function definition in the next section, is given or “bound to” the value 3 in the actual use of the function. Note that although `number` was inside parentheses in the function definition, the argument passed to the `multiply-by-seven` function is not in parentheses. The parentheses are written in the function definition so the computer can figure out where the argument list ends and the rest of the function definition begins.

If you evaluate this example, you are likely to get an error message. (Go ahead, try it!) This is because we have written the function definition, but not yet told the computer about the definition---we have not yet installed (or ‘loaded’) the function definition in Emacs. Installing a function is the process that tells the Lisp interpreter the definition of the function. Installation is described in the next section.

## 3.2 Install a Function Definition

If you are reading this inside of Info in Emacs, you can try out the `multiply-by-seven` function by first evaluating the function definition and then evaluating `(multiply-by-seven 3)`. A copy of the function definition follows. Place the cursor after the last parenthesis of the function definition and type `C-x C-e`. When you do this, `multiply-by-seven` will appear in the echo area. (What this means is that when a function definition is evaluated, the value it returns is the name of the defined function.) At the same time, this action installs the function definition.

```
(defun multiply-by-seven (number)
  "Multiply NUMBER by seven."
  (* 7 number))
```

By evaluating this `defun`, you have just installed `multiply-by-seven` in Emacs. The function is now just as much a part of Emacs as `forward-word` or any other editing function you use. (`multiply-by-seven` will stay installed until you quit Emacs. To reload code automatically whenever you start Emacs, see Section 3.5 “Installing Code Permanently”, page 28.)

You can see the effect of installing `multiply-by-seven` by evaluating the following sample. Place the cursor after the following expression and type `C-x C-e`. The number 21 will appear in the echo area.

```
(multiply-by-seven 3)
```

If you wish, you can read the documentation for the function by typing `C-h f` (`describe-function`) and then the name of the function, `multiply-by-seven`. When you do this, a `*Help*` window will appear on your screen that says:

```
multiply-by-seven is a Lisp function.
(multiply-by-seven NUMBER)
```

```
Multiply NUMBER by seven.
```



(To return to a single window on your screen, type `C-x 1`.)

### 3.2.1 Change a Function Definition

If you want to change the code in `multiply-by-seven`, just rewrite it. To install the new version in place of the old one, evaluate the function definition again. This is how you modify code in Emacs. It is very simple.

As an example, you can change the `multiply-by-seven` function to add the number to itself seven times instead of multiplying the number by seven. It produces the same answer, but by a different path. At the same time, we will add a comment to the code; a comment is text that the Lisp interpreter ignores, but that a human reader may find useful or enlightening. The comment is that this is the “second version”.

```
(defun multiply-by-seven (number)      ; Second version.
  "Multiply NUMBER by seven."
  (+ number number number number number number number))
```

The comment follows a semicolon, ‘;’. In Lisp, everything on a line that follows a semicolon is a comment. The end of the line is the end of the comment. To stretch a comment over two or more lines, begin each line with a semicolon.

See Section 16.3 “Beginning a ‘.emacs’ File”, page 184, and Section “Comments” in *The GNU Emacs Lisp Reference Manual*, for more about comments.

You can install this version of the `multiply-by-seven` function by evaluating it in the same way you evaluated the first function: place the cursor after the last parenthesis and type `C-x C-e`.

In summary, this is how you write code in Emacs Lisp: you write a function; install it; test it; and then make fixes or enhancements and install it again.

## 3.3 Make a Function Interactive

You make a function interactive by placing a list that begins with the special form `interactive` immediately after the documentation. A user can invoke an interactive function by typing `M-x` and then the name of the function; or by typing the keys to which it is bound, for example, by typing `C-n` for `next-line` or `C-x h` for `mark-whole-buffer`.

Interestingly, when you call an interactive function interactively, the value returned is not automatically displayed in the echo area. This is because you often call an interactive function for its side effects, such as moving forward by a word or line, and not for the value returned. If the returned value were displayed in the echo area each time you typed a key, it would be very distracting.

Both the use of the special form `interactive` and one way to display a value in the echo area can be illustrated by creating an interactive version of `multiply-by-seven`.

Here is the code:

```
(defun multiply-by-seven (number)      ; Interactive version.
  "Multiply NUMBER by seven."
  (interactive "p")
  (message "The result is %d" (* 7 number)))
```

You can install this code by placing your cursor after it and typing `C-x C-e`. The name of the function will appear in your echo area. Then, you can use this code by typing `C-u` and a number and then typing `M-x multiply-by-seven` and pressing RET. The phrase ‘The result is ...’ followed by the product will appear in the echo area.

Speaking more generally, you invoke a function like this in either of two ways:

1. By typing a prefix argument that contains the number to be passed, and then typing `M-x` and the name of the function, as with `C-u 3 M-x forward-sentence`; or,
2. By typing whatever key or keychord the function is bound to, as with `C-u 3 M-e`.

Both the examples just mentioned work identically to move point forward three sentences. (Since `multiply-by-seven` is not bound to a key, it could not be used as an example of key binding.)

(See Section 16.7 “Some Keybindings”, page 187, to learn how to bind a command to a key.)

A prefix argument is passed to an interactive function by typing the META key followed by a number, for example, `M-3 M-e`, or by typing `C-u` and then a number, for example, `C-u 3 M-e` (if you type `C-u` without a number, it defaults to 4).

### 3.3.1 An Interactive `multiply-by-seven`

Let’s look at the use of the special form `interactive` and then at the function `message` in the interactive version of `multiply-by-seven`. You will recall that the function definition looks like this:

```
(defun multiply-by-seven (number)      ; Interactive version.
  "Multiply NUMBER by seven."
  (interactive "p")
  (message "The result is %d" (* 7 number)))
```

In this function, the expression, `(interactive "p")`, is a list of two elements. The `"p"` tells Emacs to pass the prefix argument to the function and use its value for the argument of the function.

The argument will be a number. This means that the symbol `number` will be bound to a number in the line:

```
(message "The result is %d" (* 7 number))
```

For example, if your prefix argument is 5, the Lisp interpreter will evaluate the line as if it were:

```
(message "The result is %d" (* 7 5))
```

(If you are reading this in GNU Emacs, you can evaluate this expression yourself.) First, the interpreter will evaluate the inner list, which is `(* 7 5)`. This returns a value of 35. Next, it will evaluate the outer list, passing the values of the second and subsequent elements of the list to the function `message`.

As we have seen, `message` is an Emacs Lisp function especially designed for sending a one line message to a user. (See Section 1.8.5 “The `message` function”, page 12.) In summary, the `message` function prints its first argument in the echo area as is, except for occurrences of ‘`%d`’ or ‘`%s`’ (and various other `%`-sequences which we have not mentioned). When it sees a control sequence, the function looks to the second or subsequent arguments and prints the value of the argument in the location in the string where the control sequence is located.

In the interactive `multiply-by-seven` function, the control string is ‘`%d`’, which requires a number, and the value returned by evaluating `(* 7 5)` is the number 35. Consequently, the number 35 is printed in place of the ‘`%d`’ and the message is ‘`The result is 35`’.

(Note that when you call the function `multiply-by-seven`, the message is printed without quotes, but when you call `message`, the text is printed in double quotes. This is because the value returned by `message` is what appears in the echo area when you evaluate an expression whose first element is `message`; but when embedded in a function, `message` prints the text as a side effect without quotes.)

### 3.4 Different Options for `interactive`

In the example, `multiply-by-seven` used `"p"` as the argument to `interactive`. This argument told Emacs to interpret your typing either `C-u` followed by a number or `META` followed by a number as a command to pass that number to the function as its argument. Emacs has more than twenty characters predefined for use with `interactive`. In almost every case, one of these options will enable you to pass the right information interactively to a function. (See Section “Code Characters for `interactive`” in *The GNU Emacs Lisp Reference Manual*.)

Consider the function `zap-to-char`. Its interactive expression is

```
(interactive "p\ncZap to char: ")
```

The first part of the argument to `interactive` is ‘`p`’, with which you are already familiar. This argument tells Emacs to interpret a ‘prefix’, as a number to be passed to the function. You can specify a prefix either by typing `C-u` followed by a number or by typing `META` followed by a number. The prefix is the number of specified characters. Thus, if your prefix is three and the specified character is ‘`x`’, then you will delete all the text up to and including the third next ‘`x`’. If you do not set a prefix, then you delete all the text up to and including the specified character, but no more.

The ‘c’ tells the function the name of the character to which to delete.

More formally, a function with two or more arguments can have information passed to each argument by adding parts to the string that follows `interactive`. When you do this, the information is passed to each argument in the same order it is specified in the `interactive` list. In the string, each part is separated from the next part by a ‘\n’, which is a newline. For example, you can follow ‘p’ with a ‘\n’ and an ‘cZap to char: ’. This causes Emacs to pass the value of the prefix argument (if there is one) and the character.

In this case, the function definition looks like the following, where `arg` and `char` are the symbols to which `interactive` binds the prefix argument and the specified character:

```
(defun name-of-function (arg char)
  "documentation..."
  (interactive "p\ncZap to char: ")
  body-of-function...)
```

(The space after the colon in the prompt makes it look better when you are prompted. See Section 5.1 “The Definition of `copy-to-buffer`”, page 52, for an example.)

When a function does not take arguments, `interactive` does not require any. Such a function contains the simple expression `(interactive)`. The `mark-whole-buffer` function is like this.

Alternatively, if the special letter-codes are not right for your application, you can pass your own arguments to `interactive` as a list.

See Section 4.4 “The Definition of `append-to-buffer`”, page 45, for an example. See Section “Using `Interactive`” in *The GNU Emacs Lisp Reference Manual*, for a more complete explanation about this technique.

### 3.5 Install Code Permanently

When you install a function definition by evaluating it, it will stay installed until you quit Emacs. The next time you start a new session of Emacs, the function will not be installed unless you evaluate the function definition again.

At some point, you may want to have code installed automatically whenever you start a new session of Emacs. There are several ways of doing this:

- If you have code that is just for yourself, you can put the code for the function definition in your ‘.emacs’ initialization file. When you start Emacs, your ‘.emacs’ file is automatically evaluated and all the function definitions within it are installed. See Chapter 16 “Your ‘.emacs’ File”, page 181.
- Alternatively, you can put the function definitions that you want installed in one or more files of their own and use the `load` function to cause Emacs to evaluate and thereby install each of the functions in the files. See Section 16.9 “Loading Files”, page 189.
- Thirdly, if you have code that your whole site will use, it is usual to put it in a file called ‘site-init.el’ that is loaded when Emacs is built. This makes

the code available to everyone who uses your machine. (See the ‘INSTALL’ file that is part of the Emacs distribution.)

Finally, if you have code that everyone who uses Emacs may want, you can post it on a computer network or send a copy to the Free Software Foundation. (When you do this, please license the code and its documentation under a license that permits other people to run, copy, study, modify, and redistribute the code and which protects you from having your work taken from you.) If you send a copy of your code to the Free Software Foundation, and properly protect yourself and others, it may be included in the next release of Emacs. In large part, this is how Emacs has grown over the past years, by donations.

### 3.6 `let`

The `let` expression is a special form in Lisp that you will need to use in most function definitions.

`let` is used to attach or bind a symbol to a value in such a way that the Lisp interpreter will not confuse the variable with a variable of the same name that is not part of the function.

To understand why the `let` special form is necessary, consider the situation in which you own a home that you generally refer to as ‘the house’, as in the sentence, “The house needs painting.” If you are visiting a friend and your host refers to ‘the house’, he is likely to be referring to *his* house, not yours, that is, to a different house.

If your friend is referring to his house and you think he is referring to your house, you may be in for some confusion. The same thing could happen in Lisp if a variable that is used inside of one function has the same name as a variable that is used inside of another function, and the two are not intended to refer to the same value. The `let` special form prevents this kind of confusion.

The `let` special form prevents confusion. `let` creates a name for a *local variable* that overshadows any use of the same name outside the `let` expression. This is like understanding that whenever your host refers to ‘the house’, he means his house, not yours. (Symbols used in argument lists work the same way. See Section 3.1 “The `defun` Special Form”, page 22.)

Local variables created by a `let` expression retain their value *only* within the `let` expression itself (and within expressions called within the `let` expression); the local variables have no effect outside the `let` expression.

Another way to think about `let` is that it is like a `setq` that is temporary and local. The values set by `let` are automatically undone when the `let` is finished. The setting only affects expressions that are inside the bounds of the `let` expression. In computer science jargon, we would say “the binding of a symbol is visible only in functions called in the `let` form; in Emacs Lisp, scoping is dynamic, not lexical.”

`let` can create more than one variable at once. Also, `let` gives each variable it creates an initial value, either a value specified by you, or `nil`. (In the jargon, this is called ‘binding the variable to the value’.) After `let` has created and bound the variables, it executes the code in the body of the `let`, and returns the value of the

last expression in the body, as the value of the whole `let` expression. (‘Execute’ is a jargon term that means to evaluate a list; it comes from the use of the word meaning ‘to give practical effect to’ (*Oxford English Dictionary*). Since you evaluate an expression to perform an action, ‘execute’ has evolved as a synonym to ‘evaluate’.)

### 3.6.1 The Parts of a `let` Expression

A `let` expression is a list of three parts. The first part is the symbol `let`. The second part is a list, called a *varlist*, each element of which is either a symbol by itself or a two-element list, the first element of which is a symbol. The third part of the `let` expression is the body of the `let`. The body usually consists of one or more lists.

A template for a `let` expression looks like this:

```
(let varlist body...)
```

The symbols in the varlist are the variables that are given initial values by the `let` special form. Symbols by themselves are given the initial value of `nil`; and each symbol that is the first element of a two-element list is bound to the value that is returned when the Lisp interpreter evaluates the second element.

Thus, a varlist might look like this: `(thread (needles 3))`. In this case, in a `let` expression, Emacs binds the symbol `thread` to an initial value of `nil`, and binds the symbol `needles` to an initial value of 3.

When you write a `let` expression, what you do is put the appropriate expressions in the slots of the `let` expression template.

If the varlist is composed of two-element lists, as is often the case, the template for the `let` expression looks like this:

```
(let ((variable value)
      (variable value)
      ...)
    body...)
```

### 3.6.2 Sample `let` Expression

The following expression creates and gives initial values to the two variables `zebra` and `tiger`. The body of the `let` expression is a list which calls the `message` function.

```
(let ((zebra 'stripes)
      (tiger 'fierce))
    (message "One kind of animal has %s and another is %s."
             zebra tiger))
```

Here, the varlist is `((zebra 'stripes) (tiger 'fierce))`.

The two variables are `zebra` and `tiger`. Each variable is the first element of a two-element list and each value is the second element of its two-element list. In the varlist, Emacs binds the variable `zebra` to the value `stripes`<sup>1</sup>, and binds the variable `tiger` to the value `fierce`. In this example, both values are symbols preceded by a quote. The values could just as well have been another list or a string.

---

<sup>1</sup> According to Jared Diamond in *Guns, Germs, and Steel*, "... zebras become impossibly dangerous as they grow older" but the claim here is that they do not become fierce like a tiger. (1997, W. W. Norton and Co., ISBN 0-393-03894-2, page 171)

The body of the `let` follows after the list holding the variables. In this example, the body is a list that uses the `message` function to print a string in the echo area.

You may evaluate the example in the usual fashion, by placing the cursor after the last parenthesis and typing `C-x C-e`. When you do this, the following will appear in the echo area:

```
"One kind of animal has stripes and another is fierce."
```

As we have seen before, the `message` function prints its first argument, except for `%s`. In this example, the value of the variable `zebra` is printed at the location of the first `%s` and the value of the variable `tiger` is printed at the location of the second `%s`.

### 3.6.3 Uninitialized Variables in a `let` Statement

If you do not bind the variables in a `let` statement to specific initial values, they will automatically be bound to an initial value of `nil`, as in the following expression:

```
(let ((birch 3)
      pine
      fir
      (oak 'some))
  (message
   "Here are %d variables with %s, %s, and %s value."
   birch pine fir oak))
```

Here, the varlist is `((birch 3) pine fir (oak 'some))`.

If you evaluate this expression in the usual way, the following will appear in your echo area:

```
"Here are 3 variables with nil, nil, and some value."
```

In this example, Emacs binds the symbol `birch` to the number 3, binds the symbols `pine` and `fir` to `nil`, and binds the symbol `oak` to the value `some`.

Note that in the first part of the `let`, the variables `pine` and `fir` stand alone as atoms that are not surrounded by parentheses; this is because they are being bound to `nil`, the empty list. But `oak` is bound to `some` and so is a part of the list `(oak 'some)`. Similarly, `birch` is bound to the number 3 and so is in a list with that number. (Since a number evaluates to itself, the number does not need to be quoted. Also, the number is printed in the message using a `%d` rather than a `%s`.) The four variables as a group are put into a list to delimit them from the body of the `let`.

## 3.7 The `if` Special Form

A third special form, in addition to `defun` and `let`, is the conditional `if`. This form is used to instruct the computer to make decisions. You can write function definitions without using `if`, but it is used often enough, and is important enough, to be included here. It is used, for example, in the code for the function `beginning-of-buffer`.

The basic idea behind an `if`, is that “*if* a test is true, *then* an expression is evaluated.” If the test is not true, the expression is not evaluated. For example, you might make a decision such as, “if it is warm and sunny, then go to the beach!”

An `if` expression written in Lisp does not use the word ‘then’; the test and the action are the second and third elements of the list whose first element is `if`. Nonetheless, the test part of an `if` expression is often called the *if-part* and the second argument is often called the *then-part*.

Also, when an `if` expression is written, the true-or-false-test is usually written on the same line as the symbol `if`, but the action to carry out if the test is true, the “then-part”, is written on the second and subsequent lines. This makes the `if` expression easier to read.

```
(if true-or-false-test
    action-to-carry-out-if-test-is-true)
```

The true-or-false-test will be an expression that is evaluated by the Lisp interpreter.

Here is an example that you can evaluate in the usual manner. The test is whether the number 5 is greater than the number 4. Since it is, the message ‘5 is greater than 4!’ will be printed.

```
(if (> 5 4)                ; if-part
    (message "5 is greater than 4!")) ; then-part
```

(The function `>` tests whether its first argument is greater than its second argument and returns true if it is.)

Of course, in actual use, the test in an `if` expression will not be fixed for all time as it is by the expression `(> 5 4)`. Instead, at least one of the variables used in the test will be bound to a value that is not known ahead of time. (If the value were known ahead of time, we would not need to run the test!)

For example, the value may be bound to an argument of a function definition. In the following function definition, the character of the animal is a value that is passed to the function. If the value bound to `characteristic` is `fierce`, then the message, ‘It’s a tiger!’ will be printed; otherwise, `nil` will be returned.

```
(defun type-of-animal (characteristic)
  "Print message in echo area depending on CHARACTERISTIC.
  If the CHARACTERISTIC is the symbol 'fierce',
  then warn of a tiger."
  (if (equal characteristic 'fierce)
      (message "It's a tiger!"))))
```

If you are reading this inside of GNU Emacs, you can evaluate the function definition in the usual way to install it in Emacs, and then you can evaluate the following two expressions to see the results:

```
(type-of-animal 'fierce)

(type-of-animal 'zebra)
```

When you evaluate `(type-of-animal 'fierce)`, you will see the following message printed in the echo area: “It’s a tiger!”; and when you evaluate `(type-of-animal 'zebra)` you will see `nil` printed in the echo area.

### 3.7.1 The type-of-animal Function in Detail

Let’s look at the `type-of-animal` function in detail.



The function definition for `type-of-animal` was written by filling the slots of two templates, one for a function definition as a whole, and a second for an `if` expression.

The template for every function that is not interactive is:

```
(defun name-of-function (argument-list)
  "documentation..."
  body...)
```

The parts of the function that match this template look like this:

```
(defun type-of-animal (characteristic)
  "Print message in echo area depending on CHARACTERISTIC.
  If the CHARACTERISTIC is the symbol 'fierce',
  then warn of a tiger."
  body: the if expression)
```

The name of function is `type-of-animal`; it is passed the value of one argument. The argument list is followed by a multi-line documentation string. The documentation string is included in the example because it is a good habit to write documentation string for every function definition. The body of the function definition consists of the `if` expression.

The template for an `if` expression looks like this:

```
(if true-or-false-test
  action-to-carry-out-if-the-test-returns-true)
```

In the `type-of-animal` function, the code for the `if` looks like this:

```
(if (equal characteristic 'fierce)
  (message "It's a tiger!"))
```

Here, the `true-or-false-test` is the expression:

```
(equal characteristic 'fierce)
```

In Lisp, `equal` is a function that determines whether its first argument is equal to its second argument. The second argument is the quoted symbol `'fierce` and the first argument is the value of the symbol `characteristic`—in other words, the argument passed to this function.

In the first exercise of `type-of-animal`, the argument `fierce` is passed to `type-of-animal`. Since `fierce` is equal to `fierce`, the expression, `(equal characteristic 'fierce)`, returns a value of `true`. When this happens, the `if` evaluates the second argument or then-part of the `if`: `(message "It's tiger!")`.

On the other hand, in the second exercise of `type-of-animal`, the argument `zebra` is passed to `type-of-animal`. `zebra` is not equal to `fierce`, so the then-part is not evaluated and `nil` is returned by the `if` expression.

### 3.8 If--then--else Expressions

An `if` expression may have an optional third argument, called the *else-part*, for the case when the `true-or-false-test` returns false. When this happens, the second argument or then-part of the overall `if` expression is *not* evaluated, but the third or else-part *is* evaluated. You might think of this as the cloudy day alternative for the decision “if it is warm and sunny, then go to the beach, else read a book!”.

The word “else” is not written in the Lisp code; the else-part of an `if` expression comes after the then-part. In the written Lisp, the else-part is usually written to start on a line of its own and is indented less than the then-part:

```
(if true-or-false-test
    action-to-carry-out-if-the-test-returns-true
    action-to-carry-out-if-the-test-returns-false)
```

For example, the following `if` expression prints the message ‘4 is not greater than 5!’ when you evaluate it in the usual way:

```
(if (> 4 5)                                ; if-part
    (message "4 falsely greater than 5!") ; then-part
    (message "4 is not greater than 5!")) ; else-part
```

Note that the different levels of indentation make it easy to distinguish the then-part from the else-part. (GNU Emacs has several commands that automatically indent `if` expressions correctly. See Section 1.1.3 “GNU Emacs는 List 입력을 돕는다”, page 3.)

We can extend the `type-of-animal` function to include an else-part by simply incorporating an additional part to the `if` expression.

You can see the consequences of doing this if you evaluate the following version of the `type-of-animal` function definition to install it and then evaluate the two subsequent expressions to pass different arguments to the function.

```
(defun type-of-animal (characteristic) ; Second version.
  "Print message in echo area depending on CHARACTERISTIC.
  If the CHARACTERISTIC is the symbol 'fierce',
  then warn of a tiger;
  else say it's not fierce."
  (if (equal characteristic 'fierce)
      (message "It's a tiger!")
      (message "It's not fierce!")))

(type-of-animal 'fierce)

(type-of-animal 'zebra)
```

When you evaluate `(type-of-animal 'fierce)`, you will see the following message printed in the echo area: “It’s a tiger!”; but when you evaluate `(type-of-animal 'zebra)`, you will see “It’s not fierce!”.

(Of course, if the *characteristic* were *ferocious*, the message “It’s not fierce!” would be printed; and it would be misleading! When you write code, you need to take into account the possibility that some such argument will be tested by the `if` and write your program accordingly.)

### 3.9 Truth and Falsehood in Emacs Lisp

There is an important aspect to the truth test in an `if` expression. So far, we have spoken of ‘true’ and ‘false’ as values of predicates as if they were new kinds of Emacs Lisp objects. In fact, ‘false’ is just our old friend `nil`. Anything else---anything at all---is ‘true’.

The expression that tests for truth is interpreted as *true* if the result of evaluating it is a value that is not `nil`. In other words, the result of the test is considered true if the value returned is a number such as 47, a string such as `"hello"`, or a symbol (other than `nil`) such as `flowers`, or a list (so long as it is not empty), or even a buffer!

Before illustrating a test for truth, we need an explanation of `nil`.

In Emacs Lisp, the symbol `nil` has two meanings. First, it means the empty list. Second, it means false and is the value returned when a true-or-false-test tests false. `nil` can be written as an empty list, `()`, or as `nil`. As far as the Lisp interpreter is concerned, `()` and `nil` are the same. Humans, however, tend to use `nil` for false and `()` for the empty list.

In Emacs Lisp, any value that is not `nil`---is not the empty list---is considered true. This means that if an evaluation returns something that is not an empty list, an `if` expression will test true. For example, if a number is put in the slot for the test, it will be evaluated and will return itself, since that is what numbers do when evaluated. In this conditional, the `if` expression will test true. The expression tests false only when `nil`, an empty list, is returned by evaluating the expression.

You can see this by evaluating the two expressions in the following examples.

In the first example, the number 4 is evaluated as the test in the `if` expression and returns itself; consequently, the then-part of the expression is evaluated and returned: `'true'` appears in the echo area. In the second example, the `nil` indicates false; consequently, the else-part of the expression is evaluated and returned: `'false'` appears in the echo area.

```
(if 4
    'true
    'false)
```

```
(if nil
    'true
    'false)
```

Incidentally, if some other useful value is not available for a test that returns true, then the Lisp interpreter will return the symbol `t` for true. For example, the expression `(> 5 4)` returns `t` when evaluated, as you can see by evaluating it in the usual way:

```
(> 5 4)
```

On the other hand, this function returns `nil` if the test is false.

```
(> 4 5)
```

### 3.10 `save-excursion`

The `save-excursion` function is the fourth and final special form that we will discuss in this chapter.

In Emacs Lisp programs used for editing, the `save-excursion` function is very common. It saves the location of point and mark, executes the body of the function, and then restores point and mark to their previous positions if their locations were

changed. Its primary purpose is to keep the user from being surprised and disturbed by unexpected movement of point or mark.

Before discussing **save-excursion**, however, it may be useful first to review what point and mark are in GNU Emacs. *Point* is the current location of the cursor. Wherever the cursor is, that is point. More precisely, on terminals where the cursor appears to be on top of a character, point is immediately before the character. In Emacs Lisp, point is an integer. The first character in a buffer is number one, the second is number two, and so on. The function **point** returns the current position of the cursor as a number. Each buffer has its own value for point.

The *mark* is another position in the buffer; its value can be set with a command such as **C-SPC** (**set-mark-command**). If a mark has been set, you can use the command **C-x C-x** (**exchange-point-and-mark**) to cause the cursor to jump to the mark and set the mark to be the previous position of point. In addition, if you set another mark, the position of the previous mark is saved in the mark ring. Many mark positions can be saved this way. You can jump the cursor to a saved mark by typing **C-u C-SPC** one or more times.

The part of the buffer between point and mark is called *the region*. Numerous commands work on the region, including **center-region**, **count-lines-region**, **kill-region**, and **print-region**.

The **save-excursion** special form saves the locations of point and mark and restores those positions after the code within the body of the special form is evaluated by the Lisp interpreter. Thus, if point were in the beginning of a piece of text and some code moved point to the end of the buffer, the **save-excursion** would put point back to where it was before, after the expressions in the body of the function were evaluated.

In Emacs, a function frequently moves point as part of its internal workings even though a user would not expect this. For example, **count-lines-region** moves point. To prevent the user from being bothered by jumps that are both unexpected and (from the user's point of view) unnecessary, **save-excursion** is often used to keep point and mark in the location expected by the user. The use of **save-excursion** is good housekeeping.

To make sure the house stays clean, **save-excursion** restores the values of point and mark even if something goes wrong in the code inside of it (or, to be more precise and to use the proper jargon, "in case of abnormal exit"). This feature is very helpful.

In addition to recording the values of point and mark, **save-excursion** keeps track of the current buffer, and restores it, too. This means you can write code that will change the buffer and have **save-excursion** switch you back to the original buffer. This is how **save-excursion** is used in **append-to-buffer**. (See Section 4.4 "The Definition of **append-to-buffer**", page 45.)

### 3.10.1 Template for a `save-excursion` Expression

The template for code using `save-excursion` is simple:

```
(save-excursion
  body...)
```

The body of the function is one or more expressions that will be evaluated in sequence by the Lisp interpreter. If there is more than one expression in the body, the value of the last one will be returned as the value of the `save-excursion` function. The other expressions in the body are evaluated only for their side effects; and `save-excursion` itself is used only for its side effect (which is restoring the positions of point and mark).

In more detail, the template for a `save-excursion` expression looks like this:

```
(save-excursion
  first-expression-in-body
  second-expression-in-body
  third-expression-in-body
  ...
  last-expression-in-body)
```

An expression, of course, may be a symbol on its own or a list.

In Emacs Lisp code, a `save-excursion` expression often occurs within the body of a `let` expression. It looks like this:

```
(let varlist
  (save-excursion
    body...))
```

## 3.11 Review

In the last few chapters we have introduced a fair number of functions and special forms. Here they are described in brief, along with a few similar functions that have not been mentioned yet.

### `eval-last-sexp`

Evaluate the last symbolic expression before the current location of point. The value is printed in the echo area unless the function is invoked with an argument; in that case, the output is printed in the current buffer. This command is normally bound to `C-x C-e`.

### `defun`

Define function. This special form has up to five parts: the name, a template for the arguments that will be passed to the function, documentation, an optional interactive declaration, and the body of the definition.

For example, in an early version of Emacs, the function definition was as follows. (It is slightly more complex now that it seeks the first non-whitespace character rather than the first visible character.)

```
(defun back-to-indentation ()
  "Move point to first visible character on line."
  (interactive)
  (beginning-of-line 1)
  (skip-chars-forward " \t"))
```

**interactive**

Declare to the interpreter that the function can be used interactively. This special form may be followed by a string with one or more parts that pass the information to the arguments of the function, in sequence. These parts may also tell the interpreter to prompt for information. Parts of the string are separated by newlines, ‘\n’.

Common code characters are:

<b>b</b>	The name of an existing buffer.
<b>f</b>	The name of an existing file.
<b>p</b>	The numeric prefix argument. (Note that this ‘p’ is lower case.)
<b>r</b>	Point and the mark, as two numeric arguments, smallest first. This is the only code letter that specifies two successive arguments rather than one.

See Section “Code Characters for ‘interactive’” in *The GNU Emacs Lisp Reference Manual*, for a complete list of code characters.

**let**

Declare that a list of variables is for use within the body of the **let** and give them an initial value, either **nil** or a specified value; then evaluate the rest of the expressions in the body of the **let** and return the value of the last one. Inside the body of the **let**, the Lisp interpreter does not see the values of the variables of the same names that are bound outside of the **let**.

For example,

```
(let ((foo (buffer-name))
      (bar (buffer-size)))
  (message
   "This buffer is %s and has %d characters."
   foo bar))
```

**save-excursion**

Record the values of point and mark and the current buffer before evaluating the body of this special form. Restore the values of point and mark and buffer afterward.

For example,

```
(message "We are %d characters into this buffer."
  (- (point)
    (save-excursion
      (goto-char (point-min)) (point))))
```

**if**

Evaluate the first argument to the function; if it is true, evaluate the second argument; else evaluate the third argument, if there is one.

The **if** special form is called a *conditional*. There are other conditionals in Emacs Lisp, but **if** is perhaps the most commonly used.

For example,

```
(if (= 22 emacs-major-version)
    (message "This is version 22 Emacs")
    (message "This is not version 22 Emacs"))
```

<

>

<=

>=

The < function tests whether its first argument is smaller than its second argument. A corresponding function, >, tests whether the first argument is greater than the second. Likewise, <= tests whether the first argument is less than or equal to the second and >= tests whether the first argument is greater than or equal to the second. In all cases, both arguments must be numbers or markers (markers indicate positions in buffers).

=

The = function tests whether two arguments, both numbers or markers, are equal.

equal

eq

Test whether two objects are the same. **equal** uses one meaning of the word ‘same’ and **eq** uses another: **equal** returns true if the two objects have a similar structure and contents, such as two copies of the same book. On the other hand, **eq**, returns true if both arguments are actually the same object.

string<

string-lessp

string=

string-equal

The **string-lessp** function tests whether its first argument is smaller than the second argument. A shorter, alternative name for the same function (a **defalias**) is **string<**.

The arguments to **string-lessp** must be strings or symbols; the ordering is lexicographic, so case is significant. The print names of symbols are used instead of the symbols themselves.

An empty string, “”, a string with no characters in it, is smaller than any string of characters.

**string-equal** provides the corresponding test for equality. Its shorter, alternative name is **string=**. There are no string test functions that correspond to >, >=, or <=.

message

Print a message in the echo area. The first argument is a string that can contain ‘%s’, ‘%d’, or ‘%c’ to print the value of arguments that follow the string. The argument used by ‘%s’ must be a string or a symbol; the argument used by ‘%d’ must be a number. The argument used by ‘%c’ must be an ASCII code number; it will be printed as the character with that ASCII code. (Various other %-sequences have not been mentioned.)

<b>setq</b>	
<b>set</b>	The <b>setq</b> function sets the value of its first argument to the value of the second argument. The first argument is automatically quoted by <b>setq</b> . It does the same for succeeding pairs of arguments. Another function, <b>set</b> , takes only two arguments and evaluates both of them before setting the value returned by its first argument to the value returned by its second argument.
<b>buffer-name</b>	Without an argument, return the name of the buffer, as a string.
<b>buffer-file-name</b>	Without an argument, return the name of the file the buffer is visiting.
<b>current-buffer</b>	Return the buffer in which Emacs is active; it may not be the buffer that is visible on the screen.
<b>other-buffer</b>	Return the most recently selected buffer (other than the buffer passed to <b>other-buffer</b> as an argument and other than the current buffer).
<b>switch-to-buffer</b>	Select a buffer for Emacs to be active in and display it in the current window so users can look at it. Usually bound to <b>C-x b</b> .
<b>set-buffer</b>	Switch Emacs' attention to a buffer on which programs will run. Don't alter what the window is showing.
<b>buffer-size</b>	Return the number of characters in the current buffer.
<b>point</b>	Return the value of the current position of the cursor, as an integer counting the number of characters from the beginning of the buffer.
<b>point-min</b>	Return the minimum permissible value of point in the current buffer. This is 1, unless narrowing is in effect.
<b>point-max</b>	Return the value of the maximum permissible value of point in the current buffer. This is the end of the buffer, unless narrowing is in effect.

### 3.12 Exercises

- Write a non-interactive function that doubles the value of its argument, a number. Make that function interactive.
- Write a function that tests whether the current value of **fill-column** is greater than the argument passed to the function, and if so, prints an appropriate message.



## 4 A Few Buffer--Related Functions

In this chapter we study in detail several of the functions used in GNU Emacs. This is called a “walk-through”. These functions are used as examples of Lisp code, but are not imaginary examples; with the exception of the first, simplified function definition, these functions show the actual code used in GNU Emacs. You can learn a great deal from these definitions. The functions described here are all related to buffers. Later, we will study other functions.

### 4.1 Finding More Information

In this walk-through, I will describe each new function as we come to it, sometimes in detail and sometimes briefly. If you are interested, you can get the full documentation of any Emacs Lisp function at any time by typing `C-h f` and then the name of the function (and then `RET`). Similarly, you can get the full documentation for a variable by typing `C-h v` and then the name of the variable (and then `RET`).

Also, `describe-function` will tell you the location of the function definition.

Put point into the name of the file that contains the function and press the `RET` key. In this case, `RET` means `push-button` rather than ‘return’ or ‘enter’. Emacs will take you directly to the function definition.

More generally, if you want to see a function in its original source file, you can use the `find-tag` function to jump to it. `find-tag` works with a wide variety of languages, not just Lisp, and C, and it works with non-programming text as well. For example, `find-tag` will jump to the various nodes in the Texinfo source file of this document. The `find-tag` function depends on ‘tags tables’ that record the locations of the functions, variables, and other items to which `find-tag` jumps.

To use the `find-tag` command, type `M-.` (i.e., press the period key while holding down the `META` key, or else type the `ESC` key and then type the period key), and then, at the prompt, type in the name of the function whose source code you want to see, such as `mark-whole-buffer`, and then type `RET`. Emacs will switch buffers and display the source code for the function on your screen. To switch back to your current buffer, type `C-x b RET`. (On some keyboards, the `META` key is labelled `ALT`.)

Depending on how the initial default values of your copy of Emacs are set, you may also need to specify the location of your ‘tags table’, which is a file called ‘TAGS’. For example, if you are interested in Emacs sources, the tags table you will most likely want, if it has already been created for you, will be in a subdirectory of the ‘`/usr/local/share/emacs/`’ directory; thus you would use the `M-x visit-tags-table` command and specify a pathname such as ‘`/usr/local/share/emacs/22.1.1/lisp/TAGS`’. If the tags table has not already been created, you will have to create it yourself. It will be in a file such as ‘`/usr/local/src/emacs/src/TAGS`’.

To create a ‘TAGS’ file in a specific directory, switch to that directory in Emacs using *M-x cd* command, or list the directory with *C-x d* (*direc*). Then run the compile command, with *etags \*.el* as the command to execute:

```
M-x compile RET etags *.el RET
```

For more information, see Section 12.5 “Create Your Own ‘TAGS’ File”, page 138.

After you become more familiar with Emacs Lisp, you will find that you will frequently use *find-tag* to navigate your way around source code; and you will create your own ‘TAGS’ tables.

Incidentally, the files that contain Lisp code are conventionally called *libraries*. The metaphor is derived from that of a specialized library, such as a law library or an engineering library, rather than a general library. Each library, or file, contains functions that relate to a particular topic or activity, such as ‘*abbrev.el*’ for handling abbreviations and other typing shortcuts, and ‘*help.el*’ for on-line help. (Sometimes several libraries provide code for a single activity, as the various ‘*rmail...*’ files provide code for reading electronic mail.) In *The GNU Emacs Manual*, you will see sentences such as “The *C-h p* command lets you search the standard Emacs Lisp libraries by topic keywords.”

## 4.2 A Simplified beginning-of-buffer Definition

The *beginning-of-buffer* command is a good function to start with since you are likely to be familiar with it and it is easy to understand. Used as an interactive command, *beginning-of-buffer* moves the cursor to the beginning of the buffer, leaving the mark at the previous position. It is generally bound to *M-<*.

In this section, we will discuss a shortened version of the function that shows how it is most frequently used. This shortened function works as written, but it does not contain the code for a complex option. In another section, we will describe the entire function. (See Section 5.3 “Complete Definition of *beginning-of-buffer*”, page 58.)

Before looking at the code, let’s consider what the function definition has to contain: it must include an expression that makes the function interactive so it can be called by typing *M-x beginning-of-buffer* or by typing a keychord such as *M-<*; it must include code to leave a mark at the original position in the buffer; and it must include code to move the cursor to the beginning of the buffer.

Here is the complete text of the shortened version of the function:

```
(defun simplified-beginning-of-buffer ()
  "Move point to the beginning of the buffer;
  leave mark at previous position."
  (interactive)
  (push-mark)
  (goto-char (point-min)))
```

Like all function definitions, this definition has five parts following the special form *defun*:

1. The name: in this example, *simplified-beginning-of-buffer*.
2. A list of the arguments: in this example, an empty list, *()*,

3. The documentation string.
4. The interactive expression.
5. The body.

In this function definition, the argument list is empty; this means that this function does not require any arguments. (When we look at the definition for the complete function, we will see that it may be passed an optional argument.)

The interactive expression tells Emacs that the function is intended to be used interactively. In this example, `interactive` does not have an argument because `simplified-beginning-of-buffer` does not require one.

The body of the function consists of the two lines:

```
(push-mark)
(goto-char (point-min))
```

The first of these lines is the expression, `(push-mark)`. When this expression is evaluated by the Lisp interpreter, it sets a mark at the current position of the cursor, wherever that may be. The position of this mark is saved in the mark ring.

The next line is `(goto-char (point-min))`. This expression jumps the cursor to the minimum point in the buffer, that is, to the beginning of the buffer (or to the beginning of the accessible portion of the buffer if it is narrowed. See Chapter 6 “Narrowing and Widening”, page 65.)

The `push-mark` command sets a mark at the place where the cursor was located before it was moved to the beginning of the buffer by the `(goto-char (point-min))` expression. Consequently, you can, if you wish, go back to where you were originally by typing `C-x C-x`.

That is all there is to the function definition!

When you are reading code such as this and come upon an unfamiliar function, such as `goto-char`, you can find out what it does by using the `describe-function` command. To use this command, type `C-h f` and then type in the name of the function and press `RET`. The `describe-function` command will print the function’s documentation string in a ‘\*Help\*’ window. For example, the documentation for `goto-char` is:

```
Set point to POSITION, a number or marker.
Beginning of buffer is position (point-min), end is (point-max).
```

The function’s one argument is the desired position.

(The prompt for `describe-function` will offer you the symbol under or preceding the cursor, so you can save typing by positioning the cursor right over or after the function and then typing `C-h f RET`.)

The `end-of-buffer` function definition is written in the same way as the `beginning-of-buffer` definition except that the body of the function contains the expression `(goto-char (point-max))` in place of `(goto-char (point-min))`.

### 4.3 The Definition of `mark-whole-buffer`

The `mark-whole-buffer` function is no harder to understand than the `simplified-beginning-of-buffer` function. In this case, however, we will look at the complete function, not a shortened version.

The `mark-whole-buffer` function is not as commonly used as the `beginning-of-buffer` function, but is useful nonetheless: it marks a whole buffer as a region by putting point at the beginning and a mark at the end of the buffer. It is generally bound to `C-x h`.

In GNU Emacs 22, the code for the complete function looks like this:

```
(defun mark-whole-buffer ()
  "Put point at beginning and mark at end of buffer.
You probably should not use this function in Lisp programs;
it is usually a mistake for a Lisp function to use any subroutine
that uses or sets the mark."
  (interactive)
  (push-mark (point))
  (push-mark (point-max) nil t)
  (goto-char (point-min)))
```

Like all other functions, the `mark-whole-buffer` function fits into the template for a function definition. The template looks like this:

```
(defun name-of-function (argument-list)
  "documentation..."
  (interactive-expression...)
  body...)
```

Here is how the function works: the name of the function is `mark-whole-buffer`; it is followed by an empty argument list, `()`, which means that the function does not require arguments. The documentation comes next.

The next line is an `(interactive)` expression that tells Emacs that the function will be used interactively. These details are similar to the `simplified-beginning-of-buffer` function described in the previous section.

#### 4.3.1 Body of `mark-whole-buffer`

The body of the `mark-whole-buffer` function consists of three lines of code:

```
(push-mark (point))
(push-mark (point-max) nil t)
(goto-char (point-min))
```

The first of these lines is the expression, `(push-mark (point))`.

This line does exactly the same job as the first line of the body of the `simplified-beginning-of-buffer` function, which is written `(push-mark)`. In both cases, the Lisp interpreter sets a mark at the current position of the cursor.

I don't know why the expression in `mark-whole-buffer` is written `(push-mark (point))` and the expression in `beginning-of-buffer` is written `(push-mark)`. Perhaps whoever wrote the code did not know that the arguments for `push-mark` are optional and that if `push-mark` is not passed an argument, the function automatically sets mark at the location of point by default. Or perhaps the expression was written so as to parallel the structure of the next line. In any case, the line causes Emacs to determine the position of point and set a mark there.

In earlier versions of GNU Emacs, the next line of `mark-whole-buffer` was `(push-mark (point-max))`. This expression sets a mark at the point in the buffer that has the highest number. This will be the end of the buffer (or, if the buffer is narrowed, the end of the accessible portion of the buffer. See Chapter 6 "Narrowing

and Widening”, page 65, for more about narrowing.) After this mark has been set, the previous mark, the one set at point, is no longer set, but Emacs remembers its position, just as all other recent marks are always remembered. This means that you can, if you wish, go back to that position by typing `C-u C-SPC` twice.

In GNU Emacs 22, the `(point-max)` is slightly more complicated. The line reads

```
(push-mark (point-max) nil t)
```

The expression works nearly the same as before. It sets a mark at the highest numbered place in the buffer that it can. However, in this version, `push-mark` has two additional arguments. The second argument to `push-mark` is `nil`. This tells the function it *should* display a message that says ‘Mark set’ when it pushes the mark. The third argument is `t`. This tells `push-mark` to activate the mark when Transient Mark mode is turned on. Transient Mark mode highlights the currently active region. It is often turned off.

Finally, the last line of the function is `(goto-char (point-min))`. This is written exactly the same way as it is written in `beginning-of-buffer`. The expression moves the cursor to the minimum point in the buffer, that is, to the beginning of the buffer (or to the beginning of the accessible portion of the buffer). As a result of this, point is placed at the beginning of the buffer and mark is set at the end of the buffer. The whole buffer is, therefore, the region.

## 4.4 The Definition of `append-to-buffer`

The `append-to-buffer` command is more complex than the `mark-whole-buffer` command. What it does is copy the region (that is, the part of the buffer between point and mark) from the current buffer to a specified buffer.

The `append-to-buffer` command uses the `insert-buffer-substring` function to copy the region. `insert-buffer-substring` is described by its name: it takes a string of characters from part of a buffer, a “substring”, and inserts them into another buffer.

Most of `append-to-buffer` is concerned with setting up the conditions for `insert-buffer-substring` to work: the code must specify both the buffer to which the text will go, the window it comes from and goes to, and the region that will be copied.

Here is the complete text of the function:

```
(defun append-to-buffer (buffer start end)
  "Append to specified buffer the text of the region.
  It is inserted into that buffer before its point."
```

When calling from a program, give three arguments:

`BUFFER` (or buffer name), `START` and `END`.

`START` and `END` specify the portion of the current buffer to be copied."

```
(interactive
  (list (read-buffer "Append to buffer: " (other-buffer
    (current-buffer) t))
    (region-beginning) (region-end)))
```

```

(let ((oldbuf (current-buffer)))
  (save-excursion
    (let* ((append-to (get-buffer-create buffer))
           (windows (get-buffer-window-list append-to t t))
           point)
      (set-buffer append-to)
      (setq point (point))
      (barf-if-buffer-read-only)
      (insert-buffer-substring oldbuf start end)
      (dolist (window windows)
        (when (= (window-point window) point)
          (set-window-point window (point))))))))

```

The function can be understood by looking at it as a series of filled-in templates.

The outermost template is for the function definition. In this function, it looks like this (with several slots filled in):

```

(defun append-to-buffer (buffer start end)
  "documentation..."
  (interactive ...)
  body...)

```

The first line of the function includes its name and three arguments. The arguments are the **buffer** to which the text will be copied, and the **start** and **end** of the region in the current buffer that will be copied.

The next part of the function is the documentation, which is clear and complete. As is conventional, the three arguments are written in upper case so you will notice them easily. Even better, they are described in the same order as in the argument list.

Note that the documentation distinguishes between a buffer and its name. (The function can handle either.)

#### 4.4.1 The append-to-buffer Interactive Expression

Since the **append-to-buffer** function will be used interactively, the function must have an **interactive** expression. (For a review of **interactive**, see Section 3.3 “Making a Function Interactive”, page 25.) The expression reads as follows:

```

(interactive
  (list (read-buffer
         "Append to buffer: "
         (other-buffer (current-buffer) t))
        (region-beginning)
        (region-end)))

```

This expression is not one with letters standing for parts, as described earlier. Instead, it starts a list with these parts:

The first part of the list is an expression to read the name of a buffer and return it as a string. That is **read-buffer**. The function requires a prompt as its first argument, “Append to buffer: ”. Its second argument tells the command what value to provide if you don’t specify anything.

In this case that second argument is an expression containing the function **other-buffer**, an exception, and a ‘t’, standing for true.

The first argument to `other-buffer`, the exception, is yet another function, `current-buffer`. That is not going to be returned. The second argument is the symbol for true, `t`, that tells `other-buffer` that it may show visible buffers (except in this case, it will not show the current buffer, which makes sense).

The expression looks like this:

```
(other-buffer (current-buffer) t)
```

The second and third arguments to the `list` expression are `(region-beginning)` and `(region-end)`. These two functions specify the beginning and end of the text to be appended.

Originally, the command used the letters ‘B’ and ‘r’. The whole `interactive` expression looked like this:

```
(interactive "BAppend to buffer: \nr")
```

But when that was done, the default value of the buffer switched to was invisible. That was not wanted.

(The prompt was separated from the second argument with a newline, ‘\n’. It was followed by an ‘r’ that told Emacs to bind the two arguments that follow the symbol `buffer` in the function’s argument list (that is, `start` and `end`) to the values of point and mark. That argument worked fine.)

#### 4.4.2 The Body of `append-to-buffer`

The body of the `append-to-buffer` function begins with `let`.

As we have seen before (see Section 3.6 “`let`”, page 29), the purpose of a `let` expression is to create and give initial values to one or more variables that will only be used within the body of the `let`. This means that such a variable will not be confused with any variable of the same name outside the `let` expression.

We can see how the `let` expression fits into the function as a whole by showing a template for `append-to-buffer` with the `let` expression in outline:

```
(defun append-to-buffer (buffer start end)
  "documentation..."
  (interactive ...)
  (let ((variable value))
    body...))
```

The `let` expression has three elements:

1. The symbol `let`;
2. A varlist containing, in this case, a single two-element list, `(variable value)`;
3. The body of the `let` expression.

In the `append-to-buffer` function, the varlist looks like this:

```
(oldbuf (current-buffer))
```

In this part of the `let` expression, the one variable, `oldbuf`, is bound to the value returned by the `(current-buffer)` expression. The variable, `oldbuf`, is used to keep track of the buffer in which you are working and from which you will copy.

The element or elements of a varlist are surrounded by a set of parentheses so the Lisp interpreter can distinguish the varlist from the body of the `let`. As a consequence, the two-element list within the varlist is surrounded by a circumscribing set of parentheses. The line looks like this:

```
(let ((oldbuf (current-buffer)))
  ... )
```

The two parentheses before `oldbuf` might surprise you if you did not realize that the first parenthesis before `oldbuf` marks the boundary of the varlist and the second parenthesis marks the beginning of the two-element list, `(oldbuf (current-buffer))`.

#### 4.4.3 `save-excursion` in `append-to-buffer`

The body of the `let` expression in `append-to-buffer` consists of a `save-excursion` expression.

The `save-excursion` function saves the locations of point and mark, and restores them to those positions after the expressions in the body of the `save-excursion` complete execution. In addition, `save-excursion` keeps track of the original buffer, and restores it. This is how `save-excursion` is used in `append-to-buffer`.

Incidentally, it is worth noting here that a Lisp function is normally formatted so that everything that is enclosed in a multi-line spread is indented more to the right than the first symbol. In this function definition, the `let` is indented more than the `defun`, and the `save-excursion` is indented more than the `let`, like this:

```
(defun ...
  ...
  ...
  (let...
    (save-excursion
      ...
```

This formatting convention makes it easy to see that the lines in the body of the `save-excursion` are enclosed by the parentheses associated with `save-excursion`, just as the `save-excursion` itself is enclosed by the parentheses associated with the `let`:

```
(let ((oldbuf (current-buffer)))
  (save-excursion
    ...
    (set-buffer ...)
    (insert-buffer-substring oldbuf start end)
    ...))
```

The use of the `save-excursion` function can be viewed as a process of filling in the slots of a template:

```
(save-excursion
  first-expression-in-body
  second-expression-in-body
  ...
  last-expression-in-body)
```



In this function, the body of the `save-excursion` contains only one expression, the `let*` expression. You know about a `let` function. The `let*` function is different. It has a `*` in its name. It enables Emacs to set each variable in its varlist in sequence, one after another.

Its critical feature is that variables later in the varlist can make use of the values to which Emacs set variables earlier in the varlist. See “The `let*` expression”, page 133.

We will skip functions like `let*` and focus on two: the `set-buffer` function and the `insert-buffer-substring` function.

In the old days, the `set-buffer` expression was simply

```
(set-buffer (get-buffer-create buffer))
```

but now it is

```
(set-buffer append-to)
```

`append-to` is bound to `(get-buffer-create buffer)` earlier on in the `let*` expression. That extra binding would not be necessary except for that `append-to` is used later in the varlist as an argument to `get-buffer-window-list`.

The `append-to-buffer` function definition inserts text from the buffer in which you are currently to a named buffer. It happens that `insert-buffer-substring` copies text from another buffer to the current buffer, just the reverse---that is why the `append-to-buffer` definition starts out with a `let` that binds the local symbol `oldbuf` to the value returned by `current-buffer`.

The `insert-buffer-substring` expression looks like this:

```
(insert-buffer-substring oldbuf start end)
```

The `insert-buffer-substring` function copies a string *from* the buffer specified as its first argument and inserts the string into the present buffer. In this case, the argument to `insert-buffer-substring` is the value of the variable created and bound by the `let`, namely the value of `oldbuf`, which was the current buffer when you gave the `append-to-buffer` command.

After `insert-buffer-substring` has done its work, `save-excursion` will restore the action to the original buffer and `append-to-buffer` will have done its job.

Written in skeletal form, the workings of the body look like this:

```
(let (bind-oldbuf-to-value-of-current-buffer)
  (save-excursion
    change-buffer
    insert-substring-from-oldbuf-into-buffer)
```

```
change-back-to-original-buffer-when-finished
let-the-local-meaning-of-oldbuf-disappear-when-finished
```

In summary, `append-to-buffer` works as follows: it saves the value of the current buffer in the variable called `oldbuf`. It gets the new buffer (creating one if need be) and switches Emacs’ attention to it. Using the value of `oldbuf`, it inserts the region of text from the old buffer into the new buffer; and then using `save-excursion`, it brings you back to your original buffer.

In looking at `append-to-buffer`, you have explored a fairly complex function. It shows how to use `let` and `save-excursion`, and how to change to and come

back from another buffer. Many function definitions use `let`, `save-excursion`, and `set-buffer` this way.

## 4.5 Review

Here is a brief summary of the various functions discussed in this chapter.

`describe-function`

`describe-variable`

Print the documentation for a function or variable. Conventionally bound to `C-h f` and `C-h v`.

`find-tag` Find the file containing the source for a function or variable and switch buffers to it, positioning point at the beginning of the item. Conventionally bound to `M-.` (that's a period following the `META` key).

`save-excursion`

Save the location of point and mark and restore their values after the arguments to `save-excursion` have been evaluated. Also, remember the current buffer and return to it.

`push-mark` Set mark at a location and record the value of the previous mark on the mark ring. The mark is a location in the buffer that will keep its relative position even if text is added to or removed from the buffer.

`goto-char` Set point to the location specified by the value of the argument, which can be a number, a marker, or an expression that returns the number of a position, such as `(point-min)`.

`insert-buffer-substring`

Copy a region of text from a buffer that is passed to the function as an argument and insert the region into the current buffer.

`mark-whole-buffer`

Mark the whole buffer as a region. Normally bound to `C-x h`.

`set-buffer`

Switch the attention of Emacs to another buffer, but do not change the window being displayed. Used when the program rather than a human is to work on a different buffer.

`get-buffer-create`

`get-buffer`

Find a named buffer or create one if a buffer of that name does not exist. The `get-buffer` function returns `nil` if the named buffer does not exist.

## 4.6 Exercises

- Write your own `simplified-end-of-buffer` function definition; then test it to see whether it works.
- Use `if` and `get-buffer` to write a function that prints a message telling you whether a buffer exists.
- Using `find-tag`, find the source for the `copy-to-buffer` function.

## 5 A Few More Complex Functions

In this chapter, we build on what we have learned in previous chapters by looking at more complex functions. The `copy-to-buffer` function illustrates use of two `save-excursion` expressions in one definition, while the `insert-buffer` function illustrates use of an asterisk in an `interactive` expression, use of `or`, and the important distinction between a name and the object to which the name refers.

### 5.1 The Definition of `copy-to-buffer`

After understanding how `append-to-buffer` works, it is easy to understand `copy-to-buffer`. This function copies text into a buffer, but instead of adding to the second buffer, it replaces all the previous text in the second buffer.

The body of `copy-to-buffer` looks like this,

```
...
(interactive "BCopy to buffer: \nr")
(let ((oldbuf (current-buffer)))
  (with-current-buffer (get-buffer-create buffer)
    (barf-if-buffer-read-only)
    (erase-buffer)
    (save-excursion
      (insert-buffer-substring oldbuf start end)))))
```

The `copy-to-buffer` function has a simpler `interactive` expression than `append-to-buffer`.

The definition then says

```
(with-current-buffer (get-buffer-create buffer) ...
```

First, look at the earliest inner expression; that is evaluated first. That expression starts with `get-buffer-create buffer`. The function tells the computer to use the buffer with the name specified as the one to which you are copying, or if such a buffer does not exist, to create it. Then, the `with-current-buffer` function evaluates its body with that buffer temporarily current.

(This demonstrates another way to shift the computer's attention but not the user's. The `append-to-buffer` function showed how to do the same with `save-excursion` and `set-buffer`. `with-current-buffer` is a newer, and arguably easier, mechanism.)

The `barf-if-buffer-read-only` function sends you an error message saying the buffer is read-only if you cannot modify it.

The next line has the `erase-buffer` function as its sole contents. That function erases the buffer.

Finally, the last two lines contain the `save-excursion` expression with `insert-buffer-substring` as its body. The `insert-buffer-substring` expression copies the text from the buffer you are in (and you have not seen the computer shift its attention, so you don't know that that buffer is now called `oldbuf`).

Incidentally, this is what is meant by 'replacement'. To replace text, Emacs erases the previous text and then inserts new text.

In outline, the body of `copy-to-buffer` looks like this:

```
(let (bind-oldbuf-to-value-of-current-buffer)
  (with-the-buffer-you-are-copying-to
    (but-do-not-erase-or-copy-to-a-read-only-buffer)
    (erase-buffer)
    (save-excursion
      insert-substring-from-oldbuf-into-buffer)))
```

## 5.2 The Definition of `insert-buffer`

`insert-buffer` is yet another buffer-related function. This command copies another buffer *into* the current buffer. It is the reverse of `append-to-buffer` or `copy-to-buffer`, since they copy a region of text *from* the current buffer to another buffer.

Here is a discussion based on the original code. The code was simplified in 2003 and is harder to understand.

(See Section 5.2.6 “New Body for `insert-buffer`”, page 57, to see a discussion of the new body.)

In addition, this code illustrates the use of `interactive` with a buffer that might be *read-only* and the important distinction between the name of an object and the object actually referred to.

Here is the earlier code:

```
(defun insert-buffer (buffer)
  "Insert after point the contents of BUFFER.
Puts mark after the inserted text.
BUFFER may be a buffer or a buffer name."
  (interactive "*bInsert buffer: ")
  (or (bufferp buffer)
      (setq buffer (get-buffer buffer)))
  (let (start end newmark)
    (save-excursion
      (save-excursion
        (set-buffer buffer)
        (setq start (point-min) end (point-max)))
      (insert-buffer-substring buffer start end)
      (setq newmark (point)))
    (push-mark newmark)))
```

As with other function definitions, you can use a template to see an outline of the function:

```
(defun insert-buffer (buffer)
  "documentation..."
  (interactive "*bInsert buffer: ")
  body...)
```

### 5.2.1 The Interactive Expression in `insert-buffer`

In `insert-buffer`, the argument to the `interactive` declaration has two parts, an asterisk, ‘\*’, and ‘bInsert buffer: ’.

## A Read-only Buffer

The asterisk is for the situation when the current buffer is a read-only buffer---a buffer that cannot be modified. If `insert-buffer` is called when the current buffer is read-only, a message to this effect is printed in the echo area and the terminal may beep or blink at you; you will not be permitted to insert anything into current buffer. The asterisk does not need to be followed by a newline to separate it from the next argument.

### ‘b’ in an Interactive Expression

The next argument in the interactive expression starts with a lower case ‘b’. (This is different from the code for `append-to-buffer`, which uses an upper-case ‘B’. See Section 4.4 “The Definition of `append-to-buffer`”, page 45.) The lower-case ‘b’ tells the Lisp interpreter that the argument for `insert-buffer` should be an existing buffer or else its name. (The upper-case ‘B’ option provides for the possibility that the buffer does not exist.) Emacs will prompt you for the name of the buffer, offering you a default buffer, with name completion enabled. If the buffer does not exist, you receive a message that says “No match”; your terminal may beep at you as well.

The new and simplified code generates a list for `interactive`. It uses the `barf-if-buffer-read-only` and `read-buffer` functions with which we are already familiar and the `progn` special form with which we are not. (It will be described later.)

### 5.2.2 The Body of the `insert-buffer` Function

The body of the `insert-buffer` function has two major parts: an `or` expression and a `let` expression. The purpose of the `or` expression is to ensure that the argument `buffer` is bound to a buffer and not just the name of a buffer. The body of the `let` expression contains the code which copies the other buffer into the current buffer.

In outline, the two expressions fit into the `insert-buffer` function like this:

```
(defun insert-buffer (buffer)
  "documentation..."
  (interactive "*bInsert buffer: ")
  (or ...
    ...
    (let (varlist)
      body-of-let... )
```

To understand how the `or` expression ensures that the argument `buffer` is bound to a buffer and not to the name of a buffer, it is first necessary to understand the `or` function.

Before doing this, let me rewrite this part of the function using `if` so that you can see what is done in a manner that will be familiar.

### 5.2.3 `insert-buffer` With an `if` Instead of an `or`

The job to be done is to make sure the value of `buffer` is a buffer itself and not the name of a buffer. If the value is the name, then the buffer itself must be got.

You can imagine yourself at a conference where an usher is wandering around holding a list with your name on it and looking for you: the usher is “bound” to your name, not to you; but when the usher finds you and takes your arm, the usher becomes “bound” to you.

In Lisp, you might describe this situation like this:

```
(if (not (holding-on-to-guest))
    (find-and-take-arm-of-guest))
```

We want to do the same thing with a buffer---if we do not have the buffer itself, we want to get it.

Using a predicate called `bufferp` that tells us whether we have a buffer (rather than its name), we can write the code like this:

```
(if (not (bufferp buffer))      ; if-part
    (setq buffer (get-buffer buffer))) ; then-part
```

Here, the true-or-false-test of the `if` expression is `(not (bufferp buffer))`; and the then-part is the expression `(setq buffer (get-buffer buffer))`.

In the test, the function `bufferp` returns true if its argument is a buffer---but false if its argument is the name of the buffer. (The last character of the function name `bufferp` is the character ‘p’; as we saw earlier, such use of ‘p’ is a convention that indicates that the function is a predicate, which is a term that means that the function will determine whether some property is true or false. See Section 1.8.4 “Using the Wrong Type Object as an Argument”, page 11.)

The function `not` precedes the expression `(bufferp buffer)`, so the true-or-false-test looks like this:

```
(not (bufferp buffer))
```

`not` is a function that returns true if its argument is false and false if its argument is true. So if `(bufferp buffer)` returns true, the `not` expression returns false and vice-verse: what is “not true” is false and what is “not false” is true.

Using this test, the `if` expression works as follows: when the value of the variable `buffer` is actually a buffer rather than its name, the true-or-false-test returns false and the `if` expression does not evaluate the then-part. This is fine, since we do not need to do anything to the variable `buffer` if it really is a buffer.

On the other hand, when the value of `buffer` is not a buffer itself, but the name of a buffer, the true-or-false-test returns true and the then-part of the expression is evaluated. In this case, the then-part is `(setq buffer (get-buffer buffer))`. This expression uses the `get-buffer` function to return an actual buffer itself, given its name. The `setq` then sets the variable `buffer` to the value of the buffer itself, replacing its previous value (which was the name of the buffer).

### 5.2.4 The `or` in the Body

The purpose of the `or` expression in the `insert-buffer` function is to ensure that the argument `buffer` is bound to a buffer and not just to the name of a buffer. The previous section shows how the job could have been done using an `if` expression. However, the `insert-buffer` function actually uses `or`. To understand this, it is necessary to understand how `or` works.

An **or** function can have any number of arguments. It evaluates each argument in turn and returns the value of the first of its arguments that is not **nil**. Also, and this is a crucial feature of **or**, it does not evaluate any subsequent arguments after returning the first non-**nil** value.

The **or** expression looks like this:

```
(or (bufferp buffer)
    (setq buffer (get-buffer buffer)))
```

The first argument to **or** is the expression **(bufferp buffer)**. This expression returns true (a non-**nil** value) if the buffer is actually a buffer, and not just the name of a buffer. In the **or** expression, if this is the case, the **or** expression returns this true value and does not evaluate the next expression---and this is fine with us, since we do not want to do anything to the value of **buffer** if it really is a buffer.

On the other hand, if the value of **(bufferp buffer)** is **nil**, which it will be if the value of **buffer** is the name of a buffer, the Lisp interpreter evaluates the next element of the **or** expression. This is the expression **(setq buffer (get-buffer buffer))**. This expression returns a non-**nil** value, which is the value to which it sets the variable **buffer**---and this value is a buffer itself, not the name of a buffer.

The result of all this is that the symbol **buffer** is always bound to a buffer itself rather than to the name of a buffer. All this is necessary because the **set-buffer** function in a following line only works with a buffer itself, not with the name to a buffer.

Incidentally, using **or**, the situation with the usher would be written like this:

```
(or (holding-on-to-guest) (find-and-take-arm-of-guest))
```

### 5.2.5 The **let** Expression in **insert-buffer**

After ensuring that the variable **buffer** refers to a buffer itself and not just to the name of a buffer, the **insert-buffer** function continues with a **let** expression. This specifies three local variables, **start**, **end**, and **newmark** and binds them to the initial value **nil**. These variables are used inside the remainder of the **let** and temporarily hide any other occurrence of variables of the same name in Emacs until the end of the **let**.

The body of the **let** contains two **save-excursion** expressions. First, we will look at the inner **save-excursion** expression in detail. The expression looks like this:

```
(save-excursion
  (set-buffer buffer)
  (setq start (point-min) end (point-max)))
```

The expression **(set-buffer buffer)** changes Emacs' attention from the current buffer to the one from which the text will copied. In that buffer, the variables **start** and **end** are set to the beginning and end of the buffer, using the commands **point-min** and **point-max**. Note that we have here an illustration of how **setq** is able to set two variables in the same expression. The first argument of **setq** is set to the value of its second, and its third argument is set to the value of its fourth.



After the body of the inner `save-excursion` is evaluated, the `save-excursion` restores the original buffer, but `start` and `end` remain set to the values of the beginning and end of the buffer from which the text will be copied.

The outer `save-excursion` expression looks like this:

```
(save-excursion
  (inner-save-excursion-expression
    (go-to-new-buffer-and-set-start-and-end)
    (insert-buffer-substring buffer start end)
    (setq newmark (point))))
```

The `insert-buffer-substring` function copies the text *into* the current buffer *from* the region indicated by `start` and `end` in `buffer`. Since the whole of the second buffer lies between `start` and `end`, the whole of the second buffer is copied into the buffer you are editing. Next, the value of `point`, which will be at the end of the inserted text, is recorded in the variable `newmark`.

After the body of the outer `save-excursion` is evaluated, `point` and `mark` are relocated to their original places.

However, it is convenient to locate a mark at the end of the newly inserted text and locate `point` at its beginning. The `newmark` variable records the end of the inserted text. In the last line of the `let` expression, the `(push-mark newmark)` expression function sets a mark to this location. (The previous location of the mark is still accessible; it is recorded on the mark ring and you can go back to it with `C-u C-SPC`.) Meanwhile, `point` is located at the beginning of the inserted text, which is where it was before you called the insert function, the position of which was saved by the first `save-excursion`.

The whole `let` expression looks like this:

```
(let (start end newmark)
  (save-excursion
    (save-excursion
      (set-buffer buffer)
      (setq start (point-min) end (point-max)))
    (insert-buffer-substring buffer start end)
    (setq newmark (point)))
  (push-mark newmark))
```

Like the `append-to-buffer` function, the `insert-buffer` function uses `let`, `save-excursion`, and `set-buffer`. In addition, the function illustrates one way to use `or`. All these functions are building blocks that we will find and use again and again.

### 5.2.6 New Body for `insert-buffer`

The body in the GNU Emacs 22 version is more confusing than the original.

It consists of two expressions,

```
(push-mark
 (save-excursion
  (insert-buffer-substring (get-buffer buffer))
  (point)))

nil
```

except, and this is what confuses novices, very important work is done inside the `push-mark` expression.

The `get-buffer` function returns a buffer with the name provided. You will note that the function is *not* called `get-buffer-create`; it does not create a buffer if one does not already exist. The buffer returned by `get-buffer`, an existing buffer, is passed to `insert-buffer-substring`, which inserts the whole of the buffer (since you did not specify anything else).

The location into which the buffer is inserted is recorded by `push-mark`. Then the function returns `nil`, the value of its last command. Put another way, the `insert-buffer` function exists only to produce a side effect, inserting another buffer, not to return any value.

### 5.3 Complete Definition of `beginning-of-buffer`

The basic structure of the `beginning-of-buffer` function has already been discussed. (See Section 4.2 “A Simplified `beginning-of-buffer` Definition”, page 42.) This section describes the complex part of the definition.

As previously described, when invoked without an argument, `beginning-of-buffer` moves the cursor to the beginning of the buffer (in truth, the beginning of the accessible portion of the buffer), leaving the mark at the previous position. However, when the command is invoked with a number between one and ten, the function considers that number to be a fraction of the length of the buffer, measured in tenths, and Emacs moves the cursor that fraction of the way from the beginning of the buffer. Thus, you can either call this function with the key command `M-<`, which will move the cursor to the beginning of the buffer, or with a key command such as `C-u 7 M-<` which will move the cursor to a point 70% of the way through the buffer. If a number bigger than ten is used for the argument, it moves to the end of the buffer.

The `beginning-of-buffer` function can be called with or without an argument. The use of the argument is optional.

#### 5.3.1 Optional Arguments

Unless told otherwise, Lisp expects that a function with an argument in its function definition will be called with a value for that argument. If that does not happen, you get an error and a message that says ‘Wrong number of arguments’.

However, optional arguments are a feature of Lisp: a particular *keyword* is used to tell the Lisp interpreter that an argument is optional. The keyword is `&optional`. (The ‘&’ in front of ‘`optional`’ is part of the keyword.) In a function definition, if an

argument follows the keyword `&optional`, no value need be passed to that argument when the function is called.

The first line of the function definition of `beginning-of-buffer` therefore looks like this:

```
(defun beginning-of-buffer (&optional arg)
```

In outline, the whole function looks like this:

```
(defun beginning-of-buffer (&optional arg)
  "documentation..."
  (interactive "P")
  (or (is-the-argument-a-cons-cell arg)
      (and are-both-transient-mark-mode-and-mark-active-true)
      (push-mark)))
  (let (determine-size-and-set-it)
    (goto-char
     (if-there-is-an-argument
      figure-out-where-to-go
      else-go-to
      (point-min))))
  do-nicety
```

The function is similar to the `simplified-beginning-of-buffer` function except that the `interactive` expression has "P" as an argument and the `goto-char` function is followed by an if-then-else expression that figures out where to put the cursor if there is an argument that is not a cons cell.

(Since I do not explain a cons cell for many more chapters, please consider ignoring the function `consp`. See Chapter 9 “How Lists are Implemented”, page 97, and Section “Cons Cell and List Types” in *The GNU Emacs Lisp Reference Manual*.)

The "P" in the `interactive` expression tells Emacs to pass a prefix argument, if there is one, to the function in raw form. A prefix argument is made by typing the META key followed by a number, or by typing C-u and then a number. (If you don't type a number, C-u defaults to a cons cell with a 4. A lowercase "p" in the `interactive` expression causes the function to convert a prefix arg to a number.)

The true-or-false-test of the `if` expression looks complex, but it is not: it checks whether `arg` has a value that is not `nil` and whether it is a cons cell. (That is what `consp` does; it checks whether its argument is a cons cell.) If `arg` has a value that is not `nil` (and is not a cons cell), which will be the case if `beginning-of-buffer` is called with a numeric argument, then this true-or-false-test will return true and the then-part of the `if` expression will be evaluated. On the other hand, if `beginning-of-buffer` is not called with an argument, the value of `arg` will be `nil` and the else-part of the `if` expression will be evaluated. The else-part is simply `point-min`, and when this is the outcome, the whole `goto-char` expression is `(goto-char (point-min))`, which is how we saw the `beginning-of-buffer` function in its simplified form.

### 5.3.2 `beginning-of-buffer` with an Argument

When `beginning-of-buffer` is called with an argument, an expression is evaluated which calculates what value to pass to `goto-char`. This expression is rather

complicated at first sight. It includes an inner `if` expression and much arithmetic. It looks like this:

```
(if (> (buffer-size) 10000)
    ;; Avoid overflow for large buffer sizes!
    (* (prefix-numeric-value arg)
        (/ size 10))

(/
 (+ 10
   (*
    size (prefix-numeric-value arg))) 10)))
```

Like other complex-looking expressions, the conditional expression within `beginning-of-buffer` can be disentangled by looking at it as parts of a template, in this case, the template for an if-then-else expression. In skeletal form, the expression looks like this:

```
(if (buffer-is-large
    divide-buffer-size-by-10-and-multiply-by-arg
    else-use-alternate-calculation
```

The true-or-false-test of this inner `if` expression checks the size of the buffer. The reason for this is that the old version 18 Emacs used numbers that are no bigger than eight million or so and in the computation that followed, the programmer feared that Emacs might try to use over-large numbers if the buffer were large. The term ‘overflow’, mentioned in the comment, means numbers that are over large. More recent versions of Emacs use larger numbers, but this code has not been touched, if only because people now look at buffers that are far, far larger than ever before.

There are two cases: if the buffer is large and if it is not.

### What happens in a large buffer

In `beginning-of-buffer`, the inner `if` expression tests whether the size of the buffer is greater than 10,000 characters. To do this, it uses the `>` function and the computation of `size` that comes from the `let` expression.

In the old days, the function `buffer-size` was used. Not only was that function called several times, it gave the size of the whole buffer, not the accessible part. The computation makes much more sense when it handles just the accessible part. (See Chapter 6 “Narrowing and Widening”, page 65, for more information on focusing attention to an ‘accessible’ part.)

The line looks like this:

```
(if (> size 10000)
```

When the buffer is large, the then-part of the `if` expression is evaluated. It reads like this (after formatting for easy reading):

```
(*
 (prefix-numeric-value arg)
 (/ size 10))
```

This expression is a multiplication, with two arguments to the function `*`.

The first argument is `(prefix-numeric-value arg)`. When “P” is used as the argument for `interactive`, the value passed to the function as its argument is passed a “raw prefix argument”, and not a number. (It is a number in a list.) To

perform the arithmetic, a conversion is necessary, and `prefix-numeric-value` does the job.

The second argument is `(/ size 10)`. This expression divides the numeric value by ten — the numeric value of the size of the accessible portion of the buffer. This produces a number that tells how many characters make up one tenth of the buffer size. (In Lisp, `/` is used for division, just as `*` is used for multiplication.)

In the multiplication expression as a whole, this amount is multiplied by the value of the prefix argument---the multiplication looks like this:

```
(* numeric-value-of-prefix-arg
   number-of-characters-in-one-tenth-of-the-accessible-buffer)
```

If, for example, the prefix argument is `'7'`, the one-tenth value will be multiplied by 7 to give a position 70% of the way through.

The result of all this is that if the accessible portion of the buffer is large, the `goto-char` expression reads like this:

```
(goto-char (* (prefix-numeric-value arg)
              (/ size 10)))
```

This puts the cursor where we want it.

### What happens in a small buffer

If the buffer contains fewer than 10,000 characters, a slightly different computation is performed. You might think this is not necessary, since the first computation could do the job. However, in a small buffer, the first method may not put the cursor on exactly the desired line; the second method does a better job.

The code looks like this:

```
(/ (+ 10 (* size (prefix-numeric-value arg))) 10))
```

This is code in which you figure out what happens by discovering how the functions are embedded in parentheses. It is easier to read if you reformat it with each expression indented more deeply than its enclosing expression:

```
(/
  (+ 10
    (*
      size
      (prefix-numeric-value arg)))
  10))
```

Looking at parentheses, we see that the innermost operation is `(prefix-numeric-value arg)`, which converts the raw argument to a number. In the following expression, this number is multiplied by the size of the accessible portion of the buffer:

```
(* size (prefix-numeric-value arg))
```

This multiplication creates a number that may be larger than the size of the buffer---seven times larger if the argument is 7, for example. Ten is then added to this number and finally the large number is divided by ten to provide a value that is one character larger than the percentage position in the buffer.

The number that results from all this is passed to `goto-char` and the cursor is moved to that point.

### 5.3.3 The Complete beginning-of-buffer

Here is the complete text of the `beginning-of-buffer` function:

```
(defun beginning-of-buffer (&optional arg)
  "Move point to the beginning of the buffer;
  leave mark at previous position.
  With \\[universal-argument] prefix,
  do not set mark at previous position.
  With numeric arg N,
  put point N/10 of the way from the beginning.

  If the buffer is narrowed,
  this command uses the beginning and size
  of the accessible part of the buffer.

  Don't use this command in Lisp programs!
  \\(goto-char (point-min)) is faster
  and avoids clobbering the mark."
  (interactive "P")
  (or (consp arg)
      (and transient-mark-mode mark-active)
      (push-mark))
  (let ((size (- (point-max) (point-min))))
    (goto-char (if (and arg (not (consp arg)))
                  (+ (point-min)
                     (if (> size 10000)
                         ;; Avoid overflow for large buffer sizes!
                         (* (prefix-numeric-value arg)
                           (/ size 10))
                     (/ (+ 10 (* size (prefix-numeric-value arg)))
                        10)))
                  (point-min))))
    (if arg (forward-line 1)))
```

Except for two small points, the previous discussion shows how this function works. The first point deals with a detail in the documentation string, and the second point concerns the last line of the function.

In the documentation string, there is reference to an expression:

```
\\[universal-argument]
```

A ‘\\’ is used before the first square bracket of this expression. This ‘\\’ tells the Lisp interpreter to substitute whatever key is currently bound to the ‘[...]’. In the case of `universal-argument`, that is usually `C-u`, but it might be different. (See Section “Tips for Documentation Strings” in *The GNU Emacs Lisp Reference Manual*, for more information.)

Finally, the last line of the **beginning-of-buffer** command says to move point to the beginning of the next line if the command is invoked with an argument:

```
(if arg (forward-line 1))
```

This puts the cursor at the beginning of the first line after the appropriate tenths position in the buffer. This is a flourish that means that the cursor is always located *at least* the requested tenths of the way through the buffer, which is a nicety that is, perhaps, not necessary, but which, if it did not occur, would be sure to draw complaints.

On the other hand, it also means that if you specify the command with a **C-u**, but without a number, that is to say, if the ‘raw prefix argument’ is simply a cons cell, then the command puts you at the beginning of the second line . . . I don’t know whether this is intended or whether no one has dealt with the code to avoid this happening.

## 5.4 Review

Here is a brief summary of some of the topics covered in this chapter.

- or** Evaluate each argument in sequence, and return the value of the first argument that is not **nil**; if none return a value that is not **nil**, return **nil**. In brief, return the first true value of the arguments; return a true value if one *or* any of the others are true.
- and** Evaluate each argument in sequence, and if any are **nil**, return **nil**; if none are **nil**, return the value of the last argument. In brief, return a true value only if all the arguments are true; return a true value if one *and* each of the others is true.
- &optional** A keyword used to indicate that an argument to a function definition is optional; this means that the function can be evaluated without the argument, if desired.
- prefix-numeric-value** Convert the ‘raw prefix argument’ produced by (**interactive** "P") to a numeric value.
- forward-line** Move point forward to the beginning of the next line, or if the argument is greater than one, forward that many lines. If it can’t move as far forward as it is supposed to, **forward-line** goes forward as far as it can and then returns a count of the number of additional lines it was supposed to move but couldn’t.
- erase-buffer** Delete the entire contents of the current buffer.
- bufferp** Return **t** if its argument is a buffer; otherwise return **nil**.

### 5.5 optional Argument Exercise

Write an interactive function with an optional argument that tests whether its argument, a number, is greater than or equal to, or else, less than the value of `fill-column`, and tells you which, in a message. However, if you do not pass an argument to the function, use 56 as a default value.



## 6 Narrowing and Widening

Narrowing is a feature of Emacs that makes it possible for you to focus on a specific part of a buffer, and work without accidentally changing other parts. Narrowing is normally disabled since it can confuse novices.

With narrowing, the rest of a buffer is made invisible, as if it weren't there. This is an advantage if, for example, you want to replace a word in one part of a buffer but not in another: you narrow to the part you want and the replacement is carried out only in that section, not in the rest of the buffer. Searches will only work within a narrowed region, not outside of one, so if you are fixing a part of a document, you can keep yourself from accidentally finding parts you do not need to fix by narrowing just to the region you want. (The key binding for `narrow-to-region` is `C-x n n`.)

However, narrowing does make the rest of the buffer invisible, which can scare people who inadvertently invoke narrowing and think they have deleted a part of their file. Moreover, the `undo` command (which is usually bound to `C-x u`) does not turn off narrowing (nor should it), so people can become quite desperate if they do not know that they can return the rest of a buffer to visibility with the `widen` command. (The key binding for `widen` is `C-x n w`.)

Narrowing is just as useful to the Lisp interpreter as to a human. Often, an Emacs Lisp function is designed to work on just part of a buffer; or conversely, an Emacs Lisp function needs to work on all of a buffer that has been narrowed. The `what-line` function, for example, removes the narrowing from a buffer, if it has any narrowing and when it has finished its job, restores the narrowing to what it was. On the other hand, the `count-lines` function, which is called by `what-line`, uses narrowing to restrict itself to just that portion of the buffer in which it is interested and then restores the previous situation.

### 6.1 The `save-restriction` Special Form

In Emacs Lisp, you can use the `save-restriction` special form to keep track of whatever narrowing is in effect, if any. When the Lisp interpreter meets with `save-restriction`, it executes the code in the body of the `save-restriction` expression, and then undoes any changes to narrowing that the code caused. If, for example, the buffer is narrowed and the code that follows `save-restriction` gets rid of the narrowing, `save-restriction` returns the buffer to its narrowed region afterwards. In the `what-line` command, any narrowing the buffer may have is undone by the `widen` command that immediately follows the `save-restriction` command. Any original narrowing is restored just before the completion of the function.

The template for a `save-restriction` expression is simple:

```
(save-restriction
  body... )
```

The body of the `save-restriction` is one or more expressions that will be evaluated in sequence by the Lisp interpreter.

Finally, a point to note: when you use both `save-excursion` and `save-restriction`, one right after the other, you should use `save-excursion` outermost. If you write them in reverse order, you may fail to record narrowing in the buffer to which Emacs switches after calling `save-excursion`. Thus, when written together, `save-excursion` and `save-restriction` should be written like this:

```
(save-excursion
  (save-restriction
    body...))
```

In other circumstances, when not written together, the `save-excursion` and `save-restriction` special forms must be written in the order appropriate to the function.

For example,

```
(save-restriction
  (widen)
  (save-excursion
    body...))
```

## 6.2 what-line

The `what-line` command tells you the number of the line in which the cursor is located. The function illustrates the use of the `save-restriction` and `save-excursion` commands. Here is the original text of the function:

```
(defun what-line ()
  "Print the current line number (in the buffer) of point."
  (interactive)
  (save-restriction
    (widen)
    (save-excursion
      (beginning-of-line)
      (message "Line %d"
               (1+ (count-lines 1 (point)))))))
```

(In recent versions of GNU Emacs, the `what-line` function has been expanded to tell you your line number in a narrowed buffer as well as your line number in a widened buffer. The recent version is more complex than the version shown here. If you feel adventurous, you might want to look at it after figuring out how this version works. You will probably need to use `C-h f` (`describe-function`). The newer version uses a conditional to determine whether the buffer has been narrowed.

(Also, it uses `line-number-at-pos`, which among other simple expressions, such as `(goto-char (point-min))`, moves point to the beginning of the current line with `(forward-line 0)` rather than `beginning-of-line`.)

The **what-line** function as shown here has a documentation line and is interactive, as you would expect. The next two lines use the functions **save-restriction** and **widen**.

The **save-restriction** special form notes whatever narrowing is in effect, if any, in the current buffer and restores that narrowing after the code in the body of the **save-restriction** has been evaluated.

The **save-restriction** special form is followed by **widen**. This function undoes any narrowing the current buffer may have had when **what-line** was called. (The narrowing that was there is the narrowing that **save-restriction** remembers.) This widening makes it possible for the line counting commands to count from the beginning of the buffer. Otherwise, they would have been limited to counting within the accessible region. Any original narrowing is restored just before the completion of the function by the **save-restriction** special form.

The call to **widen** is followed by **save-excursion**, which saves the location of the cursor (i.e., of point) and of the mark, and restores them after the code in the body of the **save-excursion** uses the **beginning-of-line** function to move point.

(Note that the **(widen)** expression comes between the **save-restriction** and **save-excursion** special forms. When you write the two **save- ...** expressions in sequence, write **save-excursion** outermost.)

The last two lines of the **what-line** function are functions to count the number of lines in the buffer and then print the number in the echo area.

```
(message "Line %d"
  (1+ (count-lines 1 (point))))))
```

The **message** function prints a one-line message at the bottom of the Emacs screen. The first argument is inside of quotation marks and is printed as a string of characters. However, it may contain a **'%d'** expression to print a following argument. **'%d'** prints the argument as a decimal, so the message will say something such as **'Line 243'**.

The number that is printed in place of the **'%d'** is computed by the last line of the function:

```
(1+ (count-lines 1 (point)))
```

What this does is count the lines from the first position of the buffer, indicated by the **1**, up to **(point)**, and then add one to that number. (The **1+** function adds one to its argument.) We add one to it because line 2 has only one line before it, and **count-lines** counts only the lines *before* the current line.

After **count-lines** has done its job, and the message has been printed in the echo area, the **save-excursion** restores point and mark to their original positions; and **save-restriction** restores the original narrowing, if any.

## 6.3 Exercise with Narrowing

Write a function that will display the first 60 characters of the current buffer, even if you have narrowed the buffer to its latter half so that the first line is inaccessible. Restore point, mark, and narrowing. For this exercise, you need to use a whole potpourri of functions, including **save-restriction**, **widen**, **goto-char**, **point-min**, **message**, and **buffer-substring**.

(`buffer-substring` is a previously unmentioned function you will have to investigate yourself; or perhaps you will have to use `buffer-substring-no-properties` or `filter-buffer-substring` . . . , yet other functions. Text properties are a feature otherwise not discussed here. See Section “Text Properties” in *The GNU Emacs Lisp Reference Manual*.)

Additionally, do you really need `goto-char` or `point-min`? Or can you write the function without them?

## 7 `car`, `cdr`, `cons`: Fundamental Functions

In Lisp, `car`, `cdr`, and `cons` are fundamental functions. The `cons` function is used to construct lists, and the `car` and `cdr` functions are used to take them apart.

In the walk through of the `copy-region-as-kill` function, we will see `cons` as well as two variants on `cdr`, namely, `setcdr` and `nthcdr`. (See Section 8.3 “`copy-region-as-kill`”, page 83.)

The name of the `cons` function is not unreasonable: it is an abbreviation of the word ‘construct’. The origins of the names for `car` and `cdr`, on the other hand, are esoteric: `car` is an acronym from the phrase ‘Contents of the Address part of the Register’; and `cdr` (pronounced ‘could-er’) is an acronym from the phrase ‘Contents of the Decrement part of the Register’. These phrases refer to specific pieces of hardware on the very early computer on which the original Lisp was developed. Besides being obsolete, the phrases have been completely irrelevant for more than 25 years to anyone thinking about Lisp. Nonetheless, although a few brave scholars have begun to use more reasonable names for these functions, the old terms are still in use. In particular, since the terms are used in the Emacs Lisp source code, we will use them in this introduction.

### 7.1 `car` and `cdr`

The CAR of a list is, quite simply, the first item in the list. Thus the CAR of the list `(rose violet daisy buttercup)` is `rose`.

If you are reading this in Info in GNU Emacs, you can see this by evaluating the following:

```
(car '(rose violet daisy buttercup))
```

After evaluating the expression, `rose` will appear in the echo area.

Clearly, a more reasonable name for the `car` function would be `first` and this is often suggested.

`car` does not remove the first item from the list; it only reports what it is. After `car` has been applied to a list, the list is still the same as it was. In the jargon, `car` is ‘non-destructive’. This feature turns out to be important.

The CDR of a list is the rest of the list, that is, the `cdr` function returns the part of the list that follows the first item. Thus, while the CAR of the list `'(rose violet daisy buttercup)` is `rose`, the rest of the list, the value returned by the `cdr` function, is `(violet daisy buttercup)`.

You can see this by evaluating the following in the usual way:

```
(cdr '(rose violet daisy buttercup))
```

When you evaluate this, `(violet daisy buttercup)` will appear in the echo area.

Like `car`, `cdr` does not remove any elements from the list—it just returns a report of what the second and subsequent elements are.

Incidentally, in the example, the list of flowers is quoted. If it were not, the Lisp interpreter would try to evaluate the list by calling `rose` as a function. In this example, we do not want to do that.

Clearly, a more reasonable name for `cdr` would be `rest`.

(There is a lesson here: when you name new functions, consider very carefully what you are doing, since you may be stuck with the names for far longer than you expect. The reason this document perpetuates these names is that the Emacs Lisp source code uses them, and if I did not use them, you would have a hard time reading the code; but do, please, try to avoid using these terms yourself. The people who come after you will be grateful to you.)

When `car` and `cdr` are applied to a list made up of symbols, such as the list `(pine fir oak maple)`, the element of the list returned by the function `car` is the symbol `pine` without any parentheses around it. `pine` is the first element in the list. However, the `CDR` of the list is a list itself, `(fir oak maple)`, as you can see by evaluating the following expressions in the usual way:

```
(car '(pine fir oak maple))
```

```
(cdr '(pine fir oak maple))
```

On the other hand, in a list of lists, the first element is itself a list. `car` returns this first element as a list. For example, the following list contains three sub-lists, a list of carnivores, a list of herbivores and a list of sea mammals:

```
(car '((lion tiger cheetah)
      (gazelle antelope zebra)
      (whale dolphin seal)))
```

In this example, the first element or `CAR` of the list is the list of carnivores, `(lion tiger cheetah)`, and the rest of the list is `((gazelle antelope zebra) (whale dolphin seal))`.

```
(cdr '((lion tiger cheetah)
      (gazelle antelope zebra)
      (whale dolphin seal)))
```

It is worth saying again that `car` and `cdr` are non-destructive---that is, they do not modify or change lists to which they are applied. This is very important for how they are used.

Also, in the first chapter, in the discussion about atoms, I said that in Lisp, “certain kinds of atom, such as an array, can be separated into parts; but the mechanism for doing this is different from the mechanism for splitting a list. As far as Lisp is concerned, the atoms of a list are unsplittable.” (See Section 1.1.1 “Lisp Atoms”, page 1.) The `car` and `cdr` functions are used for splitting lists and are considered fundamental to Lisp. Since they cannot split or gain access to the parts of an array, an array is considered an atom. Conversely, the other fundamental function, `cons`, can put together or construct a list, but not an array. (Arrays are handled by array-specific functions. See Section “Arrays” in *The GNU Emacs Lisp Reference Manual*.)

## 7.2 `cons`

The `cons` function constructs lists; it is the inverse of `car` and `cdr`. For example, `cons` can be used to make a four element list from the three element list, `(fir oak maple)`:

```
(cons 'pine '(fir oak maple))
```

After evaluating this list, you will see

```
(pine fir oak maple)
```

appear in the echo area. `cons` causes the creation of a new list in which the element is followed by the elements of the original list.

We often say that ‘`cons` puts a new element at the beginning of a list; it attaches or pushes elements onto the list’, but this phrasing can be misleading, since `cons` does not change an existing list, but creates a new one.

Like `car` and `cdr`, `cons` is non-destructive.

`cons` must have a list to attach to.<sup>1</sup> You cannot start from absolutely nothing. If you are building a list, you need to provide at least an empty list at the beginning. Here is a series of `cons` expressions that build up a list of flowers. If you are reading this in Info in GNU Emacs, you can evaluate each of the expressions in the usual way; the value is printed in this text after ‘ $\Rightarrow$ ’, which you may read as ‘evaluates to’.

```
(cons 'buttercup ())  
 $\Rightarrow$  (buttercup)
```

```
(cons 'daisy '(buttercup))  
 $\Rightarrow$  (daisy buttercup)
```

```
(cons 'violet '(daisy buttercup))  
 $\Rightarrow$  (violet daisy buttercup)
```

```
(cons 'rose '(violet daisy buttercup))  
 $\Rightarrow$  (rose violet daisy buttercup)
```

In the first example, the empty list is shown as `()` and a list made up of `buttercup` followed by the empty list is constructed. As you can see, the empty list is not shown in the list that was constructed. All that you see is `(buttercup)`. The empty list is not counted as an element of a list because there is nothing in an empty list. Generally speaking, an empty list is invisible.

The second example, `(cons 'daisy '(buttercup))` constructs a new, two element list by putting `daisy` in front of `buttercup`; and the third example constructs a three element list by putting `violet` in front of `daisy` and `buttercup`.

### 7.2.1 Find the Length of a List: `length`

You can find out how many elements there are in a list by using the Lisp function `length`, as in the following examples:

```
(length '(buttercup))  
 $\Rightarrow$  1
```

```
(length '(daisy buttercup))  
 $\Rightarrow$  2
```

---

<sup>1</sup> Actually, you can `cons` an element to an atom to produce a dotted pair. Dotted pairs are not discussed here; see Section “Dotted Pair Notation” in *The GNU Emacs Lisp Reference Manual*.

```
(length (cons 'violet '(daisy buttercup)))
⇒ 3
```

In the third example, the `cons` function is used to construct a three element list which is then passed to the `length` function as its argument.

We can also use `length` to count the number of elements in an empty list:

```
(length ())
⇒ 0
```

As you would expect, the number of elements in an empty list is zero.

An interesting experiment is to find out what happens if you try to find the length of no list at all; that is, if you try to call `length` without giving it an argument, not even an empty list:

```
(length )
```

What you see, if you evaluate this, is the error message

```
Lisp error: (wrong-number-of-arguments length 0)
```

This means that the function receives the wrong number of arguments, zero, when it expects some other number of arguments. In this case, one argument is expected, the argument being a list whose length the function is measuring. (Note that *one* list is *one* argument, even if the list has many elements inside it.)

The part of the error message that says '`length`' is the name of the function.

### 7.3 `nthcdr`

The `nthcdr` function is associated with the `cdr` function. What it does is take the CDR of a list repeatedly.

If you take the CDR of the list `(pine fir oak maple)`, you will be returned the list `(fir oak maple)`. If you repeat this on what was returned, you will be returned the list `(oak maple)`. (Of course, repeated CDRing on the original list will just give you the original CDR since the function does not change the list. You need to evaluate the CDR of the CDR and so on.) If you continue this, eventually you will be returned an empty list, which in this case, instead of being shown as `()` is shown as `nil`.

For review, here is a series of repeated CDRs, the text following the '`⇒`' shows what is returned.

```
(cdr '(pine fir oak maple))
⇒ (fir oak maple)
```

```
(cdr '(fir oak maple))
⇒ (oak maple)
```

```
(cdr '(oak maple))
⇒ (maple)
```

```
(cdr '(maple))
⇒ nil
```

```
(cdr 'nil)
⇒ nil
```



```
(cdr ())  
⇒ nil
```

You can also do several CDRs without printing the values in between, like this:

```
(cdr (cdr '(pine fir oak maple)))  
⇒ (oak maple)
```

In this example, the Lisp interpreter evaluates the innermost list first. The innermost list is quoted, so it just passes the list as it is to the innermost `cdr`. This `cdr` passes a list made up of the second and subsequent elements of the list to the outermost `cdr`, which produces a list composed of the third and subsequent elements of the original list. In this example, the `cdr` function is repeated and returns a list that consists of the original list without its first two elements.

The `nthcdr` function does the same as repeating the call to `cdr`. In the following example, the argument 2 is passed to the function `nthcdr`, along with the list, and the value returned is the list without its first two items, which is exactly the same as repeating `cdr` twice on the list:

```
(nthcdr 2 '(pine fir oak maple))  
⇒ (oak maple)
```

Using the original four element list, we can see what happens when various numeric arguments are passed to `nthcdr`, including 0, 1, and 5:

```
;; Leave the list as it was.  
(nthcdr 0 '(pine fir oak maple))  
⇒ (pine fir oak maple)  
  
;; Return a copy without the first element.  
(nthcdr 1 '(pine fir oak maple))  
⇒ (fir oak maple)  
  
;; Return a copy of the list without three elements.  
(nthcdr 3 '(pine fir oak maple))  
⇒ (maple)  
  
;; Return a copy lacking all four elements.  
(nthcdr 4 '(pine fir oak maple))  
⇒ nil  
  
;; Return a copy lacking all elements.  
(nthcdr 5 '(pine fir oak maple))  
⇒ nil
```

## 7.4 nth

The `nthcdr` function takes the CDR of a list repeatedly. The `nth` function takes the CAR of the result returned by `nthcdr`. It returns the Nth element of the list.

Thus, if it were not defined in C for speed, the definition of `nth` would be:

```
(defun nth (n list)
  "Returns the Nth element of LIST.
  N counts from zero.  If LIST is not that long, nil is returned."
  (car (nthcdr n list)))
```

(Originally, `nth` was defined in Emacs Lisp in `'subr.el'`, but its definition was redone in C in the 1980s.)

The `nth` function returns a single element of a list. This can be very convenient.

Note that the elements are numbered from zero, not one. That is to say, the first element of a list, its `CAR` is the zeroth element. This is called 'zero-based' counting and often bothers people who are accustomed to the first element in a list being number one, which is 'one-based'.

For example:

```
(nth 0 '("one" "two" "three"))
⇒ "one"

(nth 1 '("one" "two" "three"))
⇒ "two"
```

It is worth mentioning that `nth`, like `nthcdr` and `cdr`, does not change the original list---the function is non-destructive. This is in sharp contrast to the `setcar` and `setcdr` functions.

## 7.5 `setcar`

As you might guess from their names, the `setcar` and `setcdr` functions set the `CAR` or the `CDR` of a list to a new value. They actually change the original list, unlike `car` and `cdr` which leave the original list as it was. One way to find out how this works is to experiment. We will start with the `setcar` function.

First, we can make a list and then set the value of a variable to the list, using the `setq` function. Here is a list of animals:

```
(setq animals '(antelope giraffe lion tiger))
```

If you are reading this in Info inside of GNU Emacs, you can evaluate this expression in the usual fashion, by positioning the cursor after the expression and typing `C-x C-e`. (I'm doing this right here as I write this. This is one of the advantages of having the interpreter built into the computing environment. Incidentally, when there is nothing on the line after the final parentheses, such as a comment, point can be on the next line. Thus, if your cursor is in the first column of the next line, you do not need to move it. Indeed, Emacs permits any amount of white space after the final parenthesis.)

When we evaluate the variable `animals`, we see that it is bound to the list `(antelope giraffe lion tiger)`:

```
animals
⇒ (antelope giraffe lion tiger)
```

Put another way, the variable `animals` points to the list `(antelope giraffe lion tiger)`.

Next, evaluate the function `setcar` while passing it two arguments, the variable `animals` and the quoted symbol `hippopotamus`; this is done by writing the three element list `(setcar animals 'hippopotamus)` and then evaluating it in the usual fashion:

```
(setcar animals 'hippopotamus)
```

After evaluating this expression, evaluate the variable `animals` again. You will see that the list of animals has changed:

```
animals
⇒ (hippopotamus giraffe lion tiger)
```

The first element on the list, `antelope` is replaced by `hippopotamus`.

So we can see that `setcar` did not add a new element to the list as `cons` would have; it replaced `antelope` with `hippopotamus`; it *changed* the list.

## 7.6 setcdr

The `setcdr` function is similar to the `setcar` function, except that the function replaces the second and subsequent elements of a list rather than the first element.

(To see how to change the last element of a list, look ahead to “The `kill-new` function”, page 87, which uses the `nthcdr` and `setcdr` functions.)

To see how this works, set the value of the variable to a list of domesticated animals by evaluating the following expression:

```
(setq domesticated-animals '(horse cow sheep goat))
```

If you now evaluate the list, you will be returned the list `(horse cow sheep goat)`:

```
domesticated-animals
⇒ (horse cow sheep goat)
```

Next, evaluate `setcdr` with two arguments, the name of the variable which has a list as its value, and the list to which the CDR of the first list will be set;

```
(setcdr domesticated-animals '(cat dog))
```

If you evaluate this expression, the list `(cat dog)` will appear in the echo area. This is the value returned by the function. The result we are interested in is the “side effect”, which we can see by evaluating the variable `domesticated-animals`:

```
domesticated-animals
⇒ (horse cat dog)
```

Indeed, the list is changed from `(horse cow sheep goat)` to `(horse cat dog)`. The CDR of the list is changed from `(cow sheep goat)` to `(cat dog)`.

## 7.7 Exercise

Construct a list of four birds by evaluating several expressions with `cons`. Find out what happens when you `cons` a list onto itself. Replace the first element of the list of four birds with a fish. Replace the rest of that list with a list of other fish.

## 8 Cutting and Storing Text

Whenever you cut or clip text out of a buffer with a ‘kill’ command in GNU Emacs, it is stored in a list and you can bring it back with a ‘yank’ command.

(The use of the word ‘kill’ in Emacs for processes which specifically *do not* destroy the values of the entities is an unfortunate historical accident. A much more appropriate word would be ‘clip’ since that is what the kill commands do; they clip text out of a buffer and put it into storage from which it can be brought back. I have often been tempted to replace globally all occurrences of ‘kill’ in the Emacs sources with ‘clip’ and all occurrences of ‘killed’ with ‘clipped’.)

When text is cut out of a buffer, it is stored on a list. Successive pieces of text are stored on the list successively, so the list might look like this:

```
("a piece of text" "previous piece")
```

The function `cons` can be used to create a new list from a piece of text (an ‘atom’, to use the jargon) and an existing list, like this:

```
(cons "another piece"
      '("a piece of text" "previous piece"))
```

If you evaluate this expression, a list of three elements will appear in the echo area:

```
("another piece" "a piece of text" "previous piece")
```

With the `car` and `nthcdr` functions, you can retrieve whichever piece of text you want. For example, in the following code, `nthcdr 1 . . .` returns the list with the first item removed; and the `car` returns the first element of that remainder---the second element of the original list:

```
(car (nthcdr 1 '("another piece"
                 "a piece of text"
                 "previous piece")))
⇒ "a piece of text"
```

The actual functions in Emacs are more complex than this, of course. The code for cutting and retrieving text has to be written so that Emacs can figure out which element in the list you want---the first, second, third, or whatever. In addition, when you get to the end of the list, Emacs should give you the first element of the list, rather than nothing at all.

The list that holds the pieces of text is called the *kill ring*. This chapter leads up to a description of the kill ring and how it is used by first tracing how the `zap-to-char` function works. This function uses (or ‘calls’) a function that invokes a function that manipulates the kill ring. Thus, before reaching the mountains, we climb the foothills.

A subsequent chapter describes how text that is cut from the buffer is retrieved. See Chapter 10 “Yanking Text Back”, page 101.

### 8.1 zap-to-char

The `zap-to-char` function changed little between GNU Emacs version 19 and GNU Emacs version 22. However, `zap-to-char` calls another function, `kill-region`, which enjoyed a major rewrite.

The `kill-region` function in Emacs 19 is complex, but does not use code that is important at this time. We will skip it.

The `kill-region` function in Emacs 22 is easier to read than the same function in Emacs 19 and introduces a very important concept, that of error handling. We will walk through the function.

But first, let us look at the interactive `zap-to-char` function.

The `zap-to-char` function removes the text in the region between the location of the cursor (i.e., of point) up to and including the next occurrence of a specified character. The text that `zap-to-char` removes is put in the kill ring; and it can be retrieved from the kill ring by typing `C-y` (`yank`). If the command is given an argument, it removes text through that number of occurrences. Thus, if the cursor were at the beginning of this sentence and the character were 's', 'Thus' would be removed. If the argument were two, 'Thus, if the curs' would be removed, up to and including the 's' in 'cursor'.

If the specified character is not found, `zap-to-char` will say "Search failed", tell you the character you typed, and not remove any text.

In order to determine how much text to remove, `zap-to-char` uses a search function. Searches are used extensively in code that manipulates text, and we will focus attention on them as well as on the deletion command.

Here is the complete text of the version 22 implementation of the function:

```
(defun zap-to-char (arg char)
  "Kill up to and including ARG'th occurrence of CHAR.
Case is ignored if 'case-fold-search' is non-nil in the current buffer.
Goes backward if ARG is negative; error if CHAR not found."
  (interactive "p\ncZap to char: ")
  (if (char-table-p translation-table-for-input)
      (setq char (or (aref translation-table-for-input char) char)))
  (kill-region (point) (progn
                        (search-forward (char-to-string char)
                                         nil nil arg)
                        (point))))
```

The documentation is thorough. You do need to know the jargon meaning of the word 'kill'.

### 8.1.1 The interactive Expression

The interactive expression in the `zap-to-char` command looks like this:

```
(interactive "p\ncZap to char: ")
```

The part within quotation marks, `"p\ncZap to char: "`, specifies two different things. First, and most simply, is the 'p'. This part is separated from the next part by a newline, '\n'. The 'p' means that the first argument to the function will be passed the value of a 'processed prefix'. The prefix argument is passed by typing `C-u` and a number, or `M-` and a number. If the function is called interactively without a prefix, 1 is passed to this argument.

The second part of `"p\ncZap to char: "` is `'cZap to char: '`. In this part, the lower case 'c' indicates that `interactive` expects a prompt and that the argument

will be a character. The prompt follows the ‘c’ and is the string ‘Zap to char: ’ (with a space after the colon to make it look good).

What all this does is prepare the arguments to `zap-to-char` so they are of the right type, and give the user a prompt.

In a read-only buffer, the `zap-to-char` function copies the text to the kill ring, but does not remove it. The echo area displays a message saying that the buffer is read-only. Also, the terminal may beep or blink at you.

### 8.1.2 The Body of `zap-to-char`

The body of the `zap-to-char` function contains the code that kills (that is, removes) the text in the region from the current position of the cursor up to and including the specified character.

The first part of the code looks like this:

```
(if (char-table-p translation-table-for-input)
    (setq char (or (aref translation-table-for-input char) char)))
(kill-region (point) (progn
                      (search-forward (char-to-string char) nil nil arg)
                      (point)))
```

`char-table-p` is a hitherto unseen function. It determines whether its argument is a character table. When it is, it sets the character passed to `zap-to-char` to one of them, if that character exists, or to the character itself. (This becomes important for certain characters in non-European languages. The `aref` function extracts an element from an array. It is an array-specific function that is not described in this document. See Section “Arrays” in *The GNU Emacs Lisp Reference Manual*.) `(point)` is the current position of the cursor.

The next part of the code is an expression using `progn`. The body of the `progn` consists of calls to `search-forward` and `point`.

It is easier to understand how `progn` works after learning about `search-forward`, so we will look at `search-forward` and then at `progn`.

### 8.1.3 The `search-forward` Function

The `search-forward` function is used to locate the zapped-for-character in `zap-to-char`. If the search is successful, `search-forward` leaves `point` immediately after the last character in the target string. (In `zap-to-char`, the target string is just one character long. `zap-to-char` uses the function `char-to-string` to ensure that the computer treats that character as a string.) If the search is backwards, `search-forward` leaves `point` just before the first character in the target. Also, `search-forward` returns `t` for true. (Moving `point` is therefore a ‘side effect’.)

In `zap-to-char`, the `search-forward` function looks like this:

```
(search-forward (char-to-string char) nil nil arg)
```

The `search-forward` function takes four arguments:

1. The first argument is the target, what is searched for. This must be a string, such as “z”.

As it happens, the argument passed to `zap-to-char` is a single character. Because of the way computers are built, the Lisp interpreter may treat a single

character as being different from a string of characters. Inside the computer, a single character has a different electronic format than a string of one character. (A single character can often be recorded in the computer using exactly one byte; but a string may be longer, and the computer needs to be ready for this.) Since the **search-forward** function searches for a string, the character that the **zap-to-char** function receives as its argument must be converted inside the computer from one format to the other; otherwise the **search-forward** function will fail. The **char-to-string** function is used to make this conversion.

2. The second argument bounds the search; it is specified as a position in the buffer. In this case, the search can go to the end of the buffer, so no bound is set and the second argument is **nil**.
3. The third argument tells the function what it should do if the search fails---it can signal an error (and print a message) or it can return **nil**. A **nil** as the third argument causes the function to signal an error when the search fails.
4. The fourth argument to **search-forward** is the repeat count---how many occurrences of the string to look for. This argument is optional and if the function is called without a repeat count, this argument is passed the value 1. If this argument is negative, the search goes backwards.

In template form, a **search-forward** expression looks like this:

```
(search-forward "target-string"
               limit-of-search
               what-to-do-if-search-fails
               repeat-count)
```

We will look at **progn** next.

#### 8.1.4 The progn Special Form

**progn** is a special form that causes each of its arguments to be evaluated in sequence and then returns the value of the last one. The preceding expressions are evaluated only for the side effects they perform. The values produced by them are discarded.

The template for a **progn** expression is very simple:

```
(progn
  body...)
```

In **zap-to-char**, the **progn** expression has to do two things: put **point** in exactly the right position; and return the location of **point** so that **kill-region** will know how far to kill to.

The first argument to the **progn** is **search-forward**. When **search-forward** finds the string, the function leaves **point** immediately after the last character in the target string. (In this case the target string is just one character long.) If the search is backwards, **search-forward** leaves **point** just before the first character in the target. The movement of **point** is a side effect.

The second and last argument to **progn** is the expression **(point)**. This expression returns the value of **point**, which in this case will be the location to which it has been moved by **search-forward**. (In the source, a line that tells the function to go to the previous character, if it is going forward, was commented out in 1999; I don't

remember whether that feature or mis-feature was ever a part of the distributed source.) The value of `point` is returned by the `progn` expression and is passed to `kill-region` as `kill-region`'s second argument.

### 8.1.5 Summing up zap-to-char

Now that we have seen how `search-forward` and `progn` work, we can see how the `zap-to-char` function works as a whole.

The first argument to `kill-region` is the position of the cursor when the `zap-to-char` command is given---the value of `point` at that time. Within the `progn`, the search function then moves `point` to just after the zapped-to-character and `point` returns the value of this location. The `kill-region` function puts together these two values of `point`, the first one as the beginning of the region and the second one as the end of the region, and removes the region.

The `progn` special form is necessary because the `kill-region` command takes two arguments; and it would fail if `search-forward` and `point` expressions were written in sequence as two additional arguments. The `progn` expression is a single argument to `kill-region` and returns the one value that `kill-region` needs for its second argument.

## 8.2 kill-region

The `zap-to-char` function uses the `kill-region` function. This function clips text from a region and copies that text to the kill ring, from which it may be retrieved.

The Emacs 22 version of that function uses `condition-case` and `copy-region-as-kill`, both of which we will explain. `condition-case` is an important special form.

In essence, the `kill-region` function calls `condition-case`, which takes three arguments. In this function, the first argument does nothing. The second argument contains the code that does the work when all goes well. The third argument contains the code that is called in the event of an error.

We will go through the `condition-case` code in a moment. First, let us look at the definition of `kill-region`, with comments added:

```
(defun kill-region (beg end)
  "Kill (\"cut\") text between point and mark.
This deletes the text from the buffer and saves it in the kill ring.
The command \\[yank] can retrieve it from there. ... "

  ;; • Since order matters, pass point first.
  (interactive (list (point) (mark)))
  ;; • And tell us if we cannot cut the text.
  ;; 'unless' is an 'if' without a then-part.
  (unless (and beg end)
    (error "The mark is not set now, so there is no region"))
```



```

;; • 'condition-case' takes three arguments.
;;   If the first argument is nil, as it is here,
;;   information about the error signal is not
;;   stored for use by another function.
(condition-case nil

  ;; • The second argument to 'condition-case' tells the
  ;;   Lisp interpreter what to do when all goes well.

  ;;   It starts with a 'let' function that extracts the string
  ;;   and tests whether it exists. If so (that is what the
  ;;   'when' checks), it calls an 'if' function that determines
  ;;   whether the previous command was another call to
  ;;   'kill-region'; if it was, then the new text is appended to
  ;;   the previous text; if not, then a different function,
  ;;   'kill-new', is called.

  ;;   The 'kill-append' function concatenates the new string and
  ;;   the old. The 'kill-new' function inserts text into a new
  ;;   item in the kill ring.

  ;;   'when' is an 'if' without an else-part. The second 'when'
  ;;   again checks whether the current string exists; in
  ;;   addition, it checks whether the previous command was
  ;;   another call to 'kill-region'. If one or the other
  ;;   condition is true, then it sets the current command to
  ;;   be 'kill-region'.
  (let ((string (filter-buffer-substring beg end t)))
    (when string ;STRING is nil if BEG = END
      ;; Add that string to the kill ring, one way or another.
      (if (eq last-command 'kill-region)
          ;;   - 'yank-handler' is an optional argument to
          ;;   'kill-region' that tells the 'kill-append' and
          ;;   'kill-new' functions how deal with properties
          ;;   added to the text, such as 'bold' or 'italics'.
          (kill-append string (< end beg) yank-handler)
          (kill-new string nil yank-handler)))
      (when (or string (eq last-command 'kill-region))
        (setq this-command 'kill-region))
      nil)

  ;; • The third argument to 'condition-case' tells the interpreter
  ;;   what to do with an error.
  ;;   The third argument has a conditions part and a body part.
  ;;   If the conditions are met (in this case,
  ;;   if text or buffer are read-only)
  ;;   then the body is executed.
  ;;   The first part of the third argument is the following:
  ((buffer-read-only text-read-only) ;; the if-part
   ;; ... the then-part
   (copy-region-as-kill beg end)

```

```
;; Next, also as part of the then-part, set this-command, so
;; it will be set in an error
(setq this-command 'kill-region)
;; Finally, in the then-part, send a message if you may copy
;; the text to the kill ring without signaling an error, but
;; don't if you may not.
(if kill-read-only-ok
    (progn (message "Read only text copied to kill ring") nil)
    (barf-if-buffer-read-only)
    ;; If the buffer isn't read-only, the text is.
    (signal 'text-read-only (list (current-buffer)))))
```

### 8.2.1 condition-case

As we have seen earlier (see Section 1.3 “Generate an Error Message”, page 4), when the Emacs Lisp interpreter has trouble evaluating an expression, it provides you with help; in the jargon, this is called “signaling an error”. Usually, the computer stops the program and shows you a message.

However, some programs undertake complicated actions. They should not simply stop on an error. In the `kill-region` function, the most likely error is that you will try to kill text that is read-only and cannot be removed. So the `kill-region` function contains code to handle this circumstance. This code, which makes up the body of the `kill-region` function, is inside of a `condition-case` special form.

The template for `condition-case` looks like this:

```
(condition-case
  var
  bodyform
  error-handler...)
```

The second argument, *bodyform*, is straightforward. The `condition-case` special form causes the Lisp interpreter to evaluate the code in *bodyform*. If no error occurs, the special form returns the code's value and produces the side-effects, if any.

In short, the *bodyform* part of a `condition-case` expression determines what should happen when everything works correctly.

However, if an error occurs, among its other actions, the function generating the error signal will define one or more error condition names.

An error handler is the third argument to `condition case`. An error handler has two parts, a *condition-name* and a *body*. If the *condition-name* part of an error handler matches a condition name generated by an error, then the *body* part of the error handler is run.

As you will expect, the *condition-name* part of an error handler may be either a single condition name or a list of condition names.

Also, a complete `condition-case` expression may contain more than one error handler. When an error occurs, the first applicable handler is run.

Lastly, the first argument to the `condition-case` expression, the *var* argument, is sometimes bound to a variable that contains information about the error. How-

ever, if that argument is nil, as is the case in `kill-region`, that information is discarded.

In brief, in the `kill-region` function, the code `condition-case` works like this:

```
If no errors, run only this code
    but, if errors, run this other code.
```

### 8.2.2 Lisp macro

The part of the `condition-case` expression that is evaluated in the expectation that all goes well has a `when`. The code uses `when` to determine whether the `string` variable points to text that exists.

A `when` expression is simply a programmers' convenience. It is an `if` without the possibility of an else clause. In your mind, you can replace `when` with `if` and understand what goes on. That is what the Lisp interpreter does.

Technically speaking, `when` is a Lisp macro. A Lisp *macro* enables you to define new control constructs and other language features. It tells the interpreter how to compute another Lisp expression which will in turn compute the value. In this case, the 'other expression' is an `if` expression.

The `kill-region` function definition also has an `unless` macro; it is the converse of `when`. The `unless` macro is an `if` without a then clause

For more about Lisp macros, see Section "Macros" in *The GNU Emacs Lisp Reference Manual*. The C programming language also provides macros. These are different, but also useful.

Regarding the `when` macro, in the `condition-case` expression, when the string has content, then another conditional expression is executed. This is an `if` with both a then-part and an else-part.

```
(if (eq last-command 'kill-region)
    (kill-append string (< end beg) yank-handler)
    (kill-new string nil yank-handler))
```

The then-part is evaluated if the previous command was another call to `kill-region`; if not, the else-part is evaluated.

`yank-handler` is an optional argument to `kill-region` that tells the `kill-append` and `kill-new` functions how deal with properties added to the text, such as 'bold' or 'italics'.

`last-command` is a variable that comes with Emacs that we have not seen before. Normally, whenever a function is executed, Emacs sets the value of `last-command` to the previous command.

In this segment of the definition, the `if` expression checks whether the previous command was `kill-region`. If it was,

```
(kill-append string (< end beg) yank-handler)
```

concatenates a copy of the newly clipped text to the just previously clipped text in the kill ring.

## 8.3 copy-region-as-kill

The `copy-region-as-kill` function copies a region of text from a buffer and (via either `kill-append` or `kill-new`) saves it in the kill-ring.

If you call `copy-region-as-kill` immediately after a `kill-region` command, Emacs appends the newly copied text to the previously copied text. This means that if you yank back the text, you get it all, from both this and the previous operation. On the other hand, if some other command precedes the `copy-region-as-kill`, the function copies the text into a separate entry in the kill ring.

Here is the complete text of the version 22 `copy-region-as-kill` function:

```
(defun copy-region-as-kill (beg end)
  "Save the region as if killed, but don't kill it.
In Transient Mark mode, deactivate the mark.
If 'interprogram-cut-function' is non-nil, also save the text for a window
system cut and paste."
  (interactive "r")
  (if (eq last-command 'kill-region)
      (kill-append (filter-buffer-substring beg end) (< end beg))
      (kill-new (filter-buffer-substring beg end)))
  (if transient-mark-mode
      (setq deactivate-mark t))
  nil)
```

As usual, this function can be divided into its component parts:

```
(defun copy-region-as-kill (argument-list)
  "documentation..."
  (interactive "r")
  body...)
```

The arguments are `beg` and `end` and the function is interactive with `"r"`, so the two arguments must refer to the beginning and end of the region. If you have been reading through this document from the beginning, understanding these parts of a function is almost becoming routine.

The documentation is somewhat confusing unless you remember that the word 'kill' has a meaning different from usual. The 'Transient Mark' and `interprogram-cut-function` comments explain certain side-effects.

After you once set a mark, a buffer always contains a region. If you wish, you can use Transient Mark mode to highlight the region temporarily. (No one wants to highlight the region all the time, so Transient Mark mode highlights it only at appropriate times. Many people turn off Transient Mark mode, so the region is never highlighted.)

Also, a windowing system allows you to copy, cut, and paste among different programs. In the X windowing system, for example, the `interprogram-cut-function` function is `x-select-text`, which works with the windowing system's equivalent of the Emacs kill ring.

The body of the `copy-region-as-kill` function starts with an `if` clause. What this clause does is distinguish between two different situations: whether or not this command is executed immediately after a previous `kill-region` command. In the first case, the new region is appended to the previously copied text. Otherwise, it is inserted into the beginning of the kill ring as a separate piece of text from the previous piece.

The last two lines of the function prevent the region from lighting up if Transient Mark mode is turned on.

The body of `copy-region-as-kill` merits discussion in detail.

### 8.3.1 The Body of `copy-region-as-kill`

The `copy-region-as-kill` function works in much the same way as the `kill-region` function. Both are written so that two or more kills in a row combine their text into a single entry. If you yank back the text from the kill ring, you get it all in one piece. Moreover, kills that kill forward from the current position of the cursor are added to the end of the previously copied text and commands that copy text backwards add it to the beginning of the previously copied text. This way, the words in the text stay in the proper order.

Like `kill-region`, the `copy-region-as-kill` function makes use of the `last-command` variable that keeps track of the previous Emacs command.

Normally, whenever a function is executed, Emacs sets the value of `this-command` to the function being executed (which in this case would be `copy-region-as-kill`). At the same time, Emacs sets the value of `last-command` to the previous value of `this-command`.

In the first part of the body of the `copy-region-as-kill` function, an `if` expression determines whether the value of `last-command` is `kill-region`. If so, the then-part of the `if` expression is evaluated; it uses the `kill-append` function to concatenate the text copied at this call to the function with the text already in the first element (the `CAR`) of the kill ring. On the other hand, if the value of `last-command` is not `kill-region`, then the `copy-region-as-kill` function attaches a new element to the kill ring using the `kill-new` function.

The `if` expression reads as follows; it uses `eq`:

```
(if (eq last-command 'kill-region)
    ;; then-part
    (kill-append (filter-buffer-substring beg end) (< end beg))
    ;; else-part
    (kill-new (filter-buffer-substring beg end)))
```

(The `filter-buffer-substring` function returns a filtered substring of the buffer, if any. Optionally--the arguments are not here, so neither is done--the function may delete the initial text or return the text without its properties; this function is a replacement for the older `buffer-substring` function, which came before text properties were implemented.)

The `eq` function tests whether its first argument is the same Lisp object as its second argument. The `eq` function is similar to the `equal` function in that it is used to test for equality, but differs in that it determines whether two representations are actually the same object inside the computer, but with different names. `equal` determines whether the structure and contents of two expressions are the same.

If the previous command was `kill-region`, then the Emacs Lisp interpreter calls the `kill-append` function

## The kill-append function

The `kill-append` function looks like this:

```
(defun kill-append (string before-p &optional yank-handler)
  "Append STRING to the end of the latest kill in the kill ring.
  If BEFORE-P is non-nil, prepend STRING to the kill.
  ... "
  (let* ((cur (car kill-ring)))
    (kill-new (if before-p (concat string cur) (concat cur string))
              (or (= (length cur) 0)
                  (equal yank-handler
                        (get-text-property 0 'yank-handler cur)))
              yank-handler)))
```

The `kill-append` function is fairly straightforward. It uses the `kill-new` function, which we will discuss in more detail in a moment.

(Also, the function provides an optional argument called `yank-handler`; when invoked, this argument tells the function how to deal with properties added to the text, such as ‘bold’ or ‘italics’.)

It has a `let*` function to set the value of the first element of the kill ring to `cur`. (I do not know why the function does not use `let` instead; only one value is set in the expression. Perhaps this is a bug that produces no problems?)

Consider the conditional that is one of the two arguments to `kill-new`. It uses `concat` to concatenate the new text to the `CAR` of the kill ring. Whether it prepends or appends the text depends on the results of an `if` expression:

```
(if before-p                                ; if-part
    (concat string cur)                     ; then-part
    (concat cur string))                   ; else-part
```

If the region being killed is before the region that was killed in the last command, then it should be prepended before the material that was saved in the previous kill; and conversely, if the killed text follows what was just killed, it should be appended after the previous text. The `if` expression depends on the predicate `before-p` to decide whether the newly saved text should be put before or after the previously saved text.

The symbol `before-p` is the name of one of the arguments to `kill-append`. When the `kill-append` function is evaluated, it is bound to the value returned by evaluating the actual argument. In this case, this is the expression `(< end beg)`. This expression does not directly determine whether the killed text in this command is located before or after the kill text of the last command; what it does is determine whether the value of the variable `end` is less than the value of the variable `beg`. If it is, it means that the user is most likely heading towards the beginning of the buffer. Also, the result of evaluating the predicate expression, `(< end beg)`, will be true and the text will be prepended before the previous text. On the other hand, if the value of the variable `end` is greater than the value of the variable `beg`, the text will be appended after the previous text.

When the newly saved text will be prepended, then the string with the new text will be concatenated before the old text:

```
(concat string cur)
```

But if the text will be appended, it will be concatenated after the old text:

```
(concat cur string))
```

To understand how this works, we first need to review the `concat` function. The `concat` function links together or unites two strings of text. The result is a string. For example:

```
(concat "abc" "def")
⇒ "abcdef"
```

```
(concat "new "
  (car '("first element" "second element")))
⇒ "new first element"
```

```
(concat (car
  '("first element" "second element")) " modified")
⇒ "first element modified"
```

We can now make sense of `kill-append`: it modifies the contents of the kill ring. The kill ring is a list, each element of which is saved text. The `kill-append` function uses the `kill-new` function which in turn uses the `setcar` function.

### The kill-new function

The `kill-new` function looks like this:

```
(defun kill-new (string &optional replace yank-handler)
  "Make STRING the latest kill in the kill ring.
  Set 'kill-ring-yank-pointer' to point to it."
```

If 'interprogram-cut-function' is non-nil, apply it to STRING.

Optional second argument REPLACE non-nil means that STRING will replace the front of the kill ring, rather than being added to the list.

```
..."
  (if (> (length string) 0)
    (if yank-handler
      (put-text-property 0 (length string)
        'yank-handler yank-handler string))

    (if yank-handler
      (signal 'args-out-of-range
        (list string "yank-handler specified for empty string"))))
  (if (fboundp 'menu-bar-update-yank-menu)
    (menu-bar-update-yank-menu string (and replace (car kill-ring))))
  (if (and replace kill-ring)
    (setcar kill-ring string)
    (push string kill-ring)
    (if (> (length kill-ring) kill-ring-max)
      (setcdr (nthcdr (1- kill-ring-max) kill-ring) nil)))
  (setq kill-ring-yank-pointer kill-ring)
  (if interprogram-cut-function
    (funcall interprogram-cut-function string (not replace))))
```

(Notice that the function is not interactive.)

As usual, we can look at this function in parts.

The function definition has an optional **yank-handler** argument, which when invoked tells the function how to deal with properties added to the text, such as ‘bold’ or ‘italics’. We will skip that.

The first line of the documentation makes sense:

Make **STRING** the latest kill in the kill ring.

Let’s skip over the rest of the documentation for the moment.

Also, let’s skip over the initial **if** expression and those lines of code involving **menu-bar-update-yank-menu**. We will explain them below.

The critical lines are these:

```
(if (and replace kill-ring)
    ;; then
    (setcar kill-ring string)
    ;; else
    (push string kill-ring)
    (setq kill-ring (cons string kill-ring))
    (if (> (length kill-ring) kill-ring-max)
        ;; avoid overly long kill ring
        (setcdr (nthcdr (1- kill-ring-max) kill-ring) nil)))
(setq kill-ring-yank-pointer kill-ring)
(if interprogram-cut-function
    (funcall interprogram-cut-function string (not replace))))
```

The conditional test is **(and replace kill-ring)**. This will be true when two conditions are met: the kill ring has something in it, and the **replace** variable is true.

When the **kill-append** function sets **replace** to be true and when the kill ring has at least one item in it, the **setcar** expression is executed:

```
(setcar kill-ring string)
```

The **setcar** function actually changes the first element of the **kill-ring** list to the value of **string**. It replaces the first element.

On the other hand, if the kill ring is empty, or **replace** is false, the **else-part** of the condition is executed:

```
(push string kill-ring)
```

**push** puts its first argument onto the second. It is similar to the older

```
(setq kill-ring (cons string kill-ring))
```

or the newer

```
(add-to-list kill-ring string)
```

When it is false, the expression first constructs a new version of the kill ring by prepending **string** to the existing kill ring as a new element (that is what the **push** does). Then it executes a second **if** clause. This second **if** clause keeps the kill ring from growing too long.

Let’s look at these two expressions in order.

The **push** line of the **else-part** sets the new value of the kill ring to what results from adding the string being killed to the old kill ring.

We can see how this works with an example.



First,

```
(setq example-list '("here is a clause" "another clause"))
```

After evaluating this expression with *C-x C-e*, you can evaluate `example-list` and see what it returns:

```
example-list
⇒ ("here is a clause" "another clause")
```

Now, we can add a new element on to this list by evaluating the following expression:

```
(push "a third clause" example-list)
```

When we evaluate `example-list`, we find its value is:

```
example-list
⇒ ("a third clause" "here is a clause" "another clause")
```

Thus, the third clause is added to the list by `push`.

Now for the second part of the `if` clause. This expression keeps the kill ring from growing too long. It looks like this:

```
(if (> (length kill-ring) kill-ring-max)
    (setcdr (nthcdr (1- kill-ring-max) kill-ring) nil))
```

The code checks whether the length of the kill ring is greater than the maximum permitted length. This is the value of `kill-ring-max` (which is 60, by default). If the length of the kill ring is too long, then this code sets the last element of the kill ring to `nil`. It does this by using two functions, `nthcdr` and `setcdr`.

We looked at `setcdr` earlier (see Section 7.6 “`setcdr`”, page 75). It sets the CDR of a list, just as `setcar` sets the CAR of a list. In this case, however, `setcdr` will not be setting the CDR of the whole kill ring; the `nthcdr` function is used to cause it to set the CDR of the next to last element of the kill ring---this means that since the CDR of the next to last element is the last element of the kill ring, it will set the last element of the kill ring.

The `nthcdr` function works by repeatedly taking the CDR of a list---it takes the CDR of the CDR of the CDR . . . It does this *N* times and returns the results. (See Section 7.3 “`nthcdr`”, page 72.)

Thus, if we had a four element list that was supposed to be three elements long, we could set the CDR of the next to last element to `nil`, and thereby shorten the list. (If you set the last element to some other value than `nil`, which you could do, then you would not have shortened the list. See Section 7.6 “`setcdr`”, page 75.)

You can see shortening by evaluating the following three expressions in turn. First set the value of `trees` to `(maple oak pine birch)`, then set the CDR of its second CDR to `nil` and then find the value of `trees`:

```
(setq trees '(maple oak pine birch))
⇒ (maple oak pine birch)
```

```
(setcdr (nthcdr 2 trees) nil)
⇒ nil
```

```
trees
⇒ (maple oak pine)
```

(The value returned by the `setcdr` expression is `nil` since that is what the CDR is set to.)

To repeat, in `kill-new`, the `nthcdr` function takes the CDR a number of times that is one less than the maximum permitted size of the kill ring and `setcdr` sets the CDR of that element (which will be the rest of the elements in the kill ring) to `nil`. This prevents the kill ring from growing too long.

The next to last expression in the `kill-new` function is

```
(setq kill-ring-yank-pointer kill-ring)
```

The `kill-ring-yank-pointer` is a global variable that is set to be the `kill-ring`.

Even though the `kill-ring-yank-pointer` is called a ‘pointer’, it is a variable just like the kill ring. However, the name has been chosen to help humans understand how the variable is used.

Now, to return to an early expression in the body of the function:

```
(if (fboundp 'menu-bar-update-yank-menu)
    (menu-bar-update-yank-menu string (and replace (car kill-ring))))
```

It starts with an `if` expression

In this case, the expression tests first to see whether `menu-bar-update-yank-menu` exists as a function, and if so, calls it. The `fboundp` function returns true if the symbol it is testing has a function definition that ‘is not void’. If the symbol’s function definition were void, we would receive an error message, as we did when we created errors intentionally (see `<undefined>` “에러 메시지 만들기”, page `<undefined>`).

The then-part contains an expression whose first element is the function `and`.

The `and` special form evaluates each of its arguments until one of the arguments returns a value of `nil`, in which case the `and` expression returns `nil`; however, if none of the arguments returns a value of `nil`, the value resulting from evaluating the last argument is returned. (Since such a value is not `nil`, it is considered true in Emacs Lisp.) In other words, an `and` expression returns a true value only if all its arguments are true. (See Section 5.4 “Second Buffer Related Review”, page 63.)

The expression determines whether the second argument to `menu-bar-update-yank-menu` is true or not.

`menu-bar-update-yank-menu` is one of the functions that make it possible to use the ‘Select and Paste’ menu in the Edit item of a menu bar; using a mouse, you can look at the various pieces of text you have saved and select one piece to paste.

The last expression in the `kill-new` function adds the newly copied string to whatever facility exists for copying and pasting among different programs running in a windowing system. In the X Windowing system, for example, the `x-select-text` function takes the string and stores it in memory operated by X. You can paste the string in another program, such as an Xterm.

The expression looks like this:

```
(if interprogram-cut-function
    (funcall interprogram-cut-function string (not replace))))
```

If an `interprogram-cut-function` exists, then Emacs executes `funcall`, which in turn calls its first argument as a function and passes the remaining arguments to it. (Incidentally, as far as I can see, this `if` expression could be replaced by an `and` expression similar to the one in the first part of the function.)

We are not going to discuss windowing systems and other programs further, but merely note that this is a mechanism that enables GNU Emacs to work easily and well with other programs.

This code for placing text in the kill ring, either concatenated with an existing element or as a new element, leads us to the code for bringing back text that has been cut out of the buffer---the yank commands. However, before discussing the yank commands, it is better to learn how lists are implemented in a computer. This will make clear such mysteries as the use of the term ‘pointer’. But before that, we will digress into C.

## 8.4 Digression into C

The `copy-region-as-kill` function (see Section 8.3 “`copy-region-as-kill`”, page 83) uses the `filter-buffer-substring` function, which in turn uses the `delete-and-extract-region` function. It removes the contents of a region and you cannot get them back.

Unlike the other code discussed here, the `delete-and-extract-region` function is not written in Emacs Lisp; it is written in C and is one of the primitives of the GNU Emacs system. Since it is very simple, I will digress briefly from Lisp and describe it here.

Like many of the other Emacs primitives, `delete-and-extract-region` is written as an instance of a C macro, a macro being a template for code. The complete macro looks like this:

```
DEFUN ("buffer-substring-no-properties", Fbuffer_substring_no_properties,
      Sbuffer_substring_no_properties, 2, 2, 0,
      doc: /* Return the characters of part of the buffer,
without the text properties.
The two arguments START and END are character positions;
they can be in either order.  */)
  (start, end)
  Lisp_Object start, end;
{
  register int b, e;

  validate_region (&start, &end);
  b = XINT (start);
  e = XINT (end);

  return make_buffer_string (b, e, 0);
}
```

Without going into the details of the macro writing process, let me point out that this macro starts with the word `DEFUN`. The word `DEFUN` was chosen since the code serves the same purpose as `defun` does in Lisp. (The `DEFUN` C macro is defined in `'emacs/src/lisp.h'`.)

The word `DEFUN` is followed by seven parts inside of parentheses:

- The first part is the name given to the function in Lisp, `delete-and-extract-region`.
- The second part is the name of the function in C, `Fdelete_and_extract_region`. By convention, it starts with 'F'. Since C does not use hyphens in names, underscores are used instead.
- The third part is the name for the C constant structure that records information on this function for internal use. It is the name of the function in C but begins with an 'S' instead of an 'F'.
- The fourth and fifth parts specify the minimum and maximum number of arguments the function can have. This function demands exactly 2 arguments.
- The sixth part is nearly like the argument that follows the `interactive` declaration in a function written in Lisp: a letter followed, perhaps, by a prompt. The only difference from the Lisp is when the macro is called with no arguments. Then you write a 0 (which is a 'null string'), as in this macro.

If you were to specify arguments, you would place them between quotation marks. The C macro for `goto-char` includes `"NGoto char: "` in this position to indicate that the function expects a raw prefix, in this case, a numerical location in a buffer, and provides a prompt.

- The seventh part is a documentation string, just like the one for a function written in Emacs Lisp, except that every newline must be written explicitly as `'\n'` followed by a backslash and carriage return.

Thus, the first two lines of documentation for `goto-char` are written like this:

```
"Set point to POSITION, a number or marker.\n\
Beginning of buffer is position (point-min), end is (point-max)."
```

In a C macro, the formal parameters come next, with a statement of what kind of object they are, followed by what might be called the 'body' of the macro. For `delete-and-extract-region` the 'body' consists of the following four lines:

```
validate_region (&start, &end);
if (XINT (start) == XINT (end))
    return build_string ("");
return del_range_1 (XINT (start), XINT (end), 1, 1);
```

The `validate_region` function checks whether the values passed as the beginning and end of the region are the proper type and are within range. If the beginning and end positions are the same, then return an empty string.

The `del_range_1` function actually deletes the text. It is a complex function we will not look into. It updates the buffer and does other things. However, it is worth looking at the two arguments passed to `del_range`. These are `XINT (start)` and `XINT (end)`.

As far as the C language is concerned, `start` and `end` are two integers that mark the beginning and end of the region to be deleted<sup>1</sup>.

In early versions of Emacs, these two numbers were thirty-two bits long, but the code is slowly being generalized to handle other lengths. Three of the available bits are used to specify the type of information; the remaining bits are used as ‘content’.

‘XINT’ is a C macro that extracts the relevant number from the longer collection of bits; the three other bits are discarded.

The command in `delete-and-extract-region` looks like this:

```
del_range_1 (XINT (start), XINT (end), 1, 1);
```

It deletes the region between the beginning position, `start`, and the ending position, `end`.

From the point of view of the person writing Lisp, Emacs is all very simple; but hidden underneath is a great deal of complexity to make it all work.

## 8.5 Initializing a Variable with `defvar`

The `copy-region-as-kill` function is written in Emacs Lisp. Two functions within it, `kill-append` and `kill-new`, copy a region in a buffer and save it in a variable called the `kill-ring`. This section describes how the `kill-ring` variable is created and initialized using the `defvar` special form.

(Again we note that the term `kill-ring` is a misnomer. The text that is clipped out of the buffer can be brought back; it is not a ring of corpses, but a ring of resurrectable text.)

In Emacs Lisp, a variable such as the `kill-ring` is created and given an initial value by using the `defvar` special form. The name comes from “define variable”.

The `defvar` special form is similar to `setq` in that it sets the value of a variable. It is unlike `setq` in two ways: first, it only sets the value of the variable if the variable does not already have a value. If the variable already has a value, `defvar` does not override the existing value. Second, `defvar` has a documentation string.

(Another special form, `defcustom`, is designed for variables that people customize. It has more features than `defvar`. (See Section 16.2 “Setting Variables with `defcustom`”, page 182.)

You can see the current value of a variable, any variable, by using the `describe-variable` function, which is usually invoked by typing `C-h v`. If you type `C-h v` and then `kill-ring` (followed by RET) when prompted, you will see what is in your current kill ring---this may be quite a lot! Conversely, if you have been doing nothing this Emacs session except read this document, you may have nothing in it. Also, you will see the documentation for `kill-ring`:

Documentation:

List of killed text sequences.

Since the kill ring is supposed to interact nicely with cut-and-paste facilities offered by window systems, use of this variable should

---

<sup>1</sup> More precisely, and requiring more expert knowledge to understand, the two integers are of type ‘Lisp\_Object’, which can also be a C union instead of an integer type.

```
interact nicely with 'interprogram-cut-function' and
'interprogram-paste-function'. The functions 'kill-new',
'kill-append', and 'current-kill' are supposed to implement this
interaction; you may want to use them instead of manipulating the kill
ring directly.
```

The kill ring is defined by a `defvar` in the following way:

```
(defvar kill-ring nil
  "List of killed text sequences.
...")
```

In this variable definition, the variable is given an initial value of `nil`, which makes sense, since if you have saved nothing, you want nothing back if you give a `yank` command. The documentation string is written just like the documentation string of a `defun`. As with the documentation string of the `defun`, the first line of the documentation should be a complete sentence, since some commands, like `apropos`, print only the first line of documentation. Succeeding lines should not be indented; otherwise they look odd when you use `C-h v (describe-variable)`.

### 8.5.1 `defvar` and an asterisk

In the past, Emacs used the `defvar` special form both for internal variables that you would not expect a user to change and for variables that you do expect a user to change. Although you can still use `defvar` for user customizable variables, please use `defcustom` instead, since that special form provides a path into the Customization commands. (See Section 16.2 “Specifying Variables using `defcustom`”, page 182.)

When you specified a variable using the `defvar` special form, you could distinguish a variable that a user might want to change from others by typing an asterisk, `*`, in the first column of its documentation string. For example:

```
(defvar shell-command-default-error-buffer nil
  "*Buffer name for 'shell-command' ... error output.
... ")
```

You could (and still can) use the `set-variable` command to change the value of `shell-command-default-error-buffer` temporarily. However, options set using `set-variable` are set only for the duration of your editing session. The new values are not saved between sessions. Each time Emacs starts, it reads the original value, unless you change the value within your `.emacs` file, either by setting it manually or by using `customize`. See Chapter 16 “Your `.emacs` File”, page 181.

For me, the major use of the `set-variable` command is to suggest variables that I might want to set in my `.emacs` file. There are now more than 700 such variables — far too many to remember readily. Fortunately, you can press `TAB` after calling the `M-x set-variable` command to see the list of variables. (See Section “Examining and Setting Variables” in *The GNU Emacs Manual*.)

## 8.6 Review

Here is a brief summary of some recently introduced functions.

**car**

**cdr**      **car** returns the first element of a list; **cdr** returns the second and subsequent elements of a list.

For example:

```
(car '(1 2 3 4 5 6 7))
⇒ 1
(cdr '(1 2 3 4 5 6 7))
⇒ (2 3 4 5 6 7)
```

**cons**

**cons** constructs a list by prepending its first argument to its second argument.

For example:

```
(cons 1 '(2 3 4))
⇒ (1 2 3 4)
```

**funcall**

**funcall** evaluates its first argument as a function. It passes its remaining arguments to its first argument.

**nthcdr**

Return the result of taking CDR 'n' times on a list. The  $n^{th}$  **cdr**. The 'rest of the rest', as it were.

For example:

```
(nthcdr 3 '(1 2 3 4 5 6 7))
⇒ (4 5 6 7)
```

**setcar**

**setcdr**

**setcar** changes the first element of a list; **setcdr** changes the second and subsequent elements of a list.

For example:

```
(setq triple '(1 2 3))

(setcar triple '37)

triple
⇒ (37 2 3)

(setcdr triple '("foo" "bar"))

triple
⇒ (37 "foo" "bar")
```

**progn**

Evaluate each argument in sequence and then return the value of the last.

For example:

```
(progn 1 2 3 4)
  ⇒ 4
```

**save-restriction**

Record whatever narrowing is in effect in the current buffer, if any, and restore that narrowing after evaluating the arguments.

**search-forward**

Search for a string, and if the string is found, move point. With a regular expression, use the similar **re-search-forward**. (See Chapter 12 “Regular Expression Searches”, page 127, for an explanation of regular expression patterns and searches.)

**search-forward** and **re-search-forward** take four arguments:

1. The string or regular expression to search for.
2. Optionally, the limit of the search.
3. Optionally, what to do if the search fails, return `nil` or an error message.
4. Optionally, how many times to repeat the search; if negative, the search goes backwards.

**kill-region**

**delete-and-extract-region**

**copy-region-as-kill**

**kill-region** cuts the text between point and mark from the buffer and stores that text in the kill ring, so you can get it back by yanking.

**copy-region-as-kill** copies the text between point and mark into the kill ring, from which you can get it by yanking. The function does not cut or remove the text from the buffer.

**delete-and-extract-region** removes the text between point and mark from the buffer and throws it away. You cannot get it back. (This is not an interactive command.)

## 8.7 Searching Exercises

- Write an interactive function that searches for a string. If the search finds the string, leave point after it and display a message that says “Found!”. (Do not use **search-forward** for the name of this function; if you do, you will overwrite the existing version of **search-forward** that comes with Emacs. Use a name such as **test-search** instead.)
- Write a function that prints the third element of the kill ring in the echo area, if any; if the kill ring does not contain a third element, print an appropriate message.



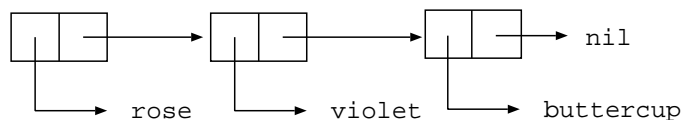
## 9 How Lists are Implemented

In Lisp, atoms are recorded in a straightforward fashion; if the implementation is not straightforward in practice, it is, nonetheless, straightforward in theory. The atom `'rose'`, for example, is recorded as the four contiguous letters `'r'`, `'o'`, `'s'`, `'e'`. A list, on the other hand, is kept differently. The mechanism is equally simple, but it takes a moment to get used to the idea. A list is kept using a series of pairs of pointers. In the series, the first pointer in each pair points to an atom or to another list, and the second pointer in each pair points to the next pair, or to the symbol `nil`, which marks the end of the list.

A pointer itself is quite simply the electronic address of what is pointed to. Hence, a list is kept as a series of electronic addresses.

For example, the list `(rose violet buttercup)` has three elements, `'rose'`, `'violet'`, and `'buttercup'`. In the computer, the electronic address of `'rose'` is recorded in a segment of computer memory along with the address that gives the electronic address of where the atom `'violet'` is located; and that address (the one that tells where `'violet'` is located) is kept along with an address that tells where the address for the atom `'buttercup'` is located.

This sounds more complicated than it is and is easier seen in a diagram:

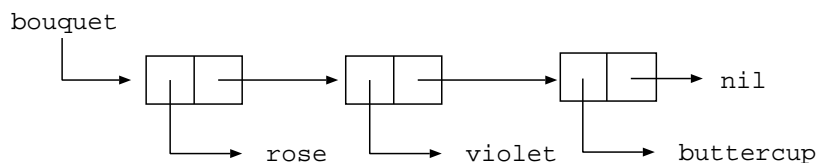


In the diagram, each box represents a word of computer memory that holds a Lisp object, usually in the form of a memory address. The boxes, i.e. the addresses, are in pairs. Each arrow points to what the address is the address of, either an atom or another pair of addresses. The first box is the electronic address of `'rose'` and the arrow points to `'rose'`; the second box is the address of the next pair of boxes, the first part of which is the address of `'violet'` and the second part of which is the address of the next pair. The very last box points to the symbol `nil`, which marks the end of the list.

When a variable is set to a list with a function such as `setq`, it stores the address of the first box in the variable. Thus, evaluation of the expression

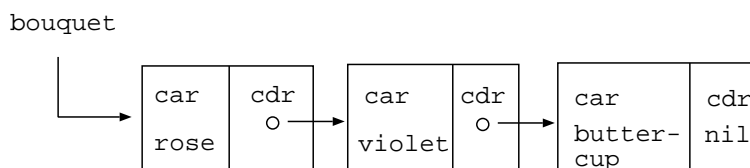
```
(setq bouquet '(rose violet buttercup))
```

creates a situation like this:



In this example, the symbol `bouquet` holds the address of the first pair of boxes.

This same list can be illustrated in a different sort of box notation like this:

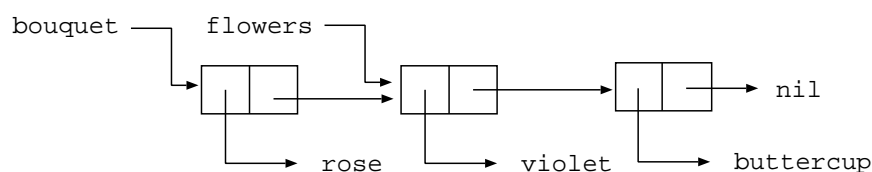


(Symbols consist of more than pairs of addresses, but the structure of a symbol is made up of addresses. Indeed, the symbol **bouquet** consists of a group of address-boxes, one of which is the address of the printed word ‘**bouquet**’, a second of which is the address of a function definition attached to the symbol, if any, a third of which is the address of the first pair of address-boxes for the list (**rose violet buttercup**), and so on. Here we are showing that the symbol’s third address-box points to the first pair of address-boxes for the list.)

If a symbol is set to the CDR of a list, the list itself is not changed; the symbol simply has an address further down the list. (In the jargon, CAR and CDR are ‘non-destructive’.) Thus, evaluation of the following expression

```
(setq flowers (cdr bouquet))
```

produces this:



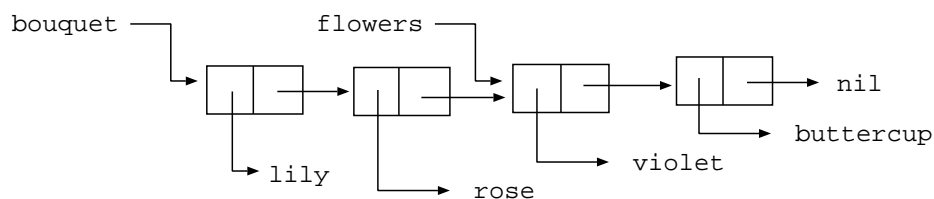
The value of **flowers** is (**violet buttercup**), which is to say, the symbol **flowers** holds the address of the pair of address-boxes, the first of which holds the address of **violet**, and the second of which holds the address of **buttercup**.

A pair of address-boxes is called a *cons cell* or *dotted pair*. See Section “Cons Cell and List Types” in *The GNU Emacs Lisp Reference Manual*, and Section “Dotted Pair Notation” in *The GNU Emacs Lisp Reference Manual*, for more information about cons cells and dotted pairs.

The function **cons** adds a new pair of addresses to the front of a series of addresses like that shown above. For example, evaluating the expression

```
(setq bouquet (cons 'lily bouquet))
```

produces:



However, this does not change the value of the symbol **flowers**, as you can see by evaluating the following,

```
(eq (cdr (cdr bouquet)) flowers)
```

which returns **t** for true.

Until it is reset, **flowers** still has the value (**violet buttercup**); that is, it has the address of the cons cell whose first address is of **violet**. Also, this does not alter any of the pre-existing cons cells; they are all still there.

Thus, in Lisp, to get the CDR of a list, you just get the address of the next cons cell in the series; to get the CAR of a list, you get the address of the first element of the list; to **cons** a new element on a list, you add a new cons cell to the front of the list. That is all there is to it! The underlying structure of Lisp is brilliantly simple!

And what does the last address in a series of cons cells refer to? It is the address of the empty list, of **nil**.

In summary, when a Lisp variable is set to a value, it is provided with the address of the list to which the variable refers.

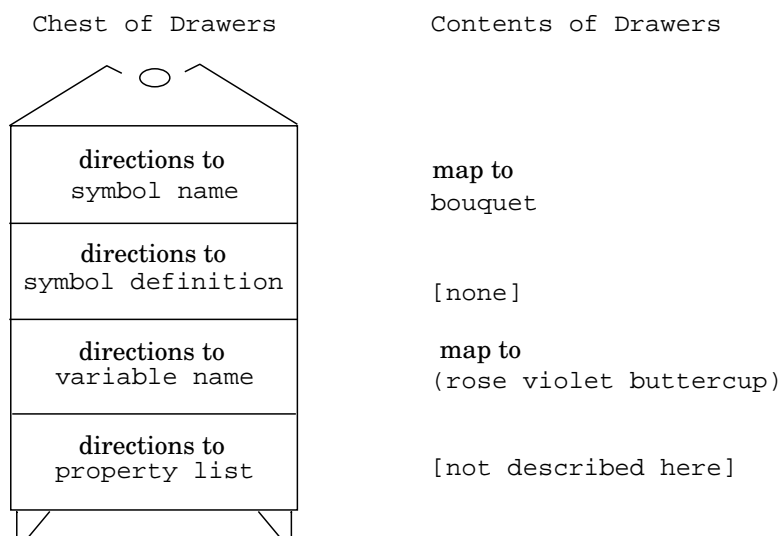
## 9.1 Symbols as a Chest of Drawers

In an earlier section, I suggested that you might imagine a symbol as being a chest of drawers. The function definition is put in one drawer, the value in another, and so on. What is put in the drawer holding the value can be changed without affecting the contents of the drawer holding the function definition, and vice-verse.

Actually, what is put in each drawer is the address of the value or function definition. It is as if you found an old chest in the attic, and in one of its drawers you found a map giving you directions to where the buried treasure lies.

(In addition to its name, symbol definition, and variable value, a symbol has a ‘drawer’ for a *property list* which can be used to record other information. Property lists are not discussed here; see Section “Property Lists” in *The GNU Emacs Lisp Reference Manual*.)

Here is a fanciful representation:



## 9.2 Exercise

Set `flowers` to `violet` and `buttercup`. Cons two more flowers on to this list and set this new list to `more-flowers`. Set the `CAR` of `flowers` to a fish. What does the `more-flowers` list now contain?

## 10 Yanking Text Back

Whenever you cut text out of a buffer with a ‘kill’ command in GNU Emacs, you can bring it back with a ‘yank’ command. The text that is cut out of the buffer is put in the kill ring and the yank commands insert the appropriate contents of the kill ring back into a buffer (not necessarily the original buffer).

A simple `C-y` (**yank**) command inserts the first item from the kill ring into the current buffer. If the `C-y` command is followed immediately by `M-y`, the first element is replaced by the second element. Successive `M-y` commands replace the second element with the third, fourth, or fifth element, and so on. When the last element in the kill ring is reached, it is replaced by the first element and the cycle is repeated. (Thus the kill ring is called a ‘ring’ rather than just a ‘list’. However, the actual data structure that holds the text is a list. See Appendix B “Handling the Kill Ring”, page 208, for the details of how the list is handled as a ring.)

### 10.1 Kill Ring Overview

The kill ring is a list of textual strings. This is what it looks like:

```
("some text" "a different piece of text" "yet more text")
```

If this were the contents of my kill ring and I pressed `C-y`, the string of characters saying ‘some text’ would be inserted in this buffer where my cursor is located.

The **yank** command is also used for duplicating text by copying it. The copied text is not cut from the buffer, but a copy of it is put on the kill ring and is inserted by yanking it back.

Three functions are used for bringing text back from the kill ring: **yank**, which is usually bound to `C-y`; **yank-pop**, which is usually bound to `M-y`; and **rotate-yank-pointer**, which is used by the two other functions.

These functions refer to the kill ring through a variable called the `kill-ring-yank-pointer`. Indeed, the insertion code for both the **yank** and **yank-pop** functions is:

```
(insert (car kill-ring-yank-pointer))
```

(Well, no more. In GNU Emacs 22, the function has been replaced by **insert-for-yank** which calls **insert-for-yank-1** repetitively for each **yank-handler** segment. In turn, **insert-for-yank-1** strips text properties from the inserted text according to **yank-excluded-properties**. Otherwise, it is just like **insert**. We will stick with plain **insert** since it is easier to understand.)

To begin to understand how **yank** and **yank-pop** work, it is first necessary to look at the `kill-ring-yank-pointer` variable.

### 10.2 The `kill-ring-yank-pointer` Variable

`kill-ring-yank-pointer` is a variable, just as `kill-ring` is a variable. It points to something by being bound to the value of what it points to, like any other Lisp variable.

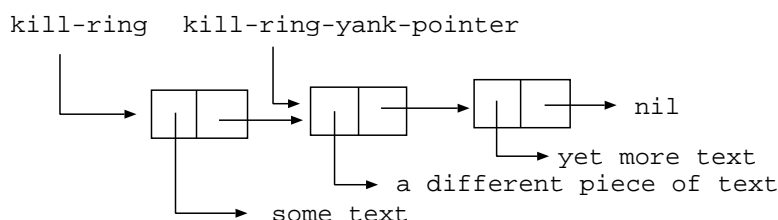
Thus, if the value of the kill ring is:

```
("some text" "a different piece of text" "yet more text")
```

and the `kill-ring-yank-pointer` points to the second clause, the value of `kill-ring-yank-pointer` is:

```
("a different piece of text" "yet more text")
```

As explained in the previous chapter (see Chapter 9 “List Implementation”, page 97), the computer does not keep two different copies of the text being pointed to by both the `kill-ring` and the `kill-ring-yank-pointer`. The words “a different piece of text” and “yet more text” are not duplicated. Instead, the two Lisp variables point to the same pieces of text. Here is a diagram:



Both the variable `kill-ring` and the variable `kill-ring-yank-pointer` are pointers. But the kill ring itself is usually described as if it were actually what it is composed of. The `kill-ring` is spoken of as if it were the list rather than that it points to the list. Conversely, the `kill-ring-yank-pointer` is spoken of as pointing to a list.

These two ways of talking about the same thing sound confusing at first but make sense on reflection. The kill ring is generally thought of as the complete structure of data that holds the information of what has recently been cut out of the Emacs buffers. The `kill-ring-yank-pointer` on the other hand, serves to indicate---that is, to ‘point to’---that part of the kill ring of which the first element (the `CAR`) will be inserted.

### 10.3 Exercises with `yank` and `nthcdr`

- Using `C-h v` (`describe-variable`), look at the value of your kill ring. Add several items to your kill ring; look at its value again. Using `M-y` (`yank-pop`), move all the way around the kill ring. How many items were in your kill ring? Find the value of `kill-ring-max`. Was your kill ring full, or could you have kept more blocks of text within it?
- Using `nthcdr` and `car`, construct a series of expressions to return the first, second, third, and fourth elements of a list.

## 11 Loops and Recursion

Emacs Lisp has two primary ways to cause an expression, or a series of expressions, to be evaluated repeatedly: one uses a `while` loop, and the other uses *recursion*.

Repetition can be very valuable. For example, to move forward four sentences, you need only write a program that will move forward one sentence and then repeat the process four times. Since a computer does not get bored or tired, such repetitive action does not have the deleterious effects that excessive or the wrong kinds of repetition can have on humans.

People mostly write Emacs Lisp functions using `while` loops and their kin; but you can use recursion, which provides a very powerful way to think about and then to solve problems<sup>1</sup>.

### 11.1 `while`

The `while` special form tests whether the value returned by evaluating its first argument is true or false. This is similar to what the Lisp interpreter does with an `if`; what the interpreter does next, however, is different.

In a `while` expression, if the value returned by evaluating the first argument is false, the Lisp interpreter skips the rest of the expression (the *body* of the expression) and does not evaluate it. However, if the value is true, the Lisp interpreter evaluates the body of the expression and then again tests whether the first argument to `while` is true or false. If the value returned by evaluating the first argument is again true, the Lisp interpreter again evaluates the body of the expression.

The template for a `while` expression looks like this:

```
(while true-or-false-test
  body...)
```

So long as the true-or-false-test of the `while` expression returns a true value when it is evaluated, the body is repeatedly evaluated. This process is called a loop since the Lisp interpreter repeats the same thing again and again, like an airplane doing a loop. When the result of evaluating the true-or-false-test is false, the Lisp interpreter does not evaluate the rest of the `while` expression and ‘exits the loop’.

Clearly, if the value returned by evaluating the first argument to `while` is always true, the body following will be evaluated again and again . . . and again . . . forever. Conversely, if the value returned is never true, the expressions in the body will never be evaluated. The craft of writing a `while` loop consists of choosing a mechanism such that the true-or-false-test returns true just the number of times that you want the subsequent expressions to be evaluated, and then have the test return false.

The value returned by evaluating a `while` is the value of the true-or-false-test. An interesting consequence of this is that a `while` loop that evaluates without error

---

<sup>1</sup> You can write recursive functions to be frugal or wasteful of mental or computer resources; as it happens, methods that people find easy---that are frugal of ‘mental resources’---sometimes use considerable computer resources. Emacs was designed to run on machines that we now consider limited and its default settings are conservative. You may want to increase the values of `max-specpdl-size` and `max-lisp-eval-depth`. In my ‘.emacs’ file, I set them to 15 and 30 times their default value.

will return `nil` or false regardless of whether it has looped 1 or 100 times or none at all. A `while` expression that evaluates successfully never returns a true value! What this means is that `while` is always evaluated for its side effects, which is to say, the consequences of evaluating the expressions within the body of the `while` loop. This makes sense. It is not the mere act of looping that is desired, but the consequences of what happens when the expressions in the loop are repeatedly evaluated.

### 11.1.1 A while Loop and a List

A common way to control a `while` loop is to test whether a list has any elements. If it does, the loop is repeated; but if it does not, the repetition is ended. Since this is an important technique, we will create a short example to illustrate it.

A simple way to test whether a list has elements is to evaluate the list: if it has no elements, it is an empty list and will return the empty list, `()`, which is a synonym for `nil` or false. On the other hand, a list with elements will return those elements when it is evaluated. Since Emacs Lisp considers as true any value that is not `nil`, a list that returns elements will test true in a `while` loop.

For example, you can set the variable `empty-list` to `nil` by evaluating the following `setq` expression:

```
(setq empty-list ())
```

After evaluating the `setq` expression, you can evaluate the variable `empty-list` in the usual way, by placing the cursor after the symbol and typing `C-x C-e`; `nil` will appear in your echo area:

```
empty-list
```

On the other hand, if you set a variable to be a list with elements, the list will appear when you evaluate the variable, as you can see by evaluating the following two expressions:

```
(setq animals '(gazelle giraffe lion tiger))
```

```
animals
```

Thus, to create a `while` loop that tests whether there are any items in the list `animals`, the first part of the loop will be written like this:

```
(while animals
  ...
```

When the `while` tests its first argument, the variable `animals` is evaluated. It returns a list. So long as the list has elements, the `while` considers the results of the test to be true; but when the list is empty, it considers the results of the test to be false.

To prevent the `while` loop from running forever, some mechanism needs to be provided to empty the list eventually. An oft-used technique is to have one of the subsequent forms in the `while` expression set the value of the list to be the `CDR` of the list. Each time the `cdr` function is evaluated, the list will be made shorter, until eventually only the empty list will be left. At this point, the test of the `while` loop will return false, and the arguments to the `while` will no longer be evaluated.

For example, the list of animals bound to the variable `animals` can be set to be the `CDR` of the original list with the following expression:



```
(setq animals (cdr animals))
```

If you have evaluated the previous expressions and then evaluate this expression, you will see `(giraffe lion tiger)` appear in the echo area. If you evaluate the expression again, `(lion tiger)` will appear in the echo area. If you evaluate it again and yet again, `(tiger)` appears and then the empty list, shown by `nil`.

A template for a `while` loop that uses the `cdr` function repeatedly to cause the true-or-false-test eventually to test false looks like this:

```
(while test-whether-list-is-empty
  body...
  set-list-to-cdr-of-list)
```

This test and use of `cdr` can be put together in a function that goes through a list and prints each element of the list on a line of its own.

### 11.1.2 An Example: print-elements-of-list

The `print-elements-of-list` function illustrates a `while` loop with a list.

The function requires several lines for its output. If you are reading this in a recent instance of GNU Emacs, you can evaluate the following expression inside of Info, as usual.

If you are using an earlier version of Emacs, you need to copy the necessary expressions to your `*scratch*` buffer and evaluate them there. This is because the echo area had only one line in the earlier versions.

You can copy the expressions by marking the beginning of the region with `C-SPC` (`set-mark-command`), moving the cursor to the end of the region and then copying the region using `M-w` (`kill-ring-save`, which calls `copy-region-as-kill` and then provides visual feedback). In the `*scratch*` buffer, you can yank the expressions back by typing `C-y` (`yank`).

After you have copied the expressions to the `*scratch*` buffer, evaluate each expression in turn. Be sure to evaluate the last expression, `(print-elements-of-list animals)`, by typing `C-u C-x C-e`, that is, by giving an argument to `eval-last-sexp`. This will cause the result of the evaluation to be printed in the `*scratch*` buffer instead of being printed in the echo area. (Otherwise you will see something like this in your echo area: `^Jgazelle^J^Jgiraffe^J^Jlion^J^Jtiger^Jnil`, in which each `^J` stands for a ‘newline’.)

In a recent instance of GNU Emacs, you can evaluate these expressions directly in the Info buffer, and the echo area will grow to show the results.

```
(setq animals '(gazelle giraffe lion tiger))

(defun print-elements-of-list (list)
  "Print each element of LIST on a line of its own."
  (while list
    (print (car list))
    (setq list (cdr list))))

(print-elements-of-list animals)
```

When you evaluate the three expressions in sequence, you will see this:

```
gazelle
giraffe
lion
tiger
nil
```

Each element of the list is printed on a line of its own (that is what the function `print` does) and then the value returned by the function is printed. Since the last expression in the function is the `while` loop, and since `while` loops always return `nil`, a `nil` is printed after the last element of the list.

### 11.1.3 A Loop with an Incrementing Counter

A loop is not useful unless it stops when it ought. Besides controlling a loop with a list, a common way of stopping a loop is to write the first argument as a test that returns false when the correct number of repetitions are complete. This means that the loop must have a counter---an expression that counts how many times the loop repeats itself.

The test for a loop with an incrementing counter can be an expression such as `(< count desired-number)` which returns `t` for true if the value of `count` is less than the `desired-number` of repetitions and `nil` for false if the value of `count` is equal to or is greater than the `desired-number`. The expression that increments the count can be a simple `setq` such as `(setq count (1+ count))`, where `1+` is a built-in function in Emacs Lisp that adds 1 to its argument. (The expression `(1+ count)` has the same result as `(+ count 1)`, but is easier for a human to read.)

The template for a `while` loop controlled by an incrementing counter looks like this:

```
set-count-to-initial-value
(while (< count desired-number)      ; true-or-false-test
  body...
  (setq count (1+ count)))           ; incrementer
```

Note that you need to set the initial value of `count`; usually it is set to 1.

#### Example with incrementing counter

Suppose you are playing on the beach and decide to make a triangle of pebbles, putting one pebble in the first row, two in the second row, three in the third row and so on, like this:

```
  •
 ••
•••
••••
```

(About 2500 years ago, Pythagoras and others developed the beginnings of number theory by considering questions such as this.)

Suppose you want to know how many pebbles you will need to make a triangle with 7 rows?

Clearly, what you need to do is add up the numbers from 1 to 7. There are two ways to do this; start with the smallest number, one, and add up the list in sequence, 1, 2, 3, 4 and so on; or start with the largest number and add the list going down: 7, 6, 5, 4 and so on. Because both mechanisms illustrate common ways of writing `while` loops, we will create two examples, one counting up and the other counting down. In this first example, we will start with 1 and add 2, 3, 4 and so on.

If you are just adding up a short list of numbers, the easiest way to do it is to add up all the numbers at once. However, if you do not know ahead of time how many numbers your list will have, or if you want to be prepared for a very long list, then you need to design your addition so that what you do is repeat a simple process many times instead of doing a more complex process once.

For example, instead of adding up all the pebbles all at once, what you can do is add the number of pebbles in the first row, 1, to the number in the second row, 2, and then add the total of those two rows to the third row, 3. Then you can add the number in the fourth row, 4, to the total of the first three rows; and so on.

The critical characteristic of the process is that each repetitive action is simple. In this case, at each step we add only two numbers, the number of pebbles in the row and the total already found. This process of adding two numbers is repeated again and again until the last row has been added to the total of all the preceding rows. In a more complex loop the repetitive action might not be so simple, but it will be simpler than doing everything all at once.

### The parts of the function definition

The preceding analysis gives us the bones of our function definition: first, we will need a variable that we can call `total` that will be the total number of pebbles. This will be the value returned by the function.

Second, we know that the function will require an argument: this argument will be the total number of rows in the triangle. It can be called `number-of-rows`.

Finally, we need a variable to use as a counter. We could call this variable `counter`, but a better name is `row-number`. That is because what the counter does in this function is count rows, and a program should be written to be as understandable as possible.

When the Lisp interpreter first starts evaluating the expressions in the function, the value of `total` should be set to zero, since we have not added anything to it. Then the function should add the number of pebbles in the first row to the total, and then add the number of pebbles in the second to the total, and then add the number of pebbles in the third row to the total, and so on, until there are no more rows left to add.

Both `total` and `row-number` are used only inside the function, so they can be declared as local variables with `let` and given initial values. Clearly, the initial value for `total` should be 0. The initial value of `row-number` should be 1, since we start with the first row. This means that the `let` statement will look like this:

```
(let ((total 0)
      (row-number 1))
  body...)
```

After the internal variables are declared and bound to their initial values, we can begin the **while** loop. The expression that serves as the test should return a value of **t** for true so long as the **row-number** is less than or equal to the **number-of-rows**. (If the expression tests true only so long as the row number is less than the number of rows in the triangle, the last row will never be added to the total; hence the row number has to be either less than or equal to the number of rows.)

Lisp provides the **<=** function that returns true if the value of its first argument is less than or equal to the value of its second argument and false otherwise. So the expression that the **while** will evaluate as its test should look like this:

```
(<= row-number number-of-rows)
```

The total number of pebbles can be found by repeatedly adding the number of pebbles in a row to the total already found. Since the number of pebbles in the row is equal to the row number, the total can be found by adding the row number to the total. (Clearly, in a more complex situation, the number of pebbles in the row might be related to the row number in a more complicated way; if this were the case, the row number would be replaced by the appropriate expression.)

```
(setq total (+ total row-number))
```

What this does is set the new value of **total** to be equal to the sum of adding the number of pebbles in the row to the previous total.

After setting the value of **total**, the conditions need to be established for the next repetition of the loop, if there is one. This is done by incrementing the value of the **row-number** variable, which serves as a counter. After the **row-number** variable has been incremented, the true-or-false-test at the beginning of the **while** loop tests whether its value is still less than or equal to the value of the **number-of-rows** and if it is, adds the new value of the **row-number** variable to the **total** of the previous repetition of the loop.

The built-in Emacs Lisp function **1+** adds 1 to a number, so the **row-number** variable can be incremented with this expression:

```
(setq row-number (1+ row-number))
```

### Putting the function definition together

We have created the parts for the function definition; now we need to put them together.

First, the contents of the **while** expression:

```
(while (<= row-number number-of-rows) ; true-or-false-test
  (setq total (+ total row-number))
  (setq row-number (1+ row-number))) ; incrementer
```

Along with the **let** expression varlist, this very nearly completes the body of the function definition. However, it requires one final element, the need for which is somewhat subtle.

The final touch is to place the variable **total** on a line by itself after the **while** expression. Otherwise, the value returned by the whole function is the value of

the last expression that is evaluated in the body of the `let`, and this is the value returned by the `while`, which is always `nil`.

This may not be evident at first sight. It almost looks as if the incrementing expression is the last expression of the whole function. But that expression is part of the body of the `while`; it is the last element of the list that starts with the symbol `while`. Moreover, the whole of the `while` loop is a list within the body of the `let`.

In outline, the function will look like this:

```
(defun name-of-function (argument-list)
  "documentation..."
  (let (varlist)
    (while (true-or-false-test)
      body-of-while... )
    ... )) ; Need final expression here.
```

The result of evaluating the `let` is what is going to be returned by the `defun` since the `let` is not embedded within any containing list, except for the `defun` as a whole. However, if the `while` is the last element of the `let` expression, the function will always return `nil`. This is not what we want! Instead, what we want is the value of the variable `total`. This is returned by simply placing the symbol as the last element of the list starting with `let`. It gets evaluated after the preceding elements of the list are evaluated, which means it gets evaluated after it has been assigned the correct value for the `total`.

It may be easier to see this by printing the list starting with `let` all on one line. This format makes it evident that the `varlist` and `while` expressions are the second and third elements of the list starting with `let`, and the `total` is the last element:

```
(let (varlist) (while (true-or-false-test) body-of-while... ) total)
```

Putting everything together, the `triangle` function definition looks like this:

```
(defun triangle (number-of-rows) ; Version with
                                ; incrementing counter.
  "Add up the number of pebbles in a triangle.
  The first row has one pebble, the second row two pebbles,
  the third row three pebbles, and so on.
  The argument is NUMBER-OF-ROWS."
  (let ((total 0)
        (row-number 1))
    (while (<= row-number number-of-rows)
      (setq total (+ total row-number))
      (setq row-number (1+ row-number)))
    total))
```

After you have installed `triangle` by evaluating the function, you can try it out. Here are two examples:

```
(triangle 4)
```

```
(triangle 7)
```

The sum of the first four numbers is 10 and the sum of the first seven numbers is 28.

### 11.1.4 Loop with a Decrementing Counter

Another common way to write a `while` loop is to write the test so that it determines whether a counter is greater than zero. So long as the counter is greater than zero, the loop is repeated. But when the counter is equal to or less than zero, the loop is stopped. For this to work, the counter has to start out greater than zero and then be made smaller and smaller by a form that is evaluated repeatedly.

The test will be an expression such as `(> counter 0)` which returns `t` for true if the value of `counter` is greater than zero, and `nil` for false if the value of `counter` is equal to or less than zero. The expression that makes the number smaller and smaller can be a simple `setq` such as `(setq counter (1- counter))`, where `1-` is a built-in function in Emacs Lisp that subtracts 1 from its argument.

The template for a decrementing `while` loop looks like this:

```
(while (> counter 0)           ; true-or-false-test
  body...
  (setq counter (1- counter))) ; decrementer
```

### Example with decrementing counter

To illustrate a loop with a decrementing counter, we will rewrite the `triangle` function so the counter decreases to zero.

This is the reverse of the earlier version of the function. In this case, to find out how many pebbles are needed to make a triangle with 3 rows, add the number of pebbles in the third row, 3, to the number in the preceding row, 2, and then add the total of those two rows to the row that precedes them, which is 1.

Likewise, to find the number of pebbles in a triangle with 7 rows, add the number of pebbles in the seventh row, 7, to the number in the preceding row, which is 6, and then add the total of those two rows to the row that precedes them, which is 5, and so on. As in the previous example, each addition only involves adding two numbers, the total of the rows already added up and the number of pebbles in the row that is being added to the total. This process of adding two numbers is repeated again and again until there are no more pebbles to add.

We know how many pebbles to start with: the number of pebbles in the last row is equal to the number of rows. If the triangle has seven rows, the number of pebbles in the last row is 7. Likewise, we know how many pebbles are in the preceding row: it is one less than the number in the row.

### The parts of the function definition

We start with three variables: the total number of rows in the triangle; the number of pebbles in a row; and the total number of pebbles, which is what we want to calculate. These variables can be named `number-of-rows`, `number-of-pebbles-in-row`, and `total`, respectively.

Both `total` and `number-of-pebbles-in-row` are used only inside the function and are declared with `let`. The initial value of `total` should, of course, be zero. However, the initial value of `number-of-pebbles-in-row` should be equal to the number of rows in the triangle, since the addition will start with the longest row.

This means that the beginning of the `let` expression will look like this:

```
(let ((total 0)
      (number-of-pebbles-in-row number-of-rows))
    body...)
```

The total number of pebbles can be found by repeatedly adding the number of pebbles in a row to the total already found, that is, by repeatedly evaluating the following expression:

```
(setq total (+ total number-of-pebbles-in-row))
```

After the `number-of-pebbles-in-row` is added to the `total`, the `number-of-pebbles-in-row` should be decremented by one, since the next time the loop repeats, the preceding row will be added to the total.

The number of pebbles in a preceding row is one less than the number of pebbles in a row, so the built-in Emacs Lisp function `1-` can be used to compute the number of pebbles in the preceding row. This can be done with the following expression:

```
(setq number-of-pebbles-in-row
      (1- number-of-pebbles-in-row))
```

Finally, we know that the `while` loop should stop making repeated additions when there are no pebbles in a row. So the test for the `while` loop is simply:

```
(while (> number-of-pebbles-in-row 0)
```

### Putting the function definition together

We can put these expressions together to create a function definition that works. However, on examination, we find that one of the local variables is unneeded!

The function definition looks like this:

```
;;; First subtractive version.
(defun triangle (number-of-rows)
  "Add up the number of pebbles in a triangle."
  (let ((total 0)
        (number-of-pebbles-in-row number-of-rows))
    (while (> number-of-pebbles-in-row 0)
      (setq total (+ total number-of-pebbles-in-row))
      (setq number-of-pebbles-in-row
            (1- number-of-pebbles-in-row)))
    total))
```

As written, this function works.

However, we do not need `number-of-pebbles-in-row`.

When the `triangle` function is evaluated, the symbol `number-of-rows` will be bound to a number, giving it an initial value. That number can be changed in the body of the function as if it were a local variable, without any fear that such a change will effect the value of the variable outside of the function. This is a very useful characteristic of Lisp; it means that the variable `number-of-rows` can be used anywhere in the function where `number-of-pebbles-in-row` is used.

Here is a second version of the function written a bit more cleanly:

```
(defun triangle (number)                ; Second version.
  "Return sum of numbers 1 through NUMBER inclusive."
  (let ((total 0))
    (while (> number 0)
      (setq total (+ total number))
      (setq number (1- number)))
    total))
```

In brief, a properly written `while` loop will consist of three parts:

1. A test that will return false after the loop has repeated itself the correct number of times.
2. An expression the evaluation of which will return the value desired after being repeatedly evaluated.
3. An expression to change the value passed to the true-or-false-test so that the test returns false after the loop has repeated itself the right number of times.

## 11.2 Save your time: `dolist` and `dotimes`

In addition to `while`, both `dolist` and `dotimes` provide for looping. Sometimes these are quicker to write than the equivalent `while` loop. Both are Lisp macros. (See Section “Macros” in *The GNU Emacs Lisp Reference Manual*.)

`dolist` works like a `while` loop that ‘CDRs down a list’: `dolist` automatically shortens the list each time it loops---takes the CDR of the list---and binds the CAR of each shorter version of the list to the first of its arguments.

`dotimes` loops a specific number of times: you specify the number.

### The `dolist` Macro

Suppose, for example, you want to reverse a list, so that “first” “second” “third” becomes “third” “second” “first”.

In practice, you would use the `reverse` function, like this:

```
(setq animals '(gazelle giraffe lion tiger))

(reverse animals)
```

Here is how you could reverse the list using a `while` loop:

```
(setq animals '(gazelle giraffe lion tiger))

(defun reverse-list-with-while (list)
  "Using while, reverse the order of LIST."
  (let (value) ; make sure list starts empty
    (while list
      (setq value (cons (car list) value))
      (setq list (cdr list)))
    value))

(reverse-list-with-while animals)
```



And here is how you could use the `dolist` macro:

```
(setq animals '(gazelle giraffe lion tiger))

(defun reverse-list-with-dolist (list)
  "Using dolist, reverse the order of LIST."
  (let (value) ; make sure list starts empty
    (dolist (element list value)
      (setq value (cons element value)))))

(reverse-list-with-dolist animals)
```

In Info, you can place your cursor after the closing parenthesis of each expression and type `C-x C-e`; in each case, you should see

```
(tiger lion giraffe gazelle)
```

in the echo area.

For this example, the existing `reverse` function is obviously best. The `while` loop is just like our first example (see Section 11.1.1 “A `while` Loop and a List”, page 104). The `while` first checks whether the list has elements; if so, it constructs a new list by adding the first element of the list to the existing list (which in the first iteration of the loop is `nil`). Since the second element is prepended in front of the first element, and the third element is prepended in front of the second element, the list is reversed.

In the expression using a `while` loop, the `(setq list (cdr list))` expression shortens the list, so the `while` loop eventually stops. In addition, it provides the `cons` expression with a new first element by creating a new and shorter list at each repetition of the loop.

The `dolist` expression does very much the same as the `while` expression, except that the `dolist` macro does some of the work you have to do when writing a `while` expression.

Like a `while` loop, a `dolist` loops. What is different is that it automatically shortens the list each time it loops — it ‘`CDRs` down the list’ on its own — and it automatically binds the `CAR` of each shorter version of the list to the first of its arguments.

In the example, the `CAR` of each shorter version of the list is referred to using the symbol ‘`element`’, the list itself is called ‘`list`’, and the value returned is called ‘`value`’. The remainder of the `dolist` expression is the body.

The `dolist` expression binds the `CAR` of each shorter version of the list to `element` and then evaluates the body of the expression; and repeats the loop. The result is returned in `value`.

### The `dotimes` Macro

The `dotimes` macro is similar to `dolist`, except that it loops a specific number of times.

The first argument to `dotimes` is assigned the numbers 0, 1, 2 and so forth each time around the loop, and the value of the third argument is returned. You need to provide the value of the second argument, which is how many times the macro loops.

For example, the following binds the numbers from 0 up to, but not including, the number 3 to the first argument, *number*, and then constructs a list of the three numbers. (The first number is 0, the second number is 1, and the third number is 2; this makes a total of three numbers in all, starting with zero as the first number.)

```
(let (value) ; otherwise a value is a void variable
  (dotimes (number 3 value)
    (setq value (cons number value))))
```

⇒ (2 1 0)

`dotimes` returns *value*, so the way to use `dotimes` is to operate on some expression *number* number of times and then return the result, either as a list or an atom.

Here is an example of a `defun` that uses `dotimes` to add up the number of pebbles in a triangle.

```
(defun triangle-using-dotimes (number-of-rows)
  "Using dotimes, add up the number of pebbles in a triangle."
  (let ((total 0)) ; otherwise a total is a void variable
    (dotimes (number number-of-rows total)
      (setq total (+ total (1+ number)))))

(triangle-using-dotimes 4)
```

## 11.3 Recursion

A recursive function contains code that tells the Lisp interpreter to call a program that runs exactly like itself, but with slightly different arguments. The code runs exactly the same because it has the same name. However, even though the program has the same name, it is not the same entity. It is different. In the jargon, it is a different ‘instance’.

Eventually, if the program is written correctly, the ‘slightly different arguments’ will become sufficiently different from the first arguments that the final instance will stop.

### 11.3.1 Building Robots: Extending the Metaphor

It is sometimes helpful to think of a running program as a robot that does a job. In doing its job, a recursive function calls on a second robot to help it. The second robot is identical to the first in every way, except that the second robot helps the first and has been passed different arguments than the first.

In a recursive function, the second robot may call a third; and the third may call a fourth, and so on. Each of these is a different entity; but all are clones.

Since each robot has slightly different instructions---the arguments will differ from one robot to the next---the last robot should know when to stop.

Let’s expand on the metaphor in which a computer program is a robot.

A function definition provides the blueprints for a robot. When you install a function definition, that is, when you evaluate a `defun` special form, you install the necessary equipment to build robots. It is as if you were in a factory, setting up an assembly line. Robots with the same name are built according to the same

blueprints. So they have, as it were, the same ‘model number’, but a different ‘serial number’.

We often say that a recursive function ‘calls itself’. What we mean is that the instructions in a recursive function cause the Lisp interpreter to run a different function that has the same name and does the same job as the first, but with different arguments.

It is important that the arguments differ from one instance to the next; otherwise, the process will never stop.

### 11.3.2 The Parts of a Recursive Definition

A recursive function typically contains a conditional expression which has three parts:

1. A true-or-false-test that determines whether the function is called again, here called the *do-again-test*.
2. The name of the function. When this name is called, a new instance of the function---a new robot, as it were---is created and told what to do.
3. An expression that returns a different value each time the function is called, here called the *next-step-expression*. Consequently, the argument (or arguments) passed to the new instance of the function will be different from that passed to the previous instance. This causes the conditional expression, the *do-again-test*, to test false after the correct number of repetitions.

Recursive functions can be much simpler than any other kind of function. Indeed, when people first start to use them, they often look so mysteriously simple as to be incomprehensible. Like riding a bicycle, reading a recursive function definition takes a certain knack which is hard at first but then seems simple.

There are several different common recursive patterns. A very simple pattern looks like this:

```
(defun name-of-recursive-function (argument-list)
  "documentation..."
  (if do-again-test
      body...
      (name-of-recursive-function
        next-step-expression)))
```

Each time a recursive function is evaluated, a new instance of it is created and told what to do. The arguments tell the instance what to do.

An argument is bound to the value of the next-step-expression. Each instance runs with a different value of the next-step-expression.

The value in the next-step-expression is used in the do-again-test.

The value returned by the next-step-expression is passed to the new instance of the function, which evaluates it (or some transmogrification of it) to determine whether to continue or stop. The next-step-expression is designed so that the do-again-test returns false when the function should no longer be repeated.

The do-again-test is sometimes called the *stop condition*, since it stops the repetitions when it tests false.

### 11.3.3 Recursion with a List

The example of a `while` loop that printed the elements of a list of numbers can be written recursively. Here is the code, including an expression to set the value of the variable `animals` to a list.

If you are using GNU Emacs 20 or before, this example must be copied to the `*scratch*` buffer and each expression must be evaluated there. Use `C-u C-x C-e` to evaluate the `(print-elements-recursively animals)` expression so that the results are printed in the buffer; otherwise the Lisp interpreter will try to squeeze the results into the one line of the echo area.

Also, place your cursor immediately after the last closing parenthesis of the `print-elements-recursively` function, before the comment. Otherwise, the Lisp interpreter will try to evaluate the comment.

If you are using a more recent version of Emacs, you can evaluate this expression directly in Info.

```
(setq animals '(gazelle giraffe lion tiger))

(defun print-elements-recursively (list)
  "Print each element of LIST on a line of its own.
  Uses recursion."
  (when list
    (print (car list))           ; do-again-test
    (print-elements-recursively (cdr list))) ; body
                                           ; recursive call
                                           ; next-step-expression

(print-elements-recursively animals)
```

The `print-elements-recursively` function first tests whether there is any content in the list; if there is, the function prints the first element of the list, the `CAR` of the list. Then the function ‘invokes itself’, but gives itself as its argument, not the whole list, but the second and subsequent elements of the list, the `CDR` of the list.

Put another way, if the list is not empty, the function invokes another instance of code that is similar to the initial code, but is a different thread of execution, with different arguments than the first instance.

Put in yet another way, if the list is not empty, the first robot assembles a second robot and tells it what to do; the second robot is a different individual from the first, but is the same model.

When the second evaluation occurs, the `when` expression is evaluated and if true, prints the first element of the list it receives as its argument (which is the second element of the original list). Then the function ‘calls itself’ with the `CDR` of the list it is invoked with, which (the second time around) is the `CDR` of the `CDR` of the original list.

Note that although we say that the function ‘calls itself’, what we mean is that the Lisp interpreter assembles and instructs a new instance of the program. The new instance is a clone of the first, but is a separate individual.

Each time the function ‘invokes itself’, it invokes itself on a shorter version of the original list. It creates a new instance that works on a shorter list.

Eventually, the function invokes itself on an empty list. It creates a new instance whose argument is `nil`. The conditional expression tests the value of `list`. Since the value of `list` is `nil`, the `when` expression tests false so the then-part is not evaluated. The function as a whole then returns `nil`.

When you evaluate the expression `(print-elements-recursively animals)` in the `*scratch*` buffer, you see this result:

```
gazelle
giraffe
lion
tiger
nil
```

#### 11.3.4 Recursion in Place of a Counter

The `triangle` function described in a previous section can also be written recursively. It looks like this:

```
(defun triangle-recursively (number)
  "Return the sum of the numbers 1 through NUMBER inclusive.
  Uses recursion."
  (if (= number 1)                ; do-again-test
      1                            ; then-part
      (+ number                    ; else-part
        (triangle-recursively      ; recursive call
          (1- number))))          ; next-step-expression

  (triangle-recursively 7))
```

You can install this function by evaluating it and then try it by evaluating `(triangle-recursively 7)`. (Remember to put your cursor immediately after the last parenthesis of the function definition, before the comment.) The function evaluates to 28.

To understand how this function works, let's consider what happens in the various cases when the function is passed 1, 2, 3, or 4 as the value of its argument.

First, what happens if the value of the argument is 1?

The function has an `if` expression after the documentation string. It tests whether the value of `number` is equal to 1; if so, Emacs evaluates the then-part of the `if` expression, which returns the number 1 as the value of the function. (A triangle with one row has one pebble in it.)

Suppose, however, that the value of the argument is 2. In this case, Emacs evaluates the else-part of the `if` expression.

The else-part consists of an addition, the recursive call to `triangle-recursively` and a decrementing action; and it looks like this:

```
(+ number (triangle-recursively (1- number)))
```

When Emacs evaluates this expression, the innermost expression is evaluated first; then the other parts in sequence. Here are the steps in detail:

*Step 1 Evaluate the innermost expression.*

The innermost expression is `(1- number)` so Emacs decrements the value of `number` from 2 to 1.

*Step 2 Evaluate the `triangle-recursively` function.*

The Lisp interpreter creates an individual instance of `triangle-recursively`. It does not matter that this function is contained within itself. Emacs passes the result Step 1 as the argument used by this instance of the `triangle-recursively` function

In this case, Emacs evaluates `triangle-recursively` with an argument of 1. This means that this evaluation of `triangle-recursively` returns 1.

*Step 3 Evaluate the value of `number`.*

The variable `number` is the second element of the list that starts with `+`; its value is 2.

*Step 4 Evaluate the `+` expression.*

The `+` expression receives two arguments, the first from the evaluation of `number` (Step 3) and the second from the evaluation of `triangle-recursively` (Step 2).

The result of the addition is the sum of 2 plus 1, and the number 3 is returned, which is correct. A triangle with two rows has three pebbles in it.

### An argument of 3 or 4

Suppose that `triangle-recursively` is called with an argument of 3.

*Step 1 Evaluate the `do-again-test`.*

The `if` expression is evaluated first. This is the do-again test and returns false, so the else-part of the `if` expression is evaluated. (Note that in this example, the do-again-test causes the function to call itself when it tests false, not when it tests true.)

*Step 2 Evaluate the innermost expression of the else-part.*

The innermost expression of the else-part is evaluated, which decrements 3 to 2. This is the next-step-expression.

*Step 3 Evaluate the `triangle-recursively` function.*

The number 2 is passed to the `triangle-recursively` function.

We already know what happens when Emacs evaluates `triangle-recursively` with an argument of 2. After going through the sequence

of actions described earlier, it returns a value of 3. So that is what will happen here.

*Step 4 Evaluate the addition.*

3 will be passed as an argument to the addition and will be added to the number with which the function was called, which is 3.

The value returned by the function as a whole will be 6.

Now that we know what will happen when `triangle-recursively` is called with an argument of 3, it is evident what will happen if it is called with an argument of 4:

In the recursive call, the evaluation of

```
(triangle-recursively (1- 4))
```

will return the value of evaluating

```
(triangle-recursively 3)
```

which is 6 and this value will be added to 4 by the addition in the third line.

The value returned by the function as a whole will be 10.

Each time `triangle-recursively` is evaluated, it evaluates a version of itself--a different instance of itself--with a smaller argument, until the argument is small enough so that it does not evaluate itself.

Note that this particular design for a recursive function requires that operations be deferred.

Before `(triangle-recursively 7)` can calculate its answer, it must call `(triangle-recursively 6)`; and before `(triangle-recursively 6)` can calculate its answer, it must call `(triangle-recursively 5)`; and so on. That is to say, the calculation that `(triangle-recursively 7)` makes must be deferred until `(triangle-recursively 6)` makes its calculation; and `(triangle-recursively 6)` must defer until `(triangle-recursively 5)` completes; and so on.

If each of these instances of `triangle-recursively` are thought of as different robots, the first robot must wait for the second to complete its job, which must wait until the third completes, and so on.

There is a way around this kind of waiting, which we will discuss in Section 11.3.7 “Recursion without Deferments”, page 123.

### 11.3.5 Recursion Example Using `cond`

The version of `triangle-recursively` described earlier is written with the `if` special form. It can also be written using another special form called `cond`. The name of the special form `cond` is an abbreviation of the word ‘conditional’.

Although the `cond` special form is not used as often in the Emacs Lisp sources as `if`, it is used often enough to justify explaining it.

The template for a `cond` expression looks like this:

```
(cond
  body...)
```

where the *body* is a series of lists.

Written out more fully, the template looks like this:

```
(cond
  (first-true-or-false-test first-consequent)
  (second-true-or-false-test second-consequent)
  (third-true-or-false-test third-consequent)
  ...)
```

When the Lisp interpreter evaluates the `cond` expression, it evaluates the first element (the CAR or true-or-false-test) of the first expression in a series of expressions within the body of the `cond`.

If the true-or-false-test returns `nil` the rest of that expression, the consequent, is skipped and the true-or-false-test of the next expression is evaluated. When an expression is found whose true-or-false-test returns a value that is not `nil`, the consequent of that expression is evaluated. The consequent can be one or more expressions. If the consequent consists of more than one expression, the expressions are evaluated in sequence and the value of the last one is returned. If the expression does not have a consequent, the value of the true-or-false-test is returned.

If none of the true-or-false-tests test true, the `cond` expression returns `nil`.

Written using `cond`, the `triangle` function looks like this:

```
(defun triangle-using-cond (number)
  (cond ((<= number 0) 0)
        ((= number 1) 1)
        (> number 1)
        (+ number (triangle-using-cond (1- number))))))
```

In this example, the `cond` returns 0 if the number is less than or equal to 0, it returns 1 if the number is 1 and it evaluates `(+ number (triangle-using-cond (1- number)))` if the number is greater than 1.

### 11.3.6 Recursive Patterns

Here are three common recursive patterns. Each involves a list. Recursion does not need to involve lists, but Lisp is designed for lists and this provides a sense of its primal capabilities.

#### Recursive Pattern: *every*

In the `every` recursive pattern, an action is performed on every element of a list.

The basic pattern is:

- If a list be empty, return `nil`.
- Else, act on the beginning of the list (the CAR of the list)
  - through a recursive call by the function on the rest (the CDR) of the list,
  - and, optionally, combine the acted-on element, using `cons`, with the results of acting on the rest.



Here is example:

```
(defun square-each (numbers-list)
  "Square each of a NUMBERS LIST, recursively."
  (if (not numbers-list)                ; do-again-test
      nil
      (cons
        (* (car numbers-list) (car numbers-list))
        (square-each (cdr numbers-list)))) ; next-step-expression

(square-each '(1 2 3))
⇒ (1 4 9)
```

If `numbers-list` is empty, do nothing. But if it has content, construct a list combining the square of the first number in the list with the result of the recursive call.

(The example follows the pattern exactly: `nil` is returned if the numbers' list is empty. In practice, you would write the conditional so it carries out the action when the numbers' list is not empty.)

The `print-elements-recursively` function (see Section 11.3.3 “Recursion with a List”, page 116) is another example of an `every` pattern, except in this case, rather than bring the results together using `cons`, we print each element of output.

The `print-elements-recursively` function looks like this:

```
(setq animals '(gazelle giraffe lion tiger))

(defun print-elements-recursively (list)
  "Print each element of LIST on a line of its own.
Uses recursion."
  (when list
    (print (car list))                ; do-again-test
    (print-elements-recursively      ; body
      (cdr list)))                   ; recursive call
                                   ; next-step-expression

(print-elements-recursively animals)
```

The pattern for `print-elements-recursively` is:

- When the list is empty, do nothing.
- But when the list has at least one element,
  - act on the beginning of the list (the `CAR` of the list),
  - and make a recursive call on the rest (the `CDR`) of the list.

### Recursive Pattern: *accumulate*

Another recursive pattern is called the `accumulate` pattern. In the `accumulate` recursive pattern, an action is performed on every element of a list and the result of that action is accumulated with the results of performing the action on the other elements.

This is very like the ‘every’ pattern using `cons`, except that `cons` is not used, but some other combiner.

The pattern is:

- If a list be empty, return zero or some other constant.
- Else, act on the beginning of the list (the `CAR` of the list),
  - and combine that acted-on element, using `+` or some other combining function, with
  - a recursive call by the function on the rest (the `CDR`) of the list.

Here is an example:

```
(defun add-elements (numbers-list)
  "Add the elements of NUMBERS-LIST together."
  (if (not numbers-list)
      0
      (+ (car numbers-list) (add-elements (cdr numbers-list)))))

(add-elements '(1 2 3 4))
⇒ 10
```

See Section 14.9.2 “Making a List of Files”, page 165, for an example of the accumulate pattern.

### Recursive Pattern: *keep*

A third recursive pattern is called the **keep** pattern. In the **keep** recursive pattern, each element of a list is tested; the element is acted on and the results are kept only if the element meets a criterion.

Again, this is very like the ‘every’ pattern, except the element is skipped unless it meets a criterion.

The pattern has three parts:

- If a list be empty, return `nil`.
- Else, if the beginning of the list (the `CAR` of the list) passes a test
  - act on that element and combine it, using `cons` with
  - a recursive call by the function on the rest (the `CDR`) of the list.
- Otherwise, if the beginning of the list (the `CAR` of the list) fails the test
  - skip on that element,
  - and, recursively call the function on the rest (the `CDR`) of the list.

Here is an example that uses `cond`:

```
(defun keep-three-letter-words (word-list)
  "Keep three letter words in WORD-LIST."
  (cond
   ;; First do-again-test: stop-condition
   ((not word-list) nil)

   ;; Second do-again-test: when to act
   ((eq 3 (length (symbol-name (car word-list))))
    ;; combine acted-on element with recursive call on shorter list
    (cons (car word-list) (keep-three-letter-words (cdr word-list))))

   ;; Third do-again-test: when to skip element;
   ;; recursively call shorter list with next-step expression
   (t (keep-three-letter-words (cdr word-list)))))

(keep-three-letter-words '(one two three four five six))
⇒ (one two six)
```

It goes without saying that you need not use `nil` as the test for when to stop; and you can, of course, combine these patterns.

### 11.3.7 Recursion without Deferments

Let's consider again what happens with the `triangle-recursively` function. We will find that the intermediate calculations are deferred until all can be done.

Here is the function definition:

```
(defun triangle-recursively (number)
  "Return the sum of the numbers 1 through NUMBER inclusive.
  Uses recursion."
  (if (= number 1)                ; do-again-test
      1                          ; then-part
      (+ number                    ; else-part
         (triangle-recursively    ; recursive call
          (1- number))))         ; next-step-expression)
```

What happens when we call this function with a argument of 7?

The first instance of the `triangle-recursively` function adds the number 7 to the value returned by a second instance of `triangle-recursively`, an instance that has been passed an argument of 6. That is to say, the first calculation is:

```
(+ 7 (triangle-recursively 6))
```

The first instance of `triangle-recursively`---you may want to think of it as a little robot---cannot complete its job. It must hand off the calculation for `(triangle-recursively 6)` to a second instance of the program, to a second robot. This second individual is completely different from the first one; it is, in the jargon, a 'different instantiation'. Or, put another way, it is a different robot. It is the same model as the first; it calculates triangle numbers recursively; but it has a different serial number.

And what does `(triangle-recursively 6)` return? It returns the number 6 added to the value returned by evaluating `triangle-recursively` with an argument of 5. Using the robot metaphor, it asks yet another robot to help it.

Now the total is:

```
(+ 7 6 (triangle-recursively 5))
```

And what happens next?

```
(+ 7 6 5 (triangle-recursively 4))
```

Each time `triangle-recursively` is called, except for the last time, it creates another instance of the program---another robot---and asks it to make a calculation.

Eventually, the full addition is set up and performed:

```
(+ 7 6 5 4 3 2 1)
```

This design for the function defers the calculation of the first step until the second can be done, and defers that until the third can be done, and so on. Each deferment means the computer must remember what is being waited on. This is not a problem when there are only a few steps, as in this example. But it can be a problem when there are more steps.

### 11.3.8 No Deferment Solution

The solution to the problem of deferred operations is to write in a manner that does not defer operations<sup>2</sup>. This requires writing to a different pattern, often one that involves writing two function definitions, an ‘initialization’ function and a ‘helper’ function.

The ‘initialization’ function sets up the job; the ‘helper’ function does the work.

Here are the two function definitions for adding up numbers. They are so simple, I find them hard to understand.

```
(defun triangle-initialization (number)
  "Return the sum of the numbers 1 through NUMBER inclusive.
  This is the ‘initialization’ component of a two function
  duo that uses recursion."
  (triangle-recursive-helper 0 0 number))

(defun triangle-recursive-helper (sum counter number)
  "Return SUM, using COUNTER, through NUMBER inclusive.
  This is the ‘helper’ component of a two function duo
  that uses recursion."
  (if (> counter number)
      sum
      (triangle-recursive-helper (+ sum counter) ; sum
                                (1+ counter)    ; counter
                                number)))        ; number
```

Install both function definitions by evaluating them, then call `triangle-initialization` with 2 rows:

```
(triangle-initialization 2)
⇒ 3
```

The ‘initialization’ function calls the first instance of the ‘helper’ function with three arguments: zero, zero, and a number which is the number of rows in the triangle.

---

<sup>2</sup> The phrase *tail recursive* is used to describe such a process, one that uses ‘constant space’.

The first two arguments passed to the ‘helper’ function are initialization values. These values are changed when **triangle-recursive-helper** invokes new instances.<sup>3</sup>

Let’s see what happens when we have a triangle that has one row. (This triangle will have one pebble in it!)

**triangle-initialization** will call its helper with the arguments 0 0 1. That function will run the conditional test whether (**> counter number**):

```
(> 0 1)
```

and find that the result is false, so it will invoke the else-part of the **if** clause:

```
(triangle-recursive-helper
 (+ sum counter) ; sum plus counter => sum
 (1+ counter)    ; increment counter => counter
 number)         ; number stays the same
```

which will first compute:

```
(triangle-recursive-helper (+ 0 0) ; sum
                           (1+ 0)   ; counter
                           1)       ; number
```

which is:

```
(triangle-recursive-helper 0 1 1)
```

Again, (**> counter number**) will be false, so again, the Lisp interpreter will evaluate **triangle-recursive-helper**, creating a new instance with new arguments.

This new instance will be;

```
(triangle-recursive-helper
 (+ sum counter) ; sum plus counter => sum
 (1+ counter)    ; increment counter => counter
 number)         ; number stays the same
```

which is:

```
(triangle-recursive-helper 1 2 1)
```

In this case, the (**> counter number**) test will be true! So the instance will return the value of the sum, which will be 1, as expected.

Now, let’s pass **triangle-initialization** an argument of 2, to find out how many pebbles there are in a triangle with two rows.

That function calls (**triangle-recursive-helper 0 0 2**).

---

<sup>3</sup> The jargon is mildly confusing: **triangle-recursive-helper** uses a process that is iterative in a procedure that is recursive. The process is called iterative because the computer need only record the three values, **sum**, **counter**, and **number**; the procedure is recursive because the function ‘calls itself’. On the other hand, both the process and the procedure used by **triangle-recursively** are called recursive. The word ‘recursive’ has different meanings in the two contexts.

In stages, the instances called will be:

```

                sum counter number
(triangle-recursive-helper 0    1    2)

(triangle-recursive-helper 1    2    2)

(triangle-recursive-helper 3    3    2)

```

When the last instance is called, the (`> counter number`) test will be true, so the instance will return the value of `sum`, which will be 3.

This kind of pattern helps when you are writing functions that can use many resources in a computer.

## 11.4 Looping Exercise

- Write a function similar to `triangle` in which each row has a value which is the square of the row number. Use a `while` loop.
- Write a function similar to `triangle` that multiplies instead of adds the values.
- Rewrite these two functions recursively. Rewrite these functions using `cond`.
- Write a function for Texinfo mode that creates an index entry at the beginning of a paragraph for every ‘`@dfn`’ within the paragraph. (In a Texinfo file, ‘`@dfn`’ marks a definition. This book is written in Texinfo.)

Many of the functions you will need are described in two of the previous chapters, Chapter 8 “Cutting and Storing Text”, page 76, and Chapter 10 “Yanking Text Back”, page 101. If you use `forward-paragraph` to put the index entry at the beginning of the paragraph, you will have to use `C-h f` (`describe-function`) to find out how to make the command go backwards.

For more information, see “Indicating Definitions, Commands, etc.” in *Texinfo, The GNU Documentation Format*.

```
\\($\\| \\| _ \\)
```

TAB SPC

Here, ‘\$’ indicates the end of the line, and I have pointed out where the tab and two spaces are inserted in the expression. Both are inserted by putting the actual characters into the expression.

Two backslashes, ‘\\’, are required before the parentheses and vertical bars: the first backslash quotes the following backslash in Emacs; and the second indicates that the following character, the parenthesis or the vertical bar, is special.

Also, a sentence may be followed by one or more carriage returns, like this:

```
[
]*
```

Like tabs and spaces, a carriage return is inserted into a regular expression by inserting it literally. The asterisk indicates that the RET is repeated zero or more times.

But a sentence end does not consist only of a period, a question mark or an exclamation mark followed by appropriate space: a closing quotation mark or a closing brace of some kind may precede the space. Indeed more than one such mark or brace may precede the space. These require a expression that looks like this:

```
[]\''})]*
```

In this expression, the first ‘]’ is the first character in the expression; the second character is ‘\’, which is preceded by a ‘\’ to tell Emacs the ‘\’ is *not* special. The last three characters are ‘\’, ‘\’, and ‘\’.

All this suggests what the regular expression pattern for matching the end of a sentence should be; and, indeed, if we evaluate `sentence-end` we find that it returns the following value:

```
sentence-end
⇒ "[.?!>[]\''})]*\\($\\|    \\|  \\)[
]*"
```

(Well, not in GNU Emacs 22; that is because of an effort to make the process simpler and to handle more glyphs and languages. When the value of `sentence-end` is `nil`, then use the value defined by the function `sentence-end`. (Here is a use of the difference between a value and a function in Emacs Lisp.) The function returns a value constructed from the variables `sentence-end-base`, `sentence-end-double-space`, `sentence-end-without-period`, and `sentence-end-without-space`. The critical variable is `sentence-end-base`; its global value is similar to the one described above but it also contains two additional quotation marks. These have differing degrees of curliness. The `sentence-end-without-period` variable, when true, tells Emacs that a sentence may end without a period, such as text in Thai.)

## 12.2 The re-search-forward Function

The `re-search-forward` function is very like the `search-forward` function. (See Section 8.1.3 “The `search-forward` Function”, page 78.)

`re-search-forward` searches for a regular expression. If the search is successful, it leaves point immediately after the last character in the target. If the search is backwards, it leaves point just before the first character in the target. You may tell `re-search-forward` to return `t` for true. (Moving point is therefore a ‘side effect’.)

Like `search-forward`, the `re-search-forward` function takes four arguments:



1. The first argument is the regular expression that the function searches for. The regular expression will be a string between quotations marks.
2. The optional second argument limits how far the function will search; it is a bound, which is specified as a position in the buffer.
3. The optional third argument specifies how the function responds to failure: `nil` as the third argument causes the function to signal an error (and print a message) when the search fails; any other value causes it to return `nil` if the search fails and `t` if the search succeeds.
4. The optional fourth argument is the repeat count. A negative repeat count causes `re-search-forward` to search backwards.

The template for `re-search-forward` looks like this:

```
(re-search-forward "regular-expression"
                  limit-of-search
                  what-to-do-if-search-fails
                  repeat-count)
```

The second, third, and fourth arguments are optional. However, if you want to pass a value to either or both of the last two arguments, you must also pass a value to all the preceding arguments. Otherwise, the Lisp interpreter will mistake which argument you are passing the value to.

In the `forward-sentence` function, the regular expression will be the value of the variable `sentence-end`. In simple form, that is:

```
"[.?!] []\"'')}]*\\($\\| \\| \\| [
]*"
```

The limit of the search will be the end of the paragraph (since a sentence cannot go beyond a paragraph). If the search fails, the function will return `nil`; and the repeat count will be provided by the argument to the `forward-sentence` function.

## 12.3 forward-sentence

The command to move the cursor forward a sentence is a straightforward illustration of how to use regular expression searches in Emacs Lisp. Indeed, the function looks longer and more complicated than it is; this is because the function is designed to go backwards as well as forwards; and, optionally, over more than one sentence. The function is usually bound to the key command `M-e`.

Here is the code for `forward-sentence`:

```
(defun forward-sentence (&optional arg)
  "Move forward to next 'sentence-end'. With argument, repeat.
With negative argument, move backward repeatedly to 'sentence-beginning'."
```

The variable `'sentence-end'` is a regular expression that matches ends of sentences. Also, every paragraph boundary terminates sentences as well."

```

(interactive "p")
(or arg (setq arg 1))
(let ((opoint (point))
      (sentence-end (sentence-end)))
  (while (< arg 0)
    (let ((pos (point))
          (par-beg (save-excursion (start-of-paragraph-text) (point))))
      (if (and (re-search-backward sentence-end par-beg t)
                (or (< (match-end 0) pos)
                    (re-search-backward sentence-end par-beg t)))
          (goto-char (match-end 0))
          (goto-char par-beg)))
      (setq arg (1+ arg)))
  (while (> arg 0)
    (let ((par-end (save-excursion (end-of-paragraph-text) (point))))
      (if (re-search-forward sentence-end par-end t)
          (skip-chars-backward " \t\n")
          (goto-char par-end)))
      (setq arg (1- arg)))
  (constrain-to-field nil opoint t)))

```

The function looks long at first sight and it is best to look at its skeleton first, and then its muscle. The way to see the skeleton is to look at the expressions that start in the left-most columns:

```

(defun forward-sentence (&optional arg)
  "documentation..."
  (interactive "p")
  (or arg (setq arg 1))
  (let ((opoint (point)) (sentence-end (sentence-end)))
    (while (< arg 0)
      (let ((pos (point))
            (par-beg (save-excursion (start-of-paragraph-text) (point))))
        rest-of-body-of-while-loop-when-going-backwards
        (while (> arg 0)
          (let ((par-end (save-excursion (end-of-paragraph-text) (point))))
            rest-of-body-of-while-loop-when-going-forwards
            handle-forms-and-equivalent

```

This looks much simpler! The function definition consists of documentation, an `interactive` expression, an `or` expression, a `let` expression, and `while` loops.

Let's look at each of these parts in turn.

We note that the documentation is thorough and understandable.

The function has an `interactive "p"` declaration. This means that the processed prefix argument, if any, is passed to the function as its argument. (This will be a number.) If the function is not passed an argument (it is optional) then the argument `arg` will be bound to 1.

When `forward-sentence` is called non-interactively without an argument, `arg` is bound to `nil`. The `or` expression handles this. What it does is either leave the value of `arg` as it is, but only if `arg` is bound to a value; or it sets the value of `arg` to 1, in the case when `arg` is bound to `nil`.

Next is a **let**. That specifies the values of two local variables, **point** and **sentence-end**. The local value of **point**, from before the search, is used in the **constrain-to-field** function which handles forms and equivalents. The **sentence-end** variable is set by the **sentence-end** function.

### The while loops

Two **while** loops follow. The first **while** has a true-or-false-test that tests true if the prefix argument for **forward-sentence** is a negative number. This is for going backwards. The body of this loop is similar to the body of the second **while** clause, but it is not exactly the same. We will skip this **while** loop and concentrate on the second **while** loop.

The second **while** loop is for moving **point** forward. Its skeleton looks like this:

```
(while (> arg 0)           ; true-or-false-test
  (let varlist
    (if (true-or-false-test)
      then-part
      else-part
      (setq arg (1- arg)))) ; while loop decrementer
```

The **while** loop is of the decrementing kind. (See Section 11.1.4 “A Loop with a Decrementing Counter”, page 110.) It has a true-or-false-test that tests true so long as the counter (in this case, the variable **arg**) is greater than zero; and it has a decrementer that subtracts 1 from the value of the counter every time the loop repeats.

If no prefix argument is given to **forward-sentence**, which is the most common way the command is used, this **while** loop will run once, since the value of **arg** will be 1.

The body of the **while** loop consists of a **let** expression, which creates and binds a local variable, and has, as its body, an **if** expression.

The body of the **while** loop looks like this:

```
(let ((par-end
      (save-excursion (end-of-paragraph-text) (point))))
  (if (re-search-forward sentence-end par-end t)
      (skip-chars-backward " \t\n")
      (goto-char par-end)))
```

The **let** expression creates and binds the local variable **par-end**. As we shall see, this local variable is designed to provide a bound or limit to the regular expression search. If the search fails to find a proper sentence ending in the paragraph, it will stop on reaching the end of the paragraph.

But first, let us examine how **par-end** is bound to the value of the end of the paragraph. What happens is that the **let** sets the value of **par-end** to the value returned when the Lisp interpreter evaluates the expression

```
(save-excursion (end-of-paragraph-text) (point))
```

In this expression, **(end-of-paragraph-text)** moves **point** to the end of the paragraph, **(point)** returns the value of **point**, and then **save-excursion** restores **point** to its original position. Thus, the **let** binds **par-end** to the value returned by the **save-excursion** expression, which is the position of the end of the paragraph. (The

`end-of-paragraph-text` function uses `forward-paragraph`, which we will discuss shortly.)

Emacs next evaluates the body of the `let`, which is an `if` expression that looks like this:

```
(if (re-search-forward sentence-end par-end t) ; if-part
    (skip-chars-backward " \t\n")             ; then-part
    (goto-char par-end)))                     ; else-part
```

The `if` tests whether its first argument is true and if so, evaluates its then-part; otherwise, the Emacs Lisp interpreter evaluates the else-part. The true-or-false-test of the `if` expression is the regular expression search.

It may seem odd to have what looks like the ‘real work’ of the `forward-sentence` function buried here, but this is a common way this kind of operation is carried out in Lisp.

### The regular expression search

The `re-search-forward` function searches for the end of the sentence, that is, for the pattern defined by the `sentence-end` regular expression. If the pattern is found---if the end of the sentence is found---then the `re-search-forward` function does two things:

1. The `re-search-forward` function carries out a side effect, which is to move point to the end of the occurrence found.
2. The `re-search-forward` function returns a value of true. This is the value received by the `if`, and means that the search was successful.

The side effect, the movement of point, is completed before the `if` function is handed the value returned by the successful conclusion of the search.

When the `if` function receives the value of true from a successful call to `re-search-forward`, the `if` evaluates the then-part, which is the expression `(skip-chars-backward " \t\n")`. This expression moves backwards over any blank spaces, tabs or carriage returns until a printed character is found and then leaves point after the character. Since point has already been moved to the end of the pattern that marks the end of the sentence, this action leaves point right after the closing printed character of the sentence, which is usually a period.

On the other hand, if the `re-search-forward` function fails to find a pattern marking the end of the sentence, the function returns false. The false then causes the `if` to evaluate its third argument, which is `(goto-char par-end)`: it moves point to the end of the paragraph.

(And if the text is in a form or equivalent, and point may not move fully, then the `constrain-to-field` function comes into play.)

Regular expression searches are exceptionally useful and the pattern illustrated by `re-search-forward`, in which the search is the test of an `if` expression, is handy. You will see or write code incorporating this pattern often.

## 12.4 forward-paragraph: a Goldmine of Functions

The `forward-paragraph` function moves point forward to the end of the paragraph. It is usually bound to `M-J` and makes use of a number of functions that are important in themselves, including `let*`, `match-beginning`, and `looking-at`.

The function definition for `forward-paragraph` is considerably longer than the function definition for `forward-sentence` because it works with a paragraph, each line of which may begin with a fill prefix.

A fill prefix consists of a string of characters that are repeated at the beginning of each line. For example, in Lisp code, it is a convention to start each line of a paragraph-long comment with `‘;;;’`. In Text mode, four blank spaces make up another common fill prefix, creating an indented paragraph. (See Section “Fill Prefix” in *The GNU Emacs Manual*, for more information about fill prefixes.)

The existence of a fill prefix means that in addition to being able to find the end of a paragraph whose lines begin on the left-most column, the `forward-paragraph` function must be able to find the end of a paragraph when all or many of the lines in the buffer begin with the fill prefix.

Moreover, it is sometimes practical to ignore a fill prefix that exists, especially when blank lines separate paragraphs. This is an added complication.

Rather than print all of the `forward-paragraph` function, we will only print parts of it. Read without preparation, the function can be daunting!

In outline, the function looks like this:

```
(defun forward-paragraph (&optional arg)
  "documentation..."
  (interactive "p")
  (or arg (setq arg 1))
  (let*
    (varlist
      (while (and (< arg 0) (not (bobp)))      ; backward-moving-code
        ...
      (while (and (> arg 0) (not (eobp)))      ; forward-moving-code
        ...
```

The first parts of the function are routine: the function’s argument list consists of one optional argument. Documentation follows.

The lower case ‘p’ in the `interactive` declaration means that the processed prefix argument, if any, is passed to the function. This will be a number, and is the repeat count of how many paragraphs point will move. The `or` expression in the next line handles the common case when no argument is passed to the function, which occurs if the function is called from other code rather than interactively. This case was described earlier. (See Section 12.3 “forward-sentence”, page 129.) Now we reach the end of the familiar part of this function.

### The `let*` expression

The next line of the `forward-paragraph` function begins a `let*` expression. This is a different than `let`. The symbol is `let*` not `let`.

The `let*` special form is like `let` except that Emacs sets each variable in sequence, one after another, and variables in the latter part of the varlist can make use of the values to which Emacs set variables in the earlier part of the varlist.

(Section 4.4.3 “`save-excursion` in `append-to-buffer`”, page 48.)

In the `let*` expression in this function, Emacs binds a total of seven variables: `opoint`, `fill-prefix-regexp`, `parstart`, `parsep`, `sp-parstart`, `start`, and `found-start`.

The variable `parsep` appears twice, first, to remove instances of ‘^’, and second, to handle fill prefixes.

The variable `opoint` is just the value of `point`. As you can guess, it is used in a `constrain-to-field` expression, just as in `forward-sentence`.

The variable `fill-prefix-regexp` is set to the value returned by evaluating the following list:

```
(and fill-prefix
      (not (equal fill-prefix ""))
      (not paragraph-ignore-fill-prefix)
      (regexp-quote fill-prefix))
```

This is an expression whose first element is the `and` special form.

As we learned earlier (see “The `kill-new` function”, page 87), the `and` special form evaluates each of its arguments until one of the arguments returns a value of `nil`, in which case the `and` expression returns `nil`; however, if none of the arguments returns a value of `nil`, the value resulting from evaluating the last argument is returned. (Since such a value is not `nil`, it is considered true in Lisp.) In other words, an `and` expression returns a true value only if all its arguments are true.

In this case, the variable `fill-prefix-regexp` is bound to a non-`nil` value only if the following four expressions produce a true (i.e., a non-`nil`) value when they are evaluated; otherwise, `fill-prefix-regexp` is bound to `nil`.

`fill-prefix`

When this variable is evaluated, the value of the fill prefix, if any, is returned. If there is no fill prefix, this variable returns `nil`.

`(not (equal fill-prefix ""))`

This expression checks whether an existing fill prefix is an empty string, that is, a string with no characters in it. An empty string is not a useful fill prefix.

`(not paragraph-ignore-fill-prefix)`

This expression returns `nil` if the variable `paragraph-ignore-fill-prefix` has been turned on by being set to a true value such as `t`.

`(regexp-quote fill-prefix)`

This is the last argument to the `and` special form. If all the arguments to the `and` are true, the value resulting from evaluating this expression will be returned by the `and` expression and bound to the variable `fill-prefix-regexp`,

The result of evaluating this `and` expression successfully is that `fill-prefix-regexp` will be bound to the value of `fill-prefix` as modified by the `regexp-`

`quote` function. What `regexp-quote` does is read a string and return a regular expression that will exactly match the string and match nothing else. This means that `fill-prefix-regexp` will be set to a value that will exactly match the fill prefix if the fill prefix exists. Otherwise, the variable will be set to `nil`.

The next two local variables in the `let*` expression are designed to remove instances of ‘^’ from `parstart` and `parsep`, the local variables which indicate the paragraph start and the paragraph separator. The next expression sets `parsep` again. That is to handle fill prefixes.

This is the setting that requires the definition call `let*` rather than `let`. The true-or-false-test for the `if` depends on whether the variable `fill-prefix-regexp` evaluates to `nil` or some other value.

If `fill-prefix-regexp` does not have a value, Emacs evaluates the else-part of the `if` expression and binds `parsep` to its local value. (`parsep` is a regular expression that matches what separates paragraphs.)

But if `fill-prefix-regexp` does have a value, Emacs evaluates the then-part of the `if` expression and binds `parsep` to a regular expression that includes the `fill-prefix-regexp` as part of the pattern.

Specifically, `parsep` is set to the original value of the paragraph separate regular expression concatenated with an alternative expression that consists of the `fill-prefix-regexp` followed by optional whitespace to the end of the line. The whitespace is defined by `"[ \t]*$"`. The ‘`\\|`’ defines this portion of the regexp as an alternative to `parsep`.

According to a comment in the code, the next local variable, `sp-parstart`, is used for searching, and then the final two, `start` and `found-start`, are set to `nil`.

Now we get into the body of the `let*`. The first part of the body of the `let*` deals with the case when the function is given a negative argument and is therefore moving backwards. We will skip this section.

### The forward motion while loop

The second part of the body of the `let*` deals with forward motion. It is a `while` loop that repeats itself so long as the value of `arg` is greater than zero. In the most common use of the function, the value of the argument is 1, so the body of the `while` loop is evaluated exactly once, and the cursor moves forward one paragraph.

This part handles three situations: when point is between paragraphs, when there is a fill prefix and when there is no fill prefix.

The `while` loop looks like this:

```

;; going forwards and not at the end of the buffer
(while (and (> arg 0) (not (eobp)))

  ;; between paragraphs
  ;; Move forward over separator lines...
  (while (and (not (eobp))
    (progn (move-to-left-margin) (not (eobp)))
    (looking-at parsep))
    (forward-line 1))
  ;; This decrements the loop
  (unless (eobp) (setq arg (1- arg)))
  ;; ... and one more line.
  (forward-line 1)

  (if fill-prefix-regexp
    ;; There is a fill prefix; it overrides parstart;
    ;; we go forward line by line
    (while (and (not (eobp))
      (progn (move-to-left-margin) (not (eobp)))
      (not (looking-at parsep))
      (looking-at fill-prefix-regexp))
      (forward-line 1))

    ;; There is no fill prefix;
    ;; we go forward character by character
    (while (and (re-search-forward sp-parstart nil 1)
      (progn (setq start (match-beginning 0))
        (goto-char start)
        (not (eobp)))
      (progn (move-to-left-margin)
        (not (looking-at parsep)))
      (or (not (looking-at parstart))
        (and use-hard-newlines
          (not (get-text-property (1- start) 'hard)))))
      (forward-char 1))

    ;; and if there is no fill prefix and if we are not at the end,
    ;; go to whatever was found in the regular expression search
    ;; for sp-parstart
    (if (< (point) (point-max))
      (goto-char start))))

```

We can see that this is a decrementing counter `while` loop, using the expression `(setq arg (1- arg))` as the decrementer. That expression is not far from the `while`, but is hidden in another Lisp macro, an `unless` macro. Unless we are at the end of the buffer — that is what the `eobp` function determines; it is an abbreviation of ‘End Of Buffer P’ — we decrease the value of `arg` by one.

(If we are at the end of the buffer, we cannot go forward any more and the next loop of the `while` expression will test false since the test is an `and` with `(not (eobp))`. The `not` function means exactly as you expect; it is another name for `null`, a function that returns true when its argument is false.)



Interestingly, the loop count is not decremented until we leave the space between paragraphs, unless we come to the end of buffer or stop seeing the local value of the paragraph separator.

That second `while` also has a `(move-to-left-margin)` expression. The function is self-explanatory. It is inside a `progn` expression and not the last element of its body, so it is only invoked for its side effect, which is to move point to the left margin of the current line.

The `looking-at` function is also self-explanatory; it returns true if the text after point matches the regular expression given as its argument.

The rest of the body of the loop looks difficult at first, but makes sense as you come to understand it.

First consider what happens if there is a fill prefix:

```
(if fill-prefix-regexp
    ;; There is a fill prefix; it overrides parstart;
    ;; we go forward line by line
    (while (and (not (eobp))
                (progn (move-to-left-margin) (not (eobp)))
                (not (looking-at parsep))
                (looking-at fill-prefix-regexp))
            (forward-line 1)))
```

This expression moves point forward line by line so long as four conditions are true:

1. Point is not at the end of the buffer.
2. We can move to the left margin of the text and are not at the end of the buffer.
3. The text following point does not separate paragraphs.
4. The pattern following point is the fill prefix regular expression.

The last condition may be puzzling, until you remember that point was moved to the beginning of the line early in the `forward-paragraph` function. This means that if the text has a fill prefix, the `looking-at` function will see it.

Consider what happens when there is no fill prefix.

```
(while (and (re-search-forward sp-parstart nil 1)
            (progn (setq start (match-beginning 0))
                    (goto-char start)
                    (not (eobp)))
            (progn (move-to-left-margin)
                    (not (looking-at parsep)))
            (or (not (looking-at parstart))
                (and use-hard-newlines
                     (not (get-text-property (1- start) 'hard)))))
        (forward-char 1))
```

This `while` loop has us searching forward for `sp-parstart`, which is the combination of possible whitespace with a the local value of the start of a paragraph or of a paragraph separator. (The latter two are within an expression starting `\(?:` so that they are not referenced by the `match-beginning` function.)

The two expressions,

```
(setq start (match-beginning 0))
(goto-char start)
```

mean go to the start of the text matched by the regular expression search.

The `(match-beginning 0)` expression is new. It returns a number specifying the location of the start of the text that was matched by the last search.

The `match-beginning` function is used here because of a characteristic of a forward search: a successful forward search, regardless of whether it is a plain search or a regular expression search, moves point to the end of the text that is found. In this case, a successful search moves point to the end of the pattern for `sp-parstart`.

However, we want to put point at the end of the current paragraph, not somewhere else. Indeed, since the search possibly includes the paragraph separator, point may end up at the beginning of the next one unless we use an expression that includes `match-beginning`.

When given an argument of 0, `match-beginning` returns the position that is the start of the text matched by the most recent search. In this case, the most recent search looks for `sp-parstart`. The `(match-beginning 0)` expression returns the beginning position of that pattern, rather than the end position of that pattern.

(Incidentally, when passed a positive number as an argument, the `match-beginning` function returns the location of point at that parenthesized expression in the last search unless that parenthesized expression begins with `\(?:`. I don't know why `\(?:` appears here since the argument is 0.)

The last expression when there is no fill prefix is

```
(if (< (point) (point-max))
    (goto-char start)))
```

This says that if there is no fill prefix and if we are not at the end, point should move to the beginning of whatever was found by the regular expression search for `sp-parstart`.

The full definition for the `forward-paragraph` function not only includes code for going forwards, but also code for going backwards.

If you are reading this inside of GNU Emacs and you want to see the whole function, you can type `C-h f (describe-function)` and the name of the function. This gives you the function documentation and the name of the library containing the function's source. Place point over the name of the library and press the RET key; you will be taken directly to the source. (Be sure to install your sources! Without them, you are like a person who tries to drive a car with his eyes shut!)

## 12.5 Create Your Own 'TAGS' File

Besides `C-h f (describe-function)`, another way to see the source of a function is to type `M-. (find-tag)` and the name of the function when prompted for it. This is a good habit to get into. The `M-. (find-tag)` command takes you directly to the source for a function, variable, or node. The function depends on tags tables to tell it where to go.

If the `find-tag` function first asks you for the name of a ‘TAGS’ table, give it the name of a ‘TAGS’ file such as ‘`/usr/local/src/emacs/src/TAGS`’. (The exact path to your ‘TAGS’ file depends on how your copy of Emacs was installed. I just told you the location that provides both my C and my Emacs Lisp sources.)

You can also create your own ‘TAGS’ file for directories that lack one.

You often need to build and install tags tables yourself. They are not built automatically. A tags table is called a ‘TAGS’ file; the name is in upper case letters.

You can create a ‘TAGS’ file by calling the `etags` program that comes as a part of the Emacs distribution. Usually, `etags` is compiled and installed when Emacs is built. (`etags` is not an Emacs Lisp function or a part of Emacs; it is a C program.)

To create a ‘TAGS’ file, first switch to the directory in which you want to create the file. In Emacs you can do this with the `M-x cd` command, or by visiting a file in the directory, or by listing the directory with `C-x d` (`dired`). Then run the compile command, with `etags *.el` as the command to execute

```
M-x compile RET etags *.el RET
```

to create a ‘TAGS’ file for Emacs Lisp.

For example, if you have a large number of files in your ‘`~/emacs`’ directory, as I do—I have 137 ‘`.el`’ files in it, of which I load 12—you can create a ‘TAGS’ file for the Emacs Lisp files in that directory.

The `etags` program takes all the usual shell ‘wildcards’. For example, if you have two directories for which you want a single ‘TAGS’ file, type `etags *.el ../elisp/*.el`, where ‘`../elisp/`’ is the second directory:

```
M-x compile RET etags *.el ../elisp/*.el RET
```

Type

```
M-x compile RET etags --help RET
```

to see a list of the options accepted by `etags` as well as a list of supported languages.

The `etags` program handles more than 20 languages, including Emacs Lisp, Common Lisp, Scheme, C, C++, Ada, Fortran, HTML, Java, LaTeX, Pascal, Perl, Postscript, Python, TeX, Texinfo, makefiles, and most assemblers. The program has no switches for specifying the language; it recognizes the language in an input file according to its file name and contents.

‘`etags`’ is very helpful when you are writing code yourself and want to refer back to functions you have already written. Just run `etags` again at intervals as you write new functions, so they become part of the ‘TAGS’ file.

If you think an appropriate ‘TAGS’ file already exists for what you want, but do not know where it is, you can use the `locate` program to attempt to find it.

Type `M-x locate RET TAGS RET` and Emacs will list for you the full path names of all your ‘TAGS’ files. On my system, this command lists 34 ‘TAGS’ files. On the other hand, a ‘plain vanilla’ system I recently installed did not contain any ‘TAGS’ files.

If the tags table you want has been created, you can use the `M-x visit-tags-table` command to specify it. Otherwise, you will need to create the tag table yourself and then use `M-x visit-tags-table`.

### Building Tags in the Emacs sources

The GNU Emacs sources come with a ‘**Makefile**’ that contains a sophisticated **etags** command that creates, collects, and merges tags tables from all over the Emacs sources and puts the information into one ‘**TAGS**’ file in the ‘**src/**’ directory. (The ‘**src/**’ directory is below the top level of your Emacs directory.)

To build this ‘**TAGS**’ file, go to the top level of your Emacs source directory and run the compile command **make tags**:

**M-x compile RET make tags RET**

(The **make tags** command works well with the GNU Emacs sources, as well as with some other source packages.)

For more information, see Section “Tag Tables” in *The GNU Emacs Manual*.

## 12.6 Review

Here is a brief summary of some recently introduced functions.

**while** Repeatedly evaluate the body of the expression so long as the first element of the body tests true. Then return **nil**. (The expression is evaluated only for its side effects.)

For example:

```
(let ((foo 2))
  (while (> foo 0)
    (insert (format "foo is %d.\n" foo))
    (setq foo (1- foo))))
```

```
⇒      foo is 2.
        foo is 1.
        nil
```

(The **insert** function inserts its arguments at point; the **format** function returns a string formatted from its arguments the way **message** formats its arguments; **\n** produces a new line.)

**re-search-forward**

Search for a pattern, and if the pattern is found, move point to rest just after it.

Takes four arguments, like **search-forward**:

1. A regular expression that specifies the pattern to search for. (Remember to put quotation marks around this argument!)
2. Optionally, the limit of the search.
3. Optionally, what to do if the search fails, return **nil** or an error message.
4. Optionally, how many times to repeat the search; if negative, the search goes backwards.

**let\***

Bind some variables locally to particular values, and then evaluate the remaining arguments, returning the value of the last one. While

binding the local variables, use the local values of variables bound earlier, if any.

For example:

```
(let* ((foo 7)
      (bar (* 3 foo)))
  (message "'bar' is %d." bar))
⇒ 'bar' is 21.
```

`match-beginning`

Return the position of the start of the text found by the last regular expression search.

`looking-at`

Return `t` for true if the text after point matches the argument, which should be a regular expression.

`eobp`

Return `t` for true if point is at the end of the accessible part of a buffer. The end of the accessible part is the end of the buffer if the buffer is not narrowed; it is the end of the narrowed part if the buffer is narrowed.

## 12.7 Exercises with `re-search-forward`

- Write a function to search for a regular expression that matches two or more blank lines in sequence.
- Write a function to search for duplicated words, such as ‘the the’. See Section “Syntax of Regular Expressions” in *The GNU Emacs Manual*, for information on how to write a regexp (a regular expression) to match a string that is composed of two identical halves. You can devise several regexps; some are better than others. The function I use is described in an appendix, along with several regexps. See Appendix A “`the-the` Duplicated Words Function”, page 206.

## 13 Counting: Repetition and Regexp

Repetition and regular expression searches are powerful tools that you often use when you write code in Emacs Lisp. This chapter illustrates the use of regular expression searches through the construction of word count commands using **while** loops and recursion.

The standard Emacs distribution contains a function for counting the number of lines within a region. However, there is no corresponding function for counting words.

Certain types of writing ask you to count words. Thus, if you write an essay, you may be limited to 800 words; if you write a novel, you may discipline yourself to write 1000 words a day. It seems odd to me that Emacs lacks a word count command. Perhaps people use Emacs mostly for code or types of documentation that do not require word counts; or perhaps they restrict themselves to the operating system word count command, **wc**. Alternatively, people may follow the publishers' convention and compute a word count by dividing the number of characters in a document by five. In any event, here are commands to count words.

### 13.1 The count-words-region Function

A word count command could count words in a line, paragraph, region, or buffer. What should the command cover? You could design the command to count the number of words in a complete buffer. However, the Emacs tradition encourages flexibility---you may want to count words in just a section, rather than all of a buffer. So it makes more sense to design the command to count the number of words in a region. Once you have a **count-words-region** command, you can, if you wish, count words in a whole buffer by marking it with **C-x h** (**mark-whole-buffer**).

Clearly, counting words is a repetitive act: starting from the beginning of the region, you count the first word, then the second word, then the third word, and so on, until you reach the end of the region. This means that word counting is ideally suited to recursion or to a **while** loop.

First, we will implement the word count command with a **while** loop, then with recursion. The command will, of course, be interactive.

The template for an interactive function definition is, as always:

```
(defun name-of-function (argument-list)
  "documentation..."
  (interactive-expression...)
  body...)
```

What we need to do is fill in the slots.

The name of the function should be self-explanatory and similar to the existing **count-lines-region** name. This makes the name easier to remember. **count-words-region** is a good choice.

The function counts words within a region. This means that the argument list must contain symbols that are bound to the two positions, the beginning and end of the region. These two positions can be called **'beginning'** and **'end'** respectively. The first line of the documentation should be a single sentence, since that is all

that is printed as documentation by a command such as `apropos`. The interactive expression will be of the form `'(interactive "r")'`, since that will cause Emacs to pass the beginning and end of the region to the function's argument list. All this is routine.

The body of the function needs to be written to do three tasks: first, to set up conditions under which the `while` loop can count words, second, to run the `while` loop, and third, to send a message to the user.

When a user calls `count-words-region`, point may be at the beginning or the end of the region. However, the counting process must start at the beginning of the region. This means we will want to put point there if it is not already there. Executing `(goto-char beginning)` ensures this. Of course, we will want to return point to its expected position when the function finishes its work. For this reason, the body must be enclosed in a `save-excursion` expression.

The central part of the body of the function consists of a `while` loop in which one expression jumps point forward word by word, and another expression counts those jumps. The true-or-false-test of the `while` loop should test true so long as point should jump forward, and false when point is at the end of the region.

We could use `(forward-word 1)` as the expression for moving point forward word by word, but it is easier to see what Emacs identifies as a 'word' if we use a regular expression search.

A regular expression search that finds the pattern for which it is searching leaves point after the last character matched. This means that a succession of successful word searches will move point forward word by word.

As a practical matter, we want the regular expression search to jump over whitespace and punctuation between words as well as over the words themselves. A regexp that refuses to jump over interword whitespace would never jump more than one word! This means that the regexp should include the whitespace and punctuation that follows a word, if any, as well as the word itself. (A word may end a buffer and not have any following whitespace or punctuation, so that part of the regexp must be optional.)

Thus, what we want for the regexp is a pattern defining one or more word constituent characters followed, optionally, by one or more characters that are not word constituents. The regular expression for this is:

```
\\w+\\W*
```

The buffer's syntax table determines which characters are and are not word constituents. (See Section 14.2 "What Constitutes a Word or Symbol?", page 154, for more about syntax. Also, see Section "The Syntax Table" in *The GNU Emacs Manual*, and Section "Syntax Tables" in *The GNU Emacs Lisp Reference Manual*.)

The search expression looks like this:

```
(re-search-forward "\\w+\\W*")
```

(Note that paired backslashes precede the 'w' and 'W'. A single backslash has special meaning to the Emacs Lisp interpreter. It indicates that the following character is interpreted differently than usual. For example, the two characters, `'\n'`, stand for 'newline', rather than for a backslash followed by 'n'. Two backslashes in a

row stand for an ordinary, ‘unspecial’ backslash, so Emacs Lisp interpreter ends of seeing a single backslash followed by a letter. So it discovers the letter is special.)

We need a counter to count how many words there are; this variable must first be set to 0 and then incremented each time Emacs goes around the `while` loop. The incrementing expression is simply:

```
(setq count (1+ count))
```

Finally, we want to tell the user how many words there are in the region. The `message` function is intended for presenting this kind of information to the user. The message has to be phrased so that it reads properly regardless of how many words there are in the region: we don’t want to say that “there are 1 words in the region”. The conflict between singular and plural is ungrammatical. We can solve this problem by using a conditional expression that evaluates different messages depending on the number of words in the region. There are three possibilities: no words in the region, one word in the region, and more than one word. This means that the `cond` special form is appropriate.

All this leads to the following function definition:

```
;;; First version; has bugs!
(defun count-words-region (beginning end)
  "Print number of words in the region.
Words are defined as at least one word-constituent
character followed by at least one character that
is not a word-constituent. The buffer's syntax
table determines which characters these are."
  (interactive "r")
  (message "Counting words in region ... ")

  ;; 1. Set up appropriate conditions.
  (save-excursion
    (goto-char beginning)
    (let ((count 0))

      ;; 2. Run the while loop.
      (while (< (point) end)
        (re-search-forward "\\w+\\W*")
        (setq count (1+ count)))

      ;; 3. Send a message to the user.
      (cond ((zerop count)
             (message
              "The region does NOT have any words."))
            ((= 1 count)
             (message
              "The region has 1 word."))
            (t
             (message
              "The region has %d words." count))))))
```

As written, the function works, but not in all circumstances.



### 13.1.1 The Whitespace Bug in `count-words-region`

The `count-words-region` command described in the preceding section has two bugs, or rather, one bug with two manifestations. First, if you mark a region containing only whitespace in the middle of some text, the `count-words-region` command tells you that the region contains one word! Second, if you mark a region containing only whitespace at the end of the buffer or the accessible portion of a narrowed buffer, the command displays an error message that looks like this:

```
Search failed: "\\w+\\W*"
```

If you are reading this in Info in GNU Emacs, you can test for these bugs yourself.

First, evaluate the function in the usual manner to install it.

If you wish, you can also install this keybinding by evaluating it:

```
(global-set-key "\C-c=" 'count-words-region)
```

To conduct the first test, set mark and point to the beginning and end of the following line and then type `C-c =` (or `M-x count-words-region` if you have not bound `C-c =`):

```
one two three
```

Emacs will tell you, correctly, that the region has three words.

Repeat the test, but place mark at the beginning of the line and place point just *before* the word ‘one’. Again type the command `C-c =` (or `M-x count-words-region`). Emacs should tell you that the region has no words, since it is composed only of the whitespace at the beginning of the line. But instead Emacs tells you that the region has one word!

For the third test, copy the sample line to the end of the ‘`*scratch*`’ buffer and then type several spaces at the end of the line. Place mark right after the word ‘three’ and point at the end of line. (The end of the line will be the end of the buffer.) Type `C-c =` (or `M-x count-words-region`) as you did before. Again, Emacs should tell you that the region has no words, since it is composed only of the whitespace at the end of the line. Instead, Emacs displays an error message saying ‘Search failed’.

The two bugs stem from the same problem.

Consider the first manifestation of the bug, in which the command tells you that the whitespace at the beginning of the line contains one word. What happens is this: The `M-x count-words-region` command moves point to the beginning of the region. The `while` tests whether the value of point is smaller than the value of `end`, which it is. Consequently, the regular expression search looks for and finds the first word. It leaves point after the word. `count` is set to one. The `while` loop repeats; but this time the value of point is larger than the value of `end`, the loop is exited; and the function displays a message saying the number of words in the region is one. In brief, the regular expression search looks for and finds the word even though it is outside the marked region.

In the second manifestation of the bug, the region is whitespace at the end of the buffer. Emacs says ‘Search failed’. What happens is that the true-or-false-test in the `while` loop tests true, so the search expression is executed. But since there are no more words in the buffer, the search fails.

In both manifestations of the bug, the search extends or attempts to extend outside of the region.

The solution is to limit the search to the region---this is a fairly simple action, but as you may have come to expect, it is not quite as simple as you might think.

As we have seen, the **re-search-forward** function takes a search pattern as its first argument. But in addition to this first, mandatory argument, it accepts three optional arguments. The optional second argument bounds the search. The optional third argument, if **t**, causes the function to return **nil** rather than signal an error if the search fails. The optional fourth argument is a repeat count. (In Emacs, you can see a function's documentation by typing **C-h f**, the name of the function, and then **RET**.)

In the **count-words-region** definition, the value of the end of the region is held by the variable **end** which is passed as an argument to the function. Thus, we can add **end** as an argument to the regular expression search expression:

```
(re-search-forward "\\w+\\W*" end)
```

However, if you make only this change to the **count-words-region** definition and then test the new version of the definition on a stretch of whitespace, you will receive an error message saying 'Search failed'.

What happens is this: the search is limited to the region, and fails as you expect because there are no word-constituent characters in the region. Since it fails, we receive an error message. But we do not want to receive an error message in this case; we want to receive the message that "The region does NOT have any words."

The solution to this problem is to provide **re-search-forward** with a third argument of **t**, which causes the function to return **nil** rather than signal an error if the search fails.

However, if you make this change and try it, you will see the message "Counting words in region ..." and ... you will keep on seeing that message ..., until you type **C-g** (keyboard-quit).

Here is what happens: the search is limited to the region, as before, and it fails because there are no word-constituent characters in the region, as expected. Consequently, the **re-search-forward** expression returns **nil**. It does nothing else. In particular, it does not move point, which it does as a side effect if it finds the search target. After the **re-search-forward** expression returns **nil**, the next expression in the **while** loop is evaluated. This expression increments the count. Then the loop repeats. The true-or-false-test tests true because the value of point is still less than the value of end, since the **re-search-forward** expression did not move point. ... and the cycle repeats ...

The **count-words-region** definition requires yet another modification, to cause the true-or-false-test of the **while** loop to test false if the search fails. Put another way, there are two conditions that must be satisfied in the true-or-false-test before the word count variable is incremented: point must still be within the region and the search expression must have found a word to count.

Since both the first condition and the second condition must be true together, the two expressions, the region test and the search expression, can be joined with

an **and** special form and embedded in the **while** loop as the true-or-false-test, like this:

```
(and (< (point) end) (re-search-forward "\\w+\\W*" end t))
```

(For information about **and**, see “The **kill-new** function”, page 87.)

The **re-search-forward** expression returns **t** if the search succeeds and as a side effect moves **point**. Consequently, as words are found, **point** is moved through the region. When the search expression fails to find another word, or when **point** reaches the end of the region, the true-or-false-test tests false, the **while** loop exits, and the **count-words-region** function displays one or other of its messages.

After incorporating these final changes, the **count-words-region** works without bugs (or at least, without bugs that I have found!). Here is what it looks like:

```
;;; Final version: while
(defun count-words-region (beginning end)
  "Print number of words in the region."
  (interactive "r")
  (message "Counting words in region ... ")

  ;; 1. Set up appropriate conditions.
  (save-excursion
    (let ((count 0))
      (goto-char beginning)

      ;; 2. Run the while loop.
      (while (and (< (point) end)
                  (re-search-forward "\\w+\\W*" end t))
        (setq count (1+ count)))

      ;; 3. Send a message to the user.
      (cond ((zerop count)
             (message
              "The region does NOT have any words."))
            ((= 1 count)
             (message
              "The region has 1 word."))
            (t
             (message
              "The region has %d words." count))))))
```

## 13.2 Count Words Recursively

You can write the function for counting words recursively as well as with a **while** loop. Let's see how this is done.

First, we need to recognize that the **count-words-region** function has three jobs: it sets up the appropriate conditions for counting to occur; it counts the words in the region; and it sends a message to the user telling how many words there are.

If we write a single recursive function to do everything, we will receive a message for every recursive call. If the region contains 13 words, we will receive thirteen messages, one right after the other. We don't want this! Instead, we must write two

functions to do the job, one of which (the recursive function) will be used inside of the other. One function will set up the conditions and display the message; the other will return the word count.

Let us start with the function that causes the message to be displayed. We can continue to call this `count-words-region`.

This is the function that the user will call. It will be interactive. Indeed, it will be similar to our previous versions of this function, except that it will call `recursive-count-words` to determine how many words are in the region.

We can readily construct a template for this function, based on our previous versions:

```
;; Recursive version; uses regular expression search
(defun count-words-region (beginning end)
  "documentation..."
  (interactive-expression...))

;;; 1. Set up appropriate conditions.
(explanatory message)
(set-up functions...)

;;; 2. Count the words.
recursive call

;;; 3. Send a message to the user.
(message providing word count))
```

The definition looks straightforward, except that somehow the count returned by the recursive call must be passed to the message displaying the word count. A little thought suggests that this can be done by making use of a `let` expression: we can bind a variable in the varlist of a `let` expression to the number of words in the region, as returned by the recursive call; and then the `cond` expression, using binding, can display the value to the user.

Often, one thinks of the binding within a `let` expression as somehow secondary to the ‘primary’ work of a function. But in this case, what you might consider the ‘primary’ job of the function, counting words, is done within the `let` expression.

Using `let`, the function definition looks like this:

```
(defun count-words-region (beginning end)
  "Print number of words in the region."
  (interactive "r"))

;;; 1. Set up appropriate conditions.
(message "Counting words in region ... ")
(save-excursion
  (goto-char beginning))

;;; 2. Count the words.
(let ((count (recursive-count-words end)))
```

```

;;; 3. Send a message to the user.
      (cond ((zerop count)
              (message
               "The region does NOT have any words."))
            ((= 1 count)
              (message
               "The region has 1 word."))
            (t
              (message
               "The region has %d words." count))))))

```

Next, we need to write the recursive counting function.

A recursive function has at least three parts: the ‘do-again-test’, the ‘next-step-expression’, and the recursive call.

The do-again-test determines whether the function will or will not be called again. Since we are counting words in a region and can use a function that moves point forward for every word, the do-again-test can check whether point is still within the region. The do-again-test should find the value of point and determine whether point is before, at, or after the value of the end of the region. We can use the `point` function to locate point. Clearly, we must pass the value of the end of the region to the recursive counting function as an argument.

In addition, the do-again-test should also test whether the search finds a word. If it does not, the function should not call itself again.

The next-step-expression changes a value so that when the recursive function is supposed to stop calling itself, it stops. More precisely, the next-step-expression changes a value so that at the right time, the do-again-test stops the recursive function from calling itself again. In this case, the next-step-expression can be the expression that moves point forward, word by word.

The third part of a recursive function is the recursive call.

Somewhere, also, we also need a part that does the ‘work’ of the function, a part that does the counting. A vital part!

But already, we have an outline of the recursive counting function:

```

(defun recursive-count-words (region-end)
  "documentation..."
  do-again-test
  next-step-expression
  recursive call)

```

Now we need to fill in the slots. Let’s start with the simplest cases first: if point is at or beyond the end of the region, there cannot be any words in the region, so the function should return zero. Likewise, if the search fails, there are no words to count, so the function should return zero.

On the other hand, if point is within the region and the search succeeds, the function should call itself again.

Thus, the do-again-test should look like this:

```

      (and (< (point) region-end)
           (re-search-forward "\\w+\\W*" region-end t))

```

Note that the search expression is part of the do-again-test---the function returns `t` if its search succeeds and `nil` if it fails. (See Section 13.1.1 “The Whitespace Bug

in `count-words-region`”, page 145, for an explanation of how `re-search-forward` works.)

The `do-again-test` is the true-or-false test of an `if` clause. Clearly, if the `do-again-test` succeeds, the then-part of the `if` clause should call the function again; but if it fails, the else-part should return zero since either point is outside the region or the search failed because there were no words to find.

But before considering the recursive call, we need to consider the next-step-expression. What is it? Interestingly, it is the search part of the `do-again-test`.

In addition to returning `t` or `nil` for the `do-again-test`, `re-search-forward` moves point forward as a side effect of a successful search. This is the action that changes the value of point so that the recursive function stops calling itself when point completes its movement through the region. Consequently, the `re-search-forward` expression is the next-step-expression.

In outline, then, the body of the `recursive-count-words` function looks like this:

```
(if do-again-test-and-next-step-combined
  ;; then
  recursive-call-returning-count
  ;; else
  return-zero)
```

How to incorporate the mechanism that counts?

If you are not used to writing recursive functions, a question like this can be troublesome. But it can and should be approached systematically.

We know that the counting mechanism should be associated in some way with the recursive call. Indeed, since the next-step-expression moves point forward by one word, and since a recursive call is made for each word, the counting mechanism must be an expression that adds one to the value returned by a call to `recursive-count-words`.

Consider several cases:

- If there are two words in the region, the function should return a value resulting from adding one to the value returned when it counts the first word, plus the number returned when it counts the remaining words in the region, which in this case is one.
- If there is one word in the region, the function should return a value resulting from adding one to the value returned when it counts that word, plus the number returned when it counts the remaining words in the region, which in this case is zero.
- If there are no words in the region, the function should return zero.

From the sketch we can see that the else-part of the `if` returns zero for the case of no words. This means that the then-part of the `if` must return a value resulting from adding one to the value returned from a count of the remaining words.

The expression will look like this, where `1+` is a function that adds one to its argument.

```
(1+ (recursive-count-words region-end))
```

The whole `recursive-count-words` function will then look like this:

```
(defun recursive-count-words (region-end)
  "documentation..."

  ;; 1. do-again-test
  (if (and (< (point) region-end)
        (re-search-forward "\\w+\\W*" region-end t))

      ;; 2. then-part: the recursive call
      (1+ (recursive-count-words region-end))

      ;; 3. else-part
      0))
```

Let's examine how this works:

If there are no words in the region, the else part of the `if` expression is evaluated and consequently the function returns zero.

If there is one word in the region, the value of `point` is less than the value of `region-end` and the search succeeds. In this case, the true-or-false-test of the `if` expression tests true, and the then-part of the `if` expression is evaluated. The counting expression is evaluated. This expression returns a value (which will be the value returned by the whole function) that is the sum of one added to the value returned by a recursive call.

Meanwhile, the next-step-expression has caused `point` to jump over the first (and in this case only) word in the region. This means that when `(recursive-count-words region-end)` is evaluated a second time, as a result of the recursive call, the value of `point` will be equal to or greater than the value of `region-end`. So this time, `recursive-count-words` will return zero. The zero will be added to one, and the original evaluation of `recursive-count-words` will return one plus zero, which is one, which is the correct amount.

Clearly, if there are two words in the region, the first call to `recursive-count-words` returns one added to the value returned by calling `recursive-count-words` on a region containing the remaining word---that is, it adds one to one, producing two, which is the correct amount.

Similarly, if there are three words in the region, the first call to `recursive-count-words` returns one added to the value returned by calling `recursive-count-words` on a region containing the remaining two words---and so on and so on.

With full documentation the two functions look like this:

The recursive function:

```
(defun recursive-count-words (region-end)
  "Number of words between point and REGION-END."

  ;; 1. do-again-test
  (if (and (< (point) region-end)
        (re-search-forward "\\w+\\W*" region-end t))

      ;; 2. then-part: the recursive call
      (1+ (recursive-count-words region-end))

      ;; 3. else-part
      0))
```

The wrapper:

```
;; Recursive version
(defun count-words-region (beginning end)
  "Print number of words in the region.

  Words are defined as at least one word-constituent
  character followed by at least one character that is
  not a word-constituent. The buffer's syntax table
  determines which characters these are."
  (interactive "r")
  (message "Counting words in region ... ")
  (save-excursion
    (goto-char beginning)
    (let ((count (recursive-count-words end)))
      (cond ((zerop count)
             (message "The region does NOT have any words."))
            ((= 1 count)
             (message "The region has 1 word."))
            (t
             (message "The region has %d words." count)))))))
```

### 13.3 Exercise: Counting Punctuation

Using a `while` loop, write a function to count the number of punctuation marks in a region---period, comma, semicolon, colon, exclamation mark, and question mark. Do the same using recursion.



## 14 Counting Words in a defun

Our next project is to count the number of words in a function definition. Clearly, this can be done using some variant of `count-word-region`. See Chapter 13 “Counting Words: Repetition and Regexp’s”, page 142. If we are just going to count the words in one definition, it is easy enough to mark the definition with the *C-M-h* (`mark-defun`) command, and then call `count-word-region`.

However, I am more ambitious: I want to count the words and symbols in every definition in the Emacs sources and then print a graph that shows how many functions there are of each length: how many contain 40 to 49 words or symbols, how many contain 50 to 59 words or symbols, and so on. I have often been curious how long a typical function is, and this will tell.

Described in one phrase, the histogram project is daunting; but divided into numerous small steps, each of which we can take one at a time, the project becomes less fearsome. Let us consider what the steps must be:

- First, write a function to count the words in one definition. This includes the problem of handling symbols as well as words.
- Second, write a function to list the numbers of words in each function in a file. This function can use the `count-words-in-defun` function.
- Third, write a function to list the numbers of words in each function in each of several files. This entails automatically finding the various files, switching to them, and counting the words in the definitions within them.
- Fourth, write a function to convert the list of numbers that we created in step three to a form that will be suitable for printing as a graph.
- Fifth, write a function to print the results as a graph.

This is quite a project! But if we take each step slowly, it will not be difficult.

### 14.1 What to Count?

When we first start thinking about how to count the words in a function definition, the first question is (or ought to be) what are we going to count? When we speak of ‘words’ with respect to a Lisp function definition, we are actually speaking, in large part, of ‘symbols’. For example, the following `multiply-by-seven` function contains the five symbols `defun`, `multiply-by-seven`, `number`, `*`, and `7`. In addition, in the documentation string, it contains the four words ‘Multiply’, ‘NUMBER’, ‘by’, and ‘seven’. The symbol ‘`number`’ is repeated, so the definition contains a total of ten words and symbols.

```
(defun multiply-by-seven (number)
  "Multiply NUMBER by seven."
  (* 7 number))
```

However, if we mark the `multiply-by-seven` definition with *C-M-h* (`mark-defun`), and then call `count-words-region` on it, we will find that `count-words-region` claims the definition has eleven words, not ten! Something is wrong!

The problem is twofold: `count-words-region` does not count the ‘`*`’ as a word, and it counts the single symbol, `multiply-by-seven`, as containing three words.



indicates that the word or symbol constituent characters must be matched at least once.

However, the second part of the regexp is more difficult to design. What we want is to follow the first part with “optionally one or more characters that are not constituents of a word or symbol”. At first, I thought I could define this with the following:

```
"\\(\\w\\|\\s_\\)*"
```

The upper case ‘W’ and ‘S’ match characters that are *not* word or symbol constituents. Unfortunately, this expression matches any character that is either not a word constituent or not a symbol constituent. This matches any character!

I then noticed that every word or symbol in my test region was followed by white space (blank space, tab, or newline). So I tried placing a pattern to match one or more blank spaces after the pattern for one or more word or symbol constituents. This failed, too. Words and symbols are often separated by whitespace, but in actual code parentheses may follow symbols and punctuation may follow words. So finally, I designed a pattern in which the word or symbol constituents are followed optionally by characters that are not white space and then followed optionally by white space.

Here is the full regular expression:

```
"\\(\\w\\|\\s_\\)+[^\t\n]*[\t\n]*"
```

### 14.3 The `count-words-in-defun` Function

We have seen that there are several ways to write a `count-word-region` function. To write a `count-words-in-defun`, we need merely adapt one of these versions.

The version that uses a `while` loop is easy to understand, so I am going to adapt that. Because `count-words-in-defun` will be part of a more complex program, it need not be interactive and it need not display a message but just return the count. These considerations simplify the definition a little.

On the other hand, `count-words-in-defun` will be used within a buffer that contains function definitions. Consequently, it is reasonable to ask that the function determine whether it is called when point is within a function definition, and if it is, to return the count for that definition. This adds complexity to the definition, but saves us from needing to pass arguments to the function.

These considerations lead us to prepare the following template:

```
(defun count-words-in-defun ()
  "documentation..."
  (set up...
    (while loop...)
    return count)
```

As usual, our job is to fill in the slots.

First, the set up.

We are presuming that this function will be called within a buffer containing function definitions. Point will either be within a function definition or not. For `count-words-in-defun` to work, point must move to the beginning of the definition,

a counter must start at zero, and the counting loop must stop when point reaches the end of the definition.

The `beginning-of-defun` function searches backwards for an opening delimiter such as a ‘(’ at the beginning of a line, and moves point to that position, or else to the limit of the search. In practice, this means that `beginning-of-defun` moves point to the beginning of an enclosing or preceding function definition, or else to the beginning of the buffer. We can use `beginning-of-defun` to place point where we wish to start.

The `while` loop requires a counter to keep track of the words or symbols being counted. A `let` expression can be used to create a local variable for this purpose, and bind it to an initial value of zero.

The `end-of-defun` function works like `beginning-of-defun` except that it moves point to the end of the definition. `end-of-defun` can be used as part of an expression that determines the position of the end of the definition.

The set up for `count-words-in-defun` takes shape rapidly: first we move point to the beginning of the definition, then we create a local variable to hold the count, and finally, we record the position of the end of the definition so the `while` loop will know when to stop looping.

The code looks like this:

```
(beginning-of-defun)
(let ((count 0)
      (end (save-excursion (end-of-defun) (point)))))
```

The code is simple. The only slight complication is likely to concern `end`: it is bound to the position of the end of the definition by a `save-excursion` expression that returns the value of point after `end-of-defun` temporarily moves it to the end of the definition.

The second part of the `count-words-in-defun`, after the set up, is the `while` loop.

The loop must contain an expression that jumps point forward word by word and symbol by symbol, and another expression that counts the jumps. The true-or-false-test for the `while` loop should test true so long as point should jump forward, and false when point is at the end of the definition. We have already redefined the regular expression for this (see Section 14.2 “Syntax”, page 154), so the loop is straightforward:

```
(while (and (< (point) end)
            (re-search-forward
             "\\(\\w\\|\\s_\\|\\s_\\)+[^\t\n]*[ \t\n]*" end t))
  (setq count (1+ count)))
```

The third part of the function definition returns the count of words and symbols. This part is the last expression within the body of the `let` expression, and can be, very simply, the local variable `count`, which when evaluated returns the count.

Put together, the count-words-in-defun definition looks like this:

```
(defun count-words-in-defun ()
  "Return the number of words and symbols in a defun."
  (beginning-of-defun)
  (let ((count 0)
        (end (save-excursion (end-of-defun) (point))))
    (while
      (and (< (point) end)
           (re-search-forward
            "\\((\\w\\|\\s_\\|)+[^\t\n]*[ \t\n]*"
            end t))
      (setq count (1+ count)))
    count))
```

How to test this? The function is not interactive, but it is easy to put a wrapper around the function to make it interactive; we can use almost the same code as for the recursive version of count-words-region:

```
;;; Interactive version.
(defun count-words-defun ()
  "Number of words and symbols in a function definition."
  (interactive)
  (message
   "Counting words and symbols in function definition ... ")
  (let ((count (count-words-in-defun)))
    (cond
      ((zerop count)
       (message
        "The definition does NOT have any words or symbols."))
      ((= 1 count)
       (message
        "The definition has 1 word or symbol."))
      (t
       (message
        "The definition has %d words or symbols." count))))))
```

Let's re-use C-c = as a convenient keybinding:

```
(global-set-key "\C-c=" 'count-words-defun)
```

Now we can try out count-words-defun: install both count-words-in-defun and count-words-defun, and set the keybinding, and then place the cursor within the following definition:

```
(defun multiply-by-seven (number)
  "Multiply NUMBER by seven."
  (* 7 number))
⇒ 10
```

Success! The definition has 10 words and symbols.

The next problem is to count the numbers of words and symbols in several definitions within a single file.

## 14.4 Count Several `defuns` Within a File

A file such as `'simple.el'` may have a hundred or more function definitions within it. Our long term goal is to collect statistics on many files, but as a first step, our immediate goal is to collect statistics on one file.

The information will be a series of numbers, each number being the length of a function definition. We can store the numbers in a list.

We know that we will want to incorporate the information regarding one file with information about many other files; this means that the function for counting definition lengths within one file need only return the list of lengths. It need not and should not display any messages.

The word count commands contain one expression to jump point forward word by word and another expression to count the jumps. The function to return the lengths of definitions can be designed to work the same way, with one expression to jump point forward definition by definition and another expression to construct the lengths' list.

This statement of the problem makes it elementary to write the function definition. Clearly, we will start the count at the beginning of the file, so the first command will be `(goto-char (point-min))`. Next, we start the `while` loop; and the true-or-false test of the loop can be a regular expression search for the next function definition---so long as the search succeeds, point is moved forward and then the body of the loop is evaluated. The body needs an expression that constructs the lengths' list. `cons`, the list construction command, can be used to create the list. That is almost all there is to it.

Here is what this fragment of code looks like:

```
(goto-char (point-min))
(while (re-search-forward "(defun" nil t)
  (setq lengths-list
    (cons (count-words-in-defun) lengths-list)))
```

What we have left out is the mechanism for finding the file that contains the function definitions.

In previous examples, we either used this, the Info file, or we switched back and forth to some other buffer, such as the `'*scratch*'` buffer.

Finding a file is a new process that we have not yet discussed.

## 14.5 Find a File

To find a file in Emacs, you use the `C-x C-f (find-file)` command. This command is almost, but not quite right for the lengths problem.

Let's look at the source for `find-file`:

```
(defun find-file (filename)
  "Edit file FILENAME.
Switch to a buffer visiting file FILENAME,
creating one if none already exists."
  (interactive "FFind file: ")
  (switch-to-buffer (find-file-noselect filename)))
```

(The most recent version of the `find-file` function definition permits you to specify optional wildcards to visit multiple files; that makes the definition more complex and we will not discuss it here, since it is not relevant. You can see its source using either `M-. (find-tag)` or `C-h f (describe-function)`.)

The definition I am showing possesses short but complete documentation and an interactive specification that prompts you for a file name when you use the command interactively. The body of the definition contains two functions, `find-file-noselect` and `switch-to-buffer`.

According to its documentation as shown by `C-h f` (the `describe-function` command), the `find-file-noselect` function reads the named file into a buffer and returns the buffer. (Its most recent version includes an optional wildcards argument, too, as well as another to read a file literally and an other you suppress warning messages. These optional arguments are irrelevant.)

However, the `find-file-noselect` function does not select the buffer in which it puts the file. Emacs does not switch its attention (or yours if you are using `find-file-noselect`) to the selected buffer. That is what `switch-to-buffer` does: it switches the buffer to which Emacs attention is directed; and it switches the buffer displayed in the window to the new buffer. We have discussed buffer switching elsewhere. (See `<undefined>` “Switching Buffers”, page `<undefined>`.)

In this histogram project, we do not need to display each file on the screen as the program determines the length of each definition within it. Instead of employing `switch-to-buffer`, we can work with `set-buffer`, which redirects the attention of the computer program to a different buffer but does not redisplay it on the screen. So instead of calling on `find-file` to do the job, we must write our own expression.

The task is easy: use `find-file-noselect` and `set-buffer`.

## 14.6 `lengths-list-file` in Detail

The core of the `lengths-list-file` function is a `while` loop containing a function to move point forward ‘defun by defun’ and a function to count the number of words and symbols in each defun. This core must be surrounded by functions that do various other tasks, including finding the file, and ensuring that point starts out at the beginning of the file. The function definition looks like this:

```
(defun lengths-list-file (filename)
  "Return list of definitions' lengths within FILE.
The returned list is a list of numbers.
Each number is the number of words or
symbols in one function definition."
```

```

(message "Working on '%s' ... " filename)
(save-excursion
  (let ((buffer (find-file-noselect filename))
        (lengths-list))
    (set-buffer buffer)
    (setq buffer-read-only t)
    (widen)
    (goto-char (point-min))
    (while (re-search-forward "~(defun" nil t)
      (setq lengths-list
        (cons (count-words-in-defun) lengths-list)))
    (kill-buffer buffer)
    lengths-list)))

```

The function is passed one argument, the name of the file on which it will work. It has four lines of documentation, but no interactive specification. Since people worry that a computer is broken if they don't see anything going on, the first line of the body is a message.

The next line contains a `save-excursion` that returns Emacs' attention to the current buffer when the function completes. This is useful in case you embed this function in another function that presumes point is restored to the original buffer.

In the varlist of the `let` expression, Emacs finds the file and binds the local variable `buffer` to the buffer containing the file. At the same time, Emacs creates `lengths-list` as a local variable.

Next, Emacs switches its attention to the buffer.

In the following line, Emacs makes the buffer read-only. Ideally, this line is not necessary. None of the functions for counting words and symbols in a function definition should change the buffer. Besides, the buffer is not going to be saved, even if it were changed. This line is entirely the consequence of great, perhaps excessive, caution. The reason for the caution is that this function and those it calls work on the sources for Emacs and it is inconvenient if they are inadvertently modified. It goes without saying that I did not realize a need for this line until an experiment went awry and started to modify my Emacs source files . . .

Next comes a call to widen the buffer if it is narrowed. This function is usually not needed---Emacs creates a fresh buffer if none already exists; but if a buffer visiting the file already exists Emacs returns that one. In this case, the buffer may be narrowed and must be widened. If we wanted to be fully 'user-friendly', we would arrange to save the restriction and the location of point, but we won't.

The `(goto-char (point-min))` expression moves point to the beginning of the buffer.

Then comes a `while` loop in which the 'work' of the function is carried out. In the loop, Emacs determines the length of each definition and constructs a lengths' list containing the information.

Emacs kills the buffer after working through it. This is to save space inside of Emacs. My version of GNU Emacs 19 contained over 300 source files of interest; GNU Emacs 22 contains over a thousand source files. Another function will apply `lengths-list-file` to each of the files.



Finally, the last expression within the `let` expression is the `lengths-list` variable; its value is returned as the value of the whole function.

You can try this function by installing it in the usual fashion. Then place your cursor after the following expression and type `C-x C-e` (`eval-last-sexp`).

```
(lengths-list-file
  "/usr/local/share/emacs/22.1.1/lisp/emacs-lisp/debug.el")
```

(You may need to change the pathname of the file; the one here is for GNU Emacs version 22.1.1. To change the expression, copy it to the `*scratch*` buffer and edit it.

(Also, to see the full length of the list, rather than a truncated version, you may have to evaluate the following:

```
(custom-set-variables '(eval-expression-print-length nil))
```

(See Section 16.2 “Specifying Variables using `defcustom`”, page 182. Then evaluate the `lengths-list-file` expression.)

The `lengths` list for `debug.el` takes less than a second to produce and looks like this in GNU Emacs 22:

```
(83 113 105 144 289 22 30 97 48 89 25 52 52 88 28 29 77 49 43 290 232 587)
```

(Using my old machine, the version 19 `lengths` list for `debug.el` took seven seconds to produce and looked like this:

```
(75 41 80 62 20 45 44 68 45 12 34 235)
```

(The newer version of `debug.el` contains more defuns than the earlier one; and my new machine is much faster than the old one.)

Note that the length of the last definition in the file is first in the list.

## 14.7 Count Words in defuns in Different Files

In the previous section, we created a function that returns a list of the lengths of each definition in a file. Now, we want to define a function to return a master list of the lengths of the definitions in a list of files.

Working on each of a list of files is a repetitious act, so we can use either a `while` loop or recursion.

The design using a `while` loop is routine. The argument passed the function is a list of files. As we saw earlier (see Section 11.1.1 “Loop Example”, page 104), you can write a `while` loop so that the body of the loop is evaluated if such a list contains elements, but to exit the loop if the list is empty. For this design to work, the body of the loop must contain an expression that shortens the list each time the body is evaluated, so that eventually the list is empty. The usual technique is to set the value of the list to the value of the CDR of the list each time the body is evaluated.

The template looks like this:

```
(while test-whether-list-is-empty
  body...
  set-list-to-cdr-of-list)
```

Also, we remember that a `while` loop returns `nil` (the result of evaluating the true-or-false-test), not the result of any evaluation within its body. (The evaluations within the body of the loop are done for their side effects.) However, the expression

that sets the `lengths'` list is part of the body---and that is the value that we want returned by the function as a whole. To do this, we enclose the `while` loop within a `let` expression, and arrange that the last element of the `let` expression contains the value of the `lengths'` list. (See “Loop Example with an Incrementing Counter”, page 106.)

These considerations lead us directly to the function itself:

```
;;; Use while loop.
(defun lengths-list-many-files (list-of-files)
  "Return list of lengths of defuns in LIST-OF-FILES."
  (let (lengths-list)

    ;; true-or-false-test
    (while list-of-files
      (setq lengths-list
            (append
             lengths-list

;; Generate a lengths' list.
            (lengths-list-file
             (expand-file-name (car list-of-files))))))

    ;; Make files' list shorter.
    (setq list-of-files (cdr list-of-files)))

    ;; Return final value of lengths' list.
    lengths-list))
```

`expand-file-name` is a built-in function that converts a file name to the absolute, long, path name form. The function employs the name of the directory in which the function is called.

Thus, if `expand-file-name` is called on `debug.el` when Emacs is visiting the `‘/usr/local/share/emacs/22.1.1/lisp/emacs-lisp/’` directory,

```
debug.el
```

becomes

```
/usr/local/share/emacs/22.1.1/lisp/emacs-lisp/debug.el
```

The only other new element of this function definition is the as yet unstudied function `append`, which merits a short section for itself.

### 14.7.1 The `append` Function

The `append` function attaches one list to another. Thus,

```
(append '(1 2 3 4) '(5 6 7 8))
```

produces the list

```
(1 2 3 4 5 6 7 8)
```

This is exactly how we want to attach two `lengths'` lists produced by `lengths-list-file` to each other. The results contrast with `cons`,

```
(cons '(1 2 3 4) '(5 6 7 8))
```

which constructs a new list in which the first argument to `cons` becomes the first element of the new list:

```
((1 2 3 4) 5 6 7 8)
```

## 14.8 Recursively Count Words in Different Files

Besides a `while` loop, you can work on each of a list of files with recursion. A recursive version of `lengths-list-many-files` is short and simple.

The recursive function has the usual parts: the ‘do-again-test’, the ‘next-step-expression’, and the recursive call. The ‘do-again-test’ determines whether the function should call itself again, which it will do if the `list-of-files` contains any remaining elements; the ‘next-step-expression’ resets the `list-of-files` to the CDR of itself, so eventually the list will be empty; and the recursive call calls itself on the shorter list. The complete function is shorter than this description!

```
(defun recursive-lengths-list-many-files (list-of-files)
  "Return list of lengths of each defun in LIST-OF-FILES."
  (if list-of-files
      ; do-again-test
      (append
       (lengths-list-file
        (expand-file-name (car list-of-files)))
       (recursive-lengths-list-many-files
        (cdr list-of-files)))))
```

In a sentence, the function returns the lengths’ list for the first of the `list-of-files` appended to the result of calling itself on the rest of the `list-of-files`.

Here is a test of `recursive-lengths-list-many-files`, along with the results of running `lengths-list-file` on each of the files individually.

Install `recursive-lengths-list-many-files` and `lengths-list-file`, if necessary, and then evaluate the following expressions. You may need to change the files’ pathnames; those here work when this Info file and the Emacs sources are located in their customary places. To change the expressions, copy them to the ‘`*scratch*`’ buffer, edit them, and then evaluate them.

The results are shown after the ‘`⇒`’. (These results are for files from Emacs version 22.1.1; files from other versions of Emacs may produce different results.)

```
(cd "/usr/local/share/emacs/22.1.1/")

(lengths-list-file "./lisp/macros.el")
⇒ (283 263 480 90)

(lengths-list-file "./lisp/mail/mailalias.el")
⇒ (38 32 29 95 178 180 321 218 324)

(lengths-list-file "./lisp/makesum.el")
⇒ (85 181)
```

```
(recursive-lengths-list-many-files
'("./lisp/macros.el"
  "./lisp/mail/mailalias.el"
  "./lisp/makesum.el"))
⇒ (283 263 480 90 38 32 29 95 178 180 321 218 324 85 181)
```

The `recursive-lengths-list-many-files` function produces the output we want.

The next step is to prepare the data in the list for display in a graph.

## 14.9 Prepare the Data for Display in a Graph

The `recursive-lengths-list-many-files` function returns a list of numbers. Each number records the length of a function definition. What we need to do now is transform this data into a list of numbers suitable for generating a graph. The new list will tell how many functions definitions contain less than 10 words and symbols, how many contain between 10 and 19 words and symbols, how many contain between 20 and 29 words and symbols, and so on.

In brief, we need to go through the lengths' list produced by the `recursive-lengths-list-many-files` function and count the number of defuns within each range of lengths, and produce a list of those numbers.

Based on what we have done before, we can readily foresee that it should not be too hard to write a function that 'CDRs' down the lengths' list, looks at each element, determines which length range it is in, and increments a counter for that range.

However, before beginning to write such a function, we should consider the advantages of sorting the lengths' list first, so the numbers are ordered from smallest to largest. First, sorting will make it easier to count the numbers in each range, since two adjacent numbers will either be in the same length range or in adjacent ranges. Second, by inspecting a sorted list, we can discover the highest and lowest number, and thereby determine the largest and smallest length range that we will need.

### 14.9.1 Sorting Lists

Emacs contains a function to sort lists, called (as you might guess) `sort`. The `sort` function takes two arguments, the list to be sorted, and a predicate that determines whether the first of two list elements is "less" than the second.

As we saw earlier (see Section 1.8.4 "Using the Wrong Type Object as an Argument", page 11), a predicate is a function that determines whether some property is true or false. The `sort` function will reorder a list according to whatever property the predicate uses; this means that `sort` can be used to sort non-numeric lists by non-numeric criteria---it can, for example, alphabetize a list.

The `<` function is used when sorting a numeric list. For example,

```
(sort '(4 8 21 17 33 7 21 7) '<)
```

produces this:

```
(4 7 7 8 17 21 21 33)
```

(Note that in this example, both the arguments are quoted so that the symbols are not evaluated before being passed to `sort` as arguments.)

Sorting the list returned by the `recursive-lengths-list-many-files` function is straightforward; it uses the `<` function:

```
(sort
 (recursive-lengths-list-many-files
  '("./lisp/macros.el"
    "./lisp/mailalias.el"
    "./lisp/makesum.el"))
 '<)
```

which produces:

```
(29 32 38 85 90 95 178 180 181 218 263 283 321 324 480)
```

(Note that in this example, the first argument to `sort` is not quoted, since the expression must be evaluated so as to produce the list that is passed to `sort`.)

### 14.9.2 Making a List of Files

The `recursive-lengths-list-many-files` function requires a list of files as its argument. For our test examples, we constructed such a list by hand; but the Emacs Lisp source directory is too large for us to do for that. Instead, we will write a function to do the job for us. In this function, we will use both a `while` loop and a recursive call.

We did not have to write a function like this for older versions of GNU Emacs, since they placed all the `.el` files in one directory. Instead, we were able to use the `directory-files` function, which lists the names of files that match a specified pattern within a single directory.

However, recent versions of Emacs place Emacs Lisp files in sub-directories of the top level `'lisp'` directory. This re-arrangement eases navigation. For example, all the mail related files are in a `'lisp'` sub-directory called `'mail'`. But at the same time, this arrangement forces us to create a file listing function that descends into the sub-directories.

We can create this function, called `files-in-below-directory`, using familiar functions such as `car`, `nthcdr`, and `substring` in conjunction with an existing function called `directory-files-and-attributes`. This latter function not only lists all the filenames in a directory, including the names of sub-directories, but also their attributes.

To restate our goal: to create a function that will enable us to feed filenames to `recursive-lengths-list-many-files` as a list that looks like this (but with more elements):

```
("./lisp/macros.el"
  "./lisp/mail/rmail.el"
  "./lisp/makesum.el")
```

The `directory-files-and-attributes` function returns a list of lists. Each of the lists within the main list consists of 13 elements. The first element is a string that contains the name of the file – which, in GNU/Linux, may be a ‘directory file’, that is to say, a file with the special attributes of a directory. The second element of the list is `t` for a directory, a string for symbolic link (the string is the name linked to), or `nil`.

For example, the first ‘.el’ file in the ‘lisp/’ directory is ‘abbrev.el’. Its name is ‘/usr/local/share/emacs/22.1.1/lisp/abbrev.el’ and it is not a directory or a symbolic link.

This is how `directory-files-and-attributes` lists that file and its attributes:

```
("abbrev.el"
 nil
 1
 1000
 100
 (17733 259)
 (17491 28834)
 (17596 62124)
 13157
 "-rw-rw-r--"
 nil
 2971624
 773)
```

On the other hand, ‘mail/’ is a directory within the ‘lisp/’ directory. The beginning of its listing looks like this:

```
("mail"
 t
 ...
)
```

(To learn about the different attributes, look at the documentation of `file-attributes`. Bear in mind that the `file-attributes` function does not list the filename, so its first element is `directory-files-and-attributes`’s second element.)

We will want our new function, `files-in-below-directory`, to list the ‘.el’ files in the directory it is told to check, and in any directories below that directory.

This gives us a hint on how to construct `files-in-below-directory`: within a directory, the function should add ‘.el’ filenames to a list; and if, within a directory, the function comes upon a sub-directory, it should go into that sub-directory and repeat its actions.

However, we should note that every directory contains a name that refers to itself, called ‘.’, (“dot”) and a name that refers to its parent directory, called ‘..’ (“double dot”). (In ‘/’, the root directory, ‘..’ refers to itself, since ‘/’ has no parent.) Clearly, we do not want our `files-in-below-directory` function to enter those directories, since they always lead us, directly or indirectly, to the current directory.

Consequently, our `files-in-below-directory` function must do several tasks:

- Check to see whether it is looking at a filename that ends in ‘.el’; and if so,

add its name to a list.

- Check to see whether it is looking at a filename that is the name of a directory; and if so,
  - Check to see whether it is looking at ‘.’ or ‘..’; and if so skip it.
  - Or else, go into that directory and repeat the process.

Let’s write a function definition to do these tasks. We will use a `while` loop to move from one filename to another within a directory, checking what needs to be done; and we will use a recursive call to repeat the actions on each sub-directory. The recursive pattern is ‘accumulate’ (see “Recursive Pattern: *accumulate*”, page 121), using `append` as the combiner.

Here is the function:

```
(defun files-in-below-directory (directory)
  "List the .el files in DIRECTORY and in its sub-directories."
  ;; Although the function will be used non-interactively,
  ;; it will be easier to test if we make it interactive.
  ;; The directory will have a name such as
  ;; "/usr/local/share/emacs/22.1.1/lisp/"
  (interactive "DDirectory name: ")
  (let (el-files-list
        (current-directory-list
          (directory-files-and-attributes directory t)))
    ;; while we are in the current directory
    (while current-directory-list
      (cond
        ;; check to see whether filename ends in '.el'
        ;; and if so, append its name to a list.
        ((equal ".el" (substring (car (car current-directory-list)) -3))
         (setq el-files-list
               (cons (car (car current-directory-list)) el-files-list)))
        ;; check whether filename is that of a directory
        ((eq t (car (cdr (car current-directory-list))))
         ;; decide whether to skip or recurse
         (if
          (equal "."
                 (substring (car (car current-directory-list)) -1))
          ;; then do nothing since filename is that of
          ;; current directory or parent, "." or ".."
          ()
          ;; else descend into the directory and repeat the process
          (setq el-files-list
                (append
                 (files-in-below-directory
                  (car (car current-directory-list)))
                 el-files-list))))))
      ;; move to the next filename in the list; this also
      ;; shortens the list so the while loop eventually comes to an end
      (setq current-directory-list (cdr current-directory-list)))
    ;; return the filenames
    el-files-list))
```

The `files-in-below-directory` `directory-files` function takes one argument, the name of a directory.

Thus, on my system,

```
(length
 (files-in-below-directory "/usr/local/share/emacs/22.1.1/lisp/"))
```

tells me that in and below my Lisp sources directory are 1031 `.el` files.

`files-in-below-directory` returns a list in reverse alphabetical order. An expression to sort the list in alphabetical order looks like this:

```
(sort
 (files-in-below-directory "/usr/local/share/emacs/22.1.1/lisp/")
 'string-lessp)
```

### 14.9.3 Counting function definitions

Our immediate goal is to generate a list that tells us how many function definitions contain fewer than 10 words and symbols, how many contain between 10 and 19 words and symbols, how many contain between 20 and 29 words and symbols, and so on.

With a sorted list of numbers, this is easy: count how many elements of the list are smaller than 10, then, after moving past the numbers just counted, count how many are smaller than 20, then, after moving past the numbers just counted, count how many are smaller than 30, and so on. Each of the numbers, 10, 20, 30, 40, and the like, is one larger than the top of that range. We can call the list of such numbers the `top-of-ranges` list.

If we wished, we could generate this list automatically, but it is simpler to write a list manually. Here it is:

```
(defvar top-of-ranges
 '(10 20 30 40 50
    60 70 80 90 100
    110 120 130 140 150
    160 170 180 190 200
    210 220 230 240 250
    260 270 280 290 300)
  "List specifying ranges for 'defuns-per-range'.")
```

To change the ranges, we edit this list.

Next, we need to write the function that creates the list of the number of definitions within each range. Clearly, this function must take the `sorted-lengths` and the `top-of-ranges` lists as arguments.

The `defuns-per-range` function must do two things again and again: it must count the number of definitions within a range specified by the current `top-of-range` value; and it must shift to the next higher value in the `top-of-ranges` list after counting the number of definitions in the current range. Since each of these actions is repetitive, we can use `while` loops for the job. One loop counts the number of definitions in the range defined by the current `top-of-range` value, and the other loop selects each of the `top-of-range` values in turn.



Several entries of the `sorted-lengths` list are counted for each range; this means that the loop for the `sorted-lengths` list will be inside the loop for the `top-of-ranges` list, like a small gear inside a big gear.

The inner loop counts the number of definitions within the range. It is a simple counting loop of the type we have seen before. (See Section 11.1.3 “A loop with an incrementing counter”, page 106.) The true-or-false test of the loop tests whether the value from the `sorted-lengths` list is smaller than the current value of the top of the range. If it is, the function increments the counter and tests the next value from the `sorted-lengths` list.

The inner loop looks like this:

```
(while length-element-smaller-than-top-of-range
  (setq number-within-range (1+ number-within-range))
  (setq sorted-lengths (cdr sorted-lengths)))
```

The outer loop must start with the lowest value of the `top-of-ranges` list, and then be set to each of the succeeding higher values in turn. This can be done with a loop like this:

```
(while top-of-ranges
  body-of-loop...
  (setq top-of-ranges (cdr top-of-ranges)))
```

Put together, the two loops look like this:

```
(while top-of-ranges

  ;; Count the number of elements within the current range.
  (while length-element-smaller-than-top-of-range
    (setq number-within-range (1+ number-within-range))
    (setq sorted-lengths (cdr sorted-lengths)))

  ;; Move to next range.
  (setq top-of-ranges (cdr top-of-ranges)))
```

In addition, in each circuit of the outer loop, Emacs should record the number of definitions within that range (the value of `number-within-range`) in a list. We can use `cons` for this purpose. (See Section 7.2 “`cons`”, page 70.)

The `cons` function works fine, except that the list it constructs will contain the number of definitions for the highest range at its beginning and the number of definitions for the lowest range at its end. This is because `cons` attaches new elements of the list to the beginning of the list, and since the two loops are working their way through the lengths’ list from the lower end first, the `defuns-per-range-list` will end up largest number first. But we will want to print our graph with smallest values first and the larger later. The solution is to reverse the order of the `defuns-per-range-list`. We can do this using the `nreverse` function, which reverses the order of a list.

For example,

```
(nreverse '(1 2 3 4))
```

produces:

```
(4 3 2 1)
```

Note that the `nreverse` function is “destructive”—that is, it changes the list to which it is applied; this contrasts with the `car` and `cdr` functions, which are non-destructive. In this case, we do not want the original `defuns-per-range-list`, so it does not matter that it is destroyed. (The `reverse` function provides a reversed copy of a list, leaving the original list as is.)

Put all together, the `defuns-per-range` looks like this:

```
(defun defuns-per-range (sorted-lengths top-of-ranges)
  "SORTED-LENGTHS defuns in each TOP-OF-RANGES range."
  (let ((top-of-range (car top-of-ranges))
        (number-within-range 0)
        defuns-per-range-list)

    ;; Outer loop.
    (while top-of-ranges

      ;; Inner loop.
      (while (and
              ;; Need number for numeric test.
              (car sorted-lengths)
              (< (car sorted-lengths) top-of-range))

        ;; Count number of definitions within current range.
        (setq number-within-range (1+ number-within-range))
        (setq sorted-lengths (cdr sorted-lengths)))

      ;; Exit inner loop but remain within outer loop.

      (setq defuns-per-range-list
            (cons number-within-range defuns-per-range-list))
      (setq number-within-range 0)      ; Reset count to zero.

      ;; Move to next range.
      (setq top-of-ranges (cdr top-of-ranges))
      ;; Specify next top of range value.
      (setq top-of-range (car top-of-ranges)))

    ;; Exit outer loop and count the number of defuns larger than
    ;; the largest top-of-range value.
    (setq defuns-per-range-list
          (cons
            (length sorted-lengths)
            defuns-per-range-list))

    ;; Return a list of the number of definitions within each range,
    ;; smallest to largest.
    (nreverse defuns-per-range-list)))
```

The function is straightforward except for one subtle feature. The true-or-false test of the inner loop looks like this:

```
(and (car sorted-lengths)
      (< (car sorted-lengths) top-of-range))
```

instead of like this:

```
(< (car sorted-lengths) top-of-range)
```

The purpose of the test is to determine whether the first item in the `sorted-lengths` list is less than the value of the top of the range.

The simple version of the test works fine unless the `sorted-lengths` list has a `nil` value. In that case, the `(car sorted-lengths)` expression function returns `nil`. The `<` function cannot compare a number to `nil`, which is an empty list, so Emacs signals an error and stops the function from attempting to continue to execute.

The `sorted-lengths` list always becomes `nil` when the counter reaches the end of the list. This means that any attempt to use the `defuns-per-range` function with the simple version of the test will fail.

We solve the problem by using the `(car sorted-lengths)` expression in conjunction with the `and` expression. The `(car sorted-lengths)` expression returns a non-`nil` value so long as the list has at least one number within it, but returns `nil` if the list is empty. The `and` expression first evaluates the `(car sorted-lengths)` expression, and if it is `nil`, returns false *without* evaluating the `<` expression. But if the `(car sorted-lengths)` expression returns a non-`nil` value, the `and` expression evaluates the `<` expression, and returns that value as the value of the `and` expression.

This way, we avoid an error. (For information about `and`, see “The `kill-new` function”, page 87.)

Here is a short test of the `defuns-per-range` function. First, evaluate the expression that binds (a shortened) `top-of-ranges` list to the list of values, then evaluate the expression for binding the `sorted-lengths` list, and then evaluate the `defuns-per-range` function.

```
;; (Shorter list than we will use later.)
(setq top-of-ranges
      '(110 120 130 140 150
        160 170 180 190 200))

(setq sorted-lengths
      '(85 86 110 116 122 129 154 176 179 200 265 300 300))

(defuns-per-range sorted-lengths top-of-ranges)
```

The list returned looks like this:

```
(2 2 2 0 0 1 0 2 0 0 4)
```

Indeed, there are two elements of the `sorted-lengths` list smaller than 110, two elements between 110 and 119, two elements between 120 and 129, and so on. There are four elements with a value of 200 or larger.

## 15 Readyng a Graph

Our goal is to construct a graph showing the numbers of function definitions of various lengths in the Emacs lisp sources.

As a practical matter, if you were creating a graph, you would probably use a program such as `gnuplot` to do the job. (`gnuplot` is nicely integrated into GNU Emacs.) In this case, however, we create one from scratch, and in the process we will re-acquaint ourselves with some of what we learned before and learn more.

In this chapter, we will first write a simple graph printing function. This first definition will be a *prototype*, a rapidly written function that enables us to reconnoiter this unknown graph-making territory. We will discover dragons, or find that they are myth. After scouting the terrain, we will feel more confident and enhance the function to label the axes automatically.

Since Emacs is designed to be flexible and work with all kinds of terminals, including character-only terminals, the graph will need to be made from one of the ‘typewriter’ symbols. An asterisk will do; as we enhance the graph-printing function, we can make the choice of symbol a user option.

We can call this function `graph-body-print`; it will take a `numbers-list` as its only argument. At this stage, we will not label the graph, but only print its body.

The `graph-body-print` function inserts a vertical column of asterisks for each element in the `numbers-list`. The height of each line is determined by the value of that element of the `numbers-list`.

Inserting columns is a repetitive act; that means that this function can be written either with a `while` loop or recursively.

Our first challenge is to discover how to print a column of asterisks. Usually, in Emacs, we print characters onto a screen horizontally, line by line, by typing. We have two routes we can follow: write our own column-insertion function or discover whether one exists in Emacs.

To see whether there is one in Emacs, we can use the `M-x apropos` command. This command is like the `C-h a (command-apropos)` command, except that the latter finds only those functions that are commands. The `M-x apropos` command lists all symbols that match a regular expression, including functions that are not interactive.

What we want to look for is some command that prints or inserts columns. Very likely, the name of the function will contain either the word ‘print’ or the word ‘insert’ or the word ‘column’. Therefore, we can simply type `M-x apropos RET print\\|insert\\|column RET` and look at the result. On my system, this command once too takes quite some time, and then produced a list of 79 functions and variables. Now it does not take much time at all and produces a list of 211 functions and variables. Scanning down the list, the only function that looks as if it might do the job is `insert-rectangle`.

Indeed, this is the function we want; its documentation says:

```
insert-rectangle:
Insert text of RECTANGLE with upper left corner at point.
RECTANGLE's first line is inserted at point,
its second line is inserted at a point vertically under point, etc.
RECTANGLE should be a list of strings.
After this command, the mark is at the upper left corner
and point is at the lower right corner.
```

We can run a quick test, to make sure it does what we expect of it.

Here is the result of placing the cursor after the `insert-rectangle` expression and typing `C-u C-x C-e (eval-last-sexp)`. The function inserts the strings `"first"`, `"second"`, and `"third"` at and below point. Also the function returns `nil`.

```
(insert-rectangle '("first" "second" "third"))first
                               second
                               thirdnil
```

Of course, we won't be inserting the text of the `insert-rectangle` expression itself into the buffer in which we are making the graph, but will call the function from our program. We shall, however, have to make sure that point is in the buffer at the place where the `insert-rectangle` function will insert its column of strings.

If you are reading this in Info, you can see how this works by switching to another buffer, such as the `*scratch*` buffer, placing point somewhere in the buffer, typing `M-:`, typing the `insert-rectangle` expression into the minibuffer at the prompt, and then typing `RET`. This causes Emacs to evaluate the expression in the minibuffer, but to use as the value of point the position of point in the `*scratch*` buffer. (`M-:` is the keybinding for `eval-expression`. Also, `nil` does not appear in the `*scratch*` buffer since the expression is evaluated in the minibuffer.)

We find when we do this that point ends up at the end of the last inserted line---that is to say, this function moves point as a side-effect. If we were to repeat the command, with point at this position, the next insertion would be below and to the right of the previous insertion. We don't want this! If we are going to make a bar graph, the columns need to be beside each other.

So we discover that each cycle of the column-inserting `while` loop must reposition point to the place we want it, and that place will be at the top, not the bottom, of the column. Moreover, we remember that when we print a graph, we do not expect all the columns to be the same height. This means that the top of each column may be at a different height from the previous one. We cannot simply reposition point to the same line each time, but moved over to the right---or perhaps we can. . .

We are planning to make the columns of the bar graph out of asterisks. The number of asterisks in the column is the number specified by the current element of the `numbers-list`. We need to construct a list of asterisks of the right length for each call to `insert-rectangle`. If this list consists solely of the requisite number of asterisks, then we will have position point the right number of lines above the base for the graph to print correctly. This could be difficult.

Alternatively, if we can figure out some way to pass `insert-rectangle` a list of the same length each time, then we can place point on the same line each time, but move it over one column to the right for each new column. If we do this, however, some of the entries in the list passed to `insert-rectangle` must be blanks rather than asterisks. For example, if the maximum height of the graph is 5, but the height of the column is 3, then `insert-rectangle` requires an argument that looks like this:

```
(" " " " " " "*" "*" "*")
```

This last proposal is not so difficult, so long as we can determine the column height. There are two ways for us to specify the column height: we can arbitrarily state what it will be, which would work fine for graphs of that height; or we can search through the list of numbers and use the maximum height of the list as the maximum height of the graph. If the latter operation were difficult, then the former procedure would be easiest, but there is a function built into Emacs that determines the maximum of its arguments. We can use that function. The function is called `max` and it returns the largest of all its arguments, which must be numbers. Thus, for example,

```
(max 3 4 6 5 7 3)
```

returns 7. (A corresponding function called `min` returns the smallest of all its arguments.)

However, we cannot simply call `max` on the `numbers-list`; the `max` function expects numbers as its argument, not a list of numbers. Thus, the following expression,

```
(max '(3 4 6 5 7 3))
```

produces the following error message;

```
Wrong type of argument: number-or-marker-p, (3 4 6 5 7 3)
```

We need a function that passes a list of arguments to a function. This function is `apply`. This function ‘applies’ its first argument (a function) to its remaining arguments, the last of which may be a list.

For example,

```
(apply 'max 3 4 7 3 '(4 8 5))
```

returns 8.

(Incidentally, I don’t know how you would learn of this function without a book such as this. It is possible to discover other functions, like `search-forward` or `insert-rectangle`, by guessing at a part of their names and then using `apropos`. Even though its base in metaphor is clear---‘apply’ its first argument to the rest---I doubt a novice would come up with that particular word when using `apropos` or other aid. Of course, I could be wrong; after all, the function was first named by someone who had to invent it.)

The second and subsequent arguments to `apply` are optional, so we can use `apply` to call a function and pass the elements of a list to it, like this, which also returns 8:

```
(apply 'max '(4 8 5))
```

This latter way is how we will use `apply`. The `recursive-lengths-list-many-files` function returns a `numbers’` list to which we can apply `max` (we could also

apply `max` to the sorted numbers' list; it does not matter whether the list is sorted or not.)

Hence, the operation for finding the maximum height of the graph is this:

```
(setq max-graph-height (apply 'max numbers-list))
```

Now we can return to the question of how to create a list of strings for a column of the graph. Told the maximum height of the graph and the number of asterisks that should appear in the column, the function should return a list of strings for the `insert-rectangle` command to insert.

Each column is made up of asterisks or blanks. Since the function is passed the value of the height of the column and the number of asterisks in the column, the number of blanks can be found by subtracting the number of asterisks from the height of the column. Given the number of blanks and the number of asterisks, two `while` loops can be used to construct the list:

```
;;; First version.
(defun column-of-graph (max-graph-height actual-height)
  "Return list of strings that is one column of a graph."
  (let ((insert-list nil)
        (number-of-top-blanks
         (- max-graph-height actual-height)))

    ;; Fill in asterisks.
    (while (> actual-height 0)
      (setq insert-list (cons "*" insert-list))
      (setq actual-height (1- actual-height)))

    ;; Fill in blanks.
    (while (> number-of-top-blanks 0)
      (setq insert-list (cons " " insert-list))
      (setq number-of-top-blanks
             (1- number-of-top-blanks)))

    ;; Return whole list.
    insert-list))
```

If you install this function and then evaluate the following expression you will see that it returns the list as desired:

```
(column-of-graph 5 3)
returns
(" " " " " " "*" "*" "*")
```

As written, `column-of-graph` contains a major flaw: the symbols used for the blank and for the marked entries in the column are 'hard-coded' as a space and asterisk. This is fine for a prototype, but you, or another user, may wish to use other symbols. For example, in testing the graph function, you may want to use a period in place of the space, to make sure the point is being repositioned properly each time the `insert-rectangle` function is called; or you might want to substitute a '+' sign or other symbol for the asterisk. You might even want to make a graph-column that is more than one display column wide. The program should be more flexible. The way to do that is to replace the blank and the asterisk with two variables that we can call `graph-blank` and `graph-symbol` and define those variables separately.

Also, the documentation is not well written. These considerations lead us to the second version of the function:

```
(defvar graph-symbol "*"
  "String used as symbol in graph, usually an asterisk.")

(defvar graph-blank " "
  "String used as blank in graph, usually a blank space.
  graph-blank must be the same number of columns wide
  as graph-symbol.")
```

(For an explanation of `defvar`, see Section 8.5 “Initializing a Variable with `defvar`”, page 93.)

```
;; Second version.
(defun column-of-graph (max-graph-height actual-height)
  "Return MAX-GRAPH-HEIGHT strings; ACTUAL-HEIGHT are graph-symbols."
```

The graph-symbols are contiguous entries at the end of the list.

The list will be inserted as one column of a graph.

The strings are either `graph-blank` or `graph-symbol`."

```
(let ((insert-list nil)
      (number-of-top-blanks
       (- max-graph-height actual-height)))

  ;; Fill in graph-symbols.
  (while (> actual-height 0)
    (setq insert-list (cons graph-symbol insert-list))
    (setq actual-height (1- actual-height)))

  ;; Fill in graph-blanks.
  (while (> number-of-top-blanks 0)
    (setq insert-list (cons graph-blank insert-list))
    (setq number-of-top-blanks
       (1- number-of-top-blanks)))

  ;; Return whole list.
  insert-list))
```

If we wished, we could rewrite `column-of-graph` a third time to provide optionally for a line graph as well as for a bar graph. This would not be hard to do. One way to think of a line graph is that it is no more than a bar graph in which the part of each bar that is below the top is blank. To construct a column for a line graph, the function first constructs a list of blanks that is one shorter than the value, then it uses `cons` to attach a graph symbol to the list; then it uses `cons` again to attach the ‘top blanks’ to the list.

It is easy to see how to write such a function, but since we don’t need it, we will not do it. But the job could be done, and if it were done, it would be done with `column-of-graph`. Even more important, it is worth noting that few changes would have to be made anywhere else. The enhancement, if we ever wish to make it, is simple.



Now, finally, we come to our first actual graph printing function. This prints the body of a graph, not the labels for the vertical and horizontal axes, so we can call this `graph-body-print`.

## 15.1 The `graph-body-print` Function

After our preparation in the preceding section, the `graph-body-print` function is straightforward. The function will print column after column of asterisks and blanks, using the elements of a numbers' list to specify the number of asterisks in each column. This is a repetitive act, which means we can use a decrementing `while` loop or recursive function for the job. In this section, we will write the definition using a `while` loop.

The `column-of-graph` function requires the height of the graph as an argument, so we should determine and record that as a local variable.

This leads us to the following template for the `while` loop version of this function:

```
(defun graph-body-print (numbers-list)
  "documentation..."
  (let ((height ...
          ...))

    (while numbers-list
      insert-columns-and-reposition-point
      (setq numbers-list (cdr numbers-list)))))
```

We need to fill in the slots of the template.

Clearly, we can use the `(apply 'max numbers-list)` expression to determine the height of the graph.

The `while` loop will cycle through the `numbers-list` one element at a time. As it is shortened by the `(setq numbers-list (cdr numbers-list))` expression, the `CAR` of each instance of the list is the value of the argument for `column-of-graph`.

At each cycle of the `while` loop, the `insert-rectangle` function inserts the list returned by `column-of-graph`. Since the `insert-rectangle` function moves point to the lower right of the inserted rectangle, we need to save the location of point at the time the rectangle is inserted, move back to that position after the rectangle is inserted, and then move horizontally to the next place from which `insert-rectangle` is called.

If the inserted columns are one character wide, as they will be if single blanks and asterisks are used, the repositioning command is simply `(forward-char 1)`; however, the width of a column may be greater than one. This means that the repositioning command should be written `(forward-char symbol-width)`. The `symbol-width` itself is the length of a `graph-blank` and can be found using the expression `(length graph-blank)`. The best place to bind the `symbol-width` variable to the value of the width of graph column is in the varlist of the `let` expression.

These considerations lead to the following function definition:

```
(defun graph-body-print (numbers-list)
  "Print a bar graph of the NUMBERS-LIST.
  The numbers-list consists of the Y-axis values."

  (let ((height (apply 'max numbers-list))
        (symbol-width (length graph-blank))
        (from-position))

    (while numbers-list
      (setq from-position (point))
      (insert-rectangle
        (column-of-graph height (car numbers-list)))
      (goto-char from-position)
      (forward-char symbol-width)
      ;; Draw graph column by column.
      (sit-for 0)
      (setq numbers-list (cdr numbers-list)))
    ;; Place point for X axis labels.
    (forward-line height)
    (insert "\n")
  ))
```

The one unexpected expression in this function is the `(sit-for 0)` expression in the `while` loop. This expression makes the graph printing operation more interesting to watch than it would be otherwise. The expression causes Emacs to ‘sit’ or do nothing for a zero length of time and then redraw the screen. Placed here, it causes Emacs to redraw the screen column by column. Without it, Emacs would not redraw the screen until the function exits.

We can test `graph-body-print` with a short list of numbers.

1. Install `graph-symbol`, `graph-blank`, `column-of-graph`, which are in Chapter 15 “Readyng a Graph”, page 172, and `graph-body-print`.
2. Copy the following expression:  

```
(graph-body-print '(1 2 3 4 6 4 3 5 7 6 5 2 3))
```
3. Switch to the `*scratch*` buffer and place the cursor where you want the graph to start.
4. Type `M-: (eval-expression)`.
5. Yank the `graph-body-print` expression into the minibuffer with `C-y` (`yank`).
6. Press `RET` to evaluate the `graph-body-print` expression.

Emacs will print a graph like this:

```

      *
    *  **
  *  ****
*** *****
***** *
*****
*****
```

## 15.2 The recursive-graph-body-print Function

The `graph-body-print` function may also be written recursively. The recursive solution is divided into two parts: an outside ‘wrapper’ that uses a `let` expression to determine the values of several variables that need only be found once, such as the maximum height of the graph, and an inside function that is called recursively to print the graph.

The ‘wrapper’ is uncomplicated:

```
(defun recursive-graph-body-print (numbers-list)
  "Print a bar graph of the NUMBERS-LIST.
  The numbers-list consists of the Y-axis values."
  (let ((height (apply 'max numbers-list))
        (symbol-width (length graph-blank))
        from-position)
    (recursive-graph-body-print-internal
     numbers-list
     height
     symbol-width)))
```

The recursive function is a little more difficult. It has four parts: the ‘do-again-test’, the printing code, the recursive call, and the ‘next-step-expression’. The ‘do-again-test’ is a `when` expression that determines whether the `numbers-list` contains any remaining elements; if it does, the function prints one column of the graph using the printing code and calls itself again. The function calls itself again according to the value produced by the ‘next-step-expression’ which causes the call to act on a shorter version of the `numbers-list`.

```
(defun recursive-graph-body-print-internal
  (numbers-list height symbol-width)
  "Print a bar graph.
  Used within recursive-graph-body-print function."

  (when numbers-list
    (setq from-position (point))
    (insert-rectangle
     (column-of-graph height (car numbers-list)))
    (goto-char from-position)
    (forward-char symbol-width)
    (sit-for 0)      ; Draw graph column by column.
    (recursive-graph-body-print-internal
     (cdr numbers-list) height symbol-width)))
```

After installation, this expression can be tested; here is a sample:

```
(recursive-graph-body-print '(3 2 5 6 7 5 3 4 6 4 3 2 1))
```

Here is what `recursive-graph-body-print` produces:

```

      *
    **  *
  **** *
**** ***
* *****
*****
*****
```

Either of these two functions, `graph-body-print` or `recursive-graph-body-print`, create the body of a graph.

### 15.3 Need for Printed Axes

A graph needs printed axes, so you can orient yourself. For a do-once project, it may be reasonable to draw the axes by hand using Emacs' Picture mode; but a graph drawing function may be used more than once.

For this reason, I have written enhancements to the basic `print-graph-body` function that automatically print labels for the horizontal and vertical axes. Since the label printing functions do not contain much new material, I have placed their description in an appendix. See Appendix C “A Graph with Labelled Axes”, page 215.

### 15.4 Exercise

Write a line graph version of the graph printing functions.

## 16 Your ‘.emacs’ File

“You don’t have to like Emacs to like it” – this seemingly paradoxical statement is the secret of GNU Emacs. The plain, ‘out of the box’ Emacs is a generic tool. Most people who use it, customize it to suit themselves.

GNU Emacs is mostly written in Emacs Lisp; this means that by writing expressions in Emacs Lisp you can change or extend Emacs.

There are those who appreciate Emacs’ default configuration. After all, Emacs starts you in C mode when you edit a C file, starts you in Fortran mode when you edit a Fortran file, and starts you in Fundamental mode when you edit an unadorned file. This all makes sense, if you do not know who is going to use Emacs. Who knows what a person hopes to do with an unadorned file? Fundamental mode is the right default for such a file, just as C mode is the right default for editing C code. (Enough programming languages have syntaxes that enable them to share or nearly share features, so C mode is now provided by CC mode, the ‘C Collection’.)

But when you do know who is going to use Emacs---you, yourself---then it makes sense to customize Emacs.

For example, I seldom want Fundamental mode when I edit an otherwise undistinguished file; I want Text mode. This is why I customize Emacs: so it suits me.

You can customize and extend Emacs by writing or adapting a ‘~/.emacs’ file. This is your personal initialization file; its contents, written in Emacs Lisp, tell Emacs what to do.<sup>1</sup>

A ‘~/.emacs’ file contains Emacs Lisp code. You can write this code yourself; or you can use Emacs’ `customize` feature to write the code for you. You can combine your own expressions and auto-written Customize expressions in your ‘.emacs’ file.

(I myself prefer to write my own expressions, except for those, particularly fonts, that I find easier to manipulate using the `customize` command. I combine the two methods.)

Most of this chapter is about writing expressions yourself. It describes a simple ‘.emacs’ file; for more information, see Section “The Init File” in *The GNU Emacs Manual*, and Section “The Init File” in *The GNU Emacs Lisp Reference Manual*.

### 16.1 Site-wide Initialization Files

In addition to your personal initialization file, Emacs automatically loads various site-wide initialization files, if they exist. These have the same form as your ‘.emacs’ file, but are loaded by everyone.

Two site-wide initialization files, ‘site-load.el’ and ‘site-init.el’, are loaded into Emacs and then ‘dumped’ if a ‘dumped’ version of Emacs is created, as is most common. (Dumped copies of Emacs load more quickly. However, once a file is loaded and dumped, a change to it does not lead to a change in Emacs unless

---

<sup>1</sup> You may also add ‘.el’ to ‘~/.emacs’ and call it a ‘~/.emacs.el’ file. In the past, you were forbidden to type the extra keystrokes that the name ‘~/.emacs.el’ requires, but now you may. The new format is consistent with the Emacs Lisp file naming conventions; the old format saves typing.

you load it yourself or re-dump Emacs. See Section “Building Emacs” in *The GNU Emacs Lisp Reference Manual*, and the ‘INSTALL’ file.)

Three other site-wide initialization files are loaded automatically each time you start Emacs, if they exist. These are ‘site-start.el’, which is loaded *before* your ‘.emacs’ file, and ‘default.el’, and the terminal type file, which are both loaded *after* your ‘.emacs’ file.

Settings and definitions in your ‘.emacs’ file will overwrite conflicting settings and definitions in a ‘site-start.el’ file, if it exists; but the settings and definitions in a ‘default.el’ or terminal type file will overwrite those in your ‘.emacs’ file. (You can prevent interference from a terminal type file by setting `term-file-prefix` to `nil`. See Section 16.11 “A Simple Extension”, page 191.)

The ‘INSTALL’ file that comes in the distribution contains descriptions of the ‘site-init.el’ and ‘site-load.el’ files.

The ‘loadup.el’, ‘startup.el’, and ‘loaddefs.el’ files control loading. These files are in the ‘lisp’ directory of the Emacs distribution and are worth perusing.

The ‘loaddefs.el’ file contains a good many suggestions as to what to put into your own ‘.emacs’ file, or into a site-wide initialization file.

## 16.2 Specifying Variables using defcustom

You can specify variables using `defcustom` so that you and others can then use Emacs’ `customize` feature to set their values. (You cannot use `customize` to write function definitions; but you can write `defuns` in your ‘.emacs’ file. Indeed, you can write any Lisp expression in your ‘.emacs’ file.)

The `customize` feature depends on the `defcustom` special form. Although you can use `defvar` or `setq` for variables that users set, the `defcustom` special form is designed for the job.

You can use your knowledge of `defvar` for writing the first three arguments for `defcustom`. The first argument to `defcustom` is the name of the variable. The second argument is the variable’s initial value, if any; and this value is set only if the value has not already been set. The third argument is the documentation.

The fourth and subsequent arguments to `defcustom` specify types and options; these are not featured in `defvar`. (These arguments are optional.)

Each of these arguments consists of a keyword followed by a value. Each keyword starts with the colon character ‘:’.

For example, the customizable user option variable `text-mode-hook` looks like this:

```
(defcustom text-mode-hook nil
  "Normal hook run when entering Text mode and many related modes."
  :type 'hook
  :options '(turn-on-auto-fill flyspell-mode)
  :group 'data)
```

The name of the variable is `text-mode-hook`; it has no default value; and its documentation string tells you what it does.

The `:type` keyword tells Emacs the kind of data to which `text-mode-hook` should be set and how to display the value in a Customization buffer.

The `:options` keyword specifies a suggested list of values for the variable. Usually, `:options` applies to a hook. The list is only a suggestion; it is not exclusive; a person who sets the variable may set it to other values; the list shown following the `:options` keyword is intended to offer convenient choices to a user.

Finally, the `:group` keyword tells the Emacs Customization command in which group the variable is located. This tells where to find it.

The `defcustom` function recognizes more than a dozen keywords. For more information, see Section “Writing Customization Definitions” in *The GNU Emacs Lisp Reference Manual*.

Consider `text-mode-hook` as an example.

There are two ways to customize this variable. You can use the customization command or write the appropriate expressions yourself.

Using the customization command, you can type:

**M-x customize**

and find that the group for editing files of data is called ‘data’. Enter that group. Text Mode Hook is the first member. You can click on its various options, such as `turn-on-auto-fill`, to set the values. After you click on the button to

**Save for Future Sessions**

Emacs will write an expression into your ‘.emacs’ file. It will look like this:

```
(custom-set-variables
  ;; custom-set-variables was added by Custom.
  ;; If you edit it by hand, you could mess it up, so be careful.
  ;; Your init file should contain only one such instance.
  ;; If there is more than one, they won't work right.
  '(text-mode-hook (quote (turn-on-auto-fill text-mode-hook-identify))))
```

(The `text-mode-hook-identify` function tells `toggle-text-mode-auto-fill` which buffers are in Text mode. It comes on automatically.)

The `custom-set-variables` function works somewhat differently than a `setq`. While I have never learned the differences, I modify the `custom-set-variables` expressions in my ‘.emacs’ file by hand: I make the changes in what appears to me to be a reasonable manner and have not had any problems. Others prefer to use the Customization command and let Emacs do the work for them.

Another `custom-set-...` function is `custom-set-faces`. This function sets the various font faces. Over time, I have set a considerable number of faces. Some of the time, I re-set them using `customize`; other times, I simply edit the `custom-set-faces` expression in my ‘.emacs’ file itself.

The second way to customize your `text-mode-hook` is to set it yourself in your ‘.emacs’ file using code that has nothing to do with the `custom-set-...` functions.

When you do this, and later use `customize`, you will see a message that says

**CHANGED** outside Customize; operating on it here may be unreliable.

This message is only a warning. If you click on the button to

**Save for Future Sessions**

Emacs will write a `custom-set-...` expression near the end of your ‘.emacs’ file that will be evaluated after your hand-written expression. It will, therefore, overrule your hand-written expression. No harm will be done. When you do this, however,

be careful to remember which expression is active; if you forget, you may confuse yourself.

So long as you remember where the values are set, you will have no trouble. In any event, the values are always set in your initialization file, which is usually called ‘.emacs’.

I myself use `customize` for hardly anything. Mostly, I write expressions myself.

Incidentally, to be more complete concerning defines: `defsubst` defines an inline function. The syntax is just like that of `defun`. `defconst` defines a symbol as a constant. The intent is that neither programs nor users should ever change a value set by `defconst`. (You can change it; the value set is a variable; but please do not.)

### 16.3 Beginning a ‘.emacs’ File

When you start Emacs, it loads your ‘.emacs’ file unless you tell it not to by specifying ‘-q’ on the command line. (The `emacs -q` command gives you a plain, out-of-the-box Emacs.)

A ‘.emacs’ file contains Lisp expressions. Often, these are no more than expressions to set values; sometimes they are function definitions.

See Section “The Init File ‘~/.emacs’” in *The GNU Emacs Manual*, for a short description of initialization files.

This chapter goes over some of the same ground, but is a walk among extracts from a complete, long-used ‘.emacs’ file---my own.

The first part of the file consists of comments: reminders to myself. By now, of course, I remember these things, but when I started, I did not.

```
;;; Bob's .emacs file
; Robert J. Chassell
; 26 September 1985
```

Look at that date! I started this file a long time ago. I have been adding to it ever since.

```
; Each section in this file is introduced by a
; line beginning with four semicolons; and each
; entry is introduced by a line beginning with
; three semicolons.
```

This describes the usual conventions for comments in Emacs Lisp. Everything on a line that follows a semicolon is a comment. Two, three, and four semicolons are used as subsection and section markers. (See Section “Comments” in *The GNU Emacs Lisp Reference Manual*, for more about comments.)

```
;;; The Help Key
; Control-h is the help key;
; after typing control-h, type a letter to
; indicate the subject about which you want help.
; For an explanation of the help facility,
; type control-h two times in a row.
```

Just remember: type `C-h` two times for help.



```
; To find out about any mode, type control-h m
; while in that mode. For example, to find out
; about mail mode, enter mail mode and then type
; control-h m.
```

‘Mode help’, as I call this, is very helpful. Usually, it tells you all you need to know.

Of course, you don’t need to include comments like these in your ‘.emacs’ file. I included them in mine because I kept forgetting about Mode help or the conventions for comments---but I was able to remember to look here to remind myself.

## 16.4 Text and Auto Fill Mode

Now we come to the part that ‘turns on’ Text mode and Auto Fill mode.

```
;;; Text mode and Auto Fill mode
;;; The next two lines put Emacs into Text mode
;;; and Auto Fill mode, and are for writers who
;;; want to start writing prose rather than code.
(setq-default major-mode 'text-mode)
(add-hook 'text-mode-hook 'turn-on-auto-fill)
```

Here is the first part of this ‘.emacs’ file that does something besides remind a forgetful human!

The first of the two lines in parentheses tells Emacs to turn on Text mode when you find a file, *unless* that file should go into some other mode, such as C mode.

When Emacs reads a file, it looks at the extension to the file name, if any. (The extension is the part that comes after a ‘.’.) If the file ends with a ‘.c’ or ‘.h’ extension then Emacs turns on C mode. Also, Emacs looks at first nonblank line of the file; if the line says ‘-\*- C -\*-’, Emacs turns on C mode. Emacs possesses a list of extensions and specifications that it uses automatically. In addition, Emacs looks near the last page for a per-buffer, “local variables list”, if any.

See sections “How Major Modes are Chosen” and “Local Variables in Files” in *The GNU Emacs Manual*.

Now, back to the ‘.emacs’ file.

Here is the line again; how does it work?

```
(setq major-mode 'text-mode)
```

This line is a short, but complete Emacs Lisp expression.

We are already familiar with `setq`. It sets the following variable, `major-mode`, to the subsequent value, which is `text-mode`. The single quote mark before `text-mode` tells Emacs to deal directly with the `text-mode` symbol, not with whatever it might stand for. See Section 1.9 “변수에 값 설정하기”, page 14, for a reminder of how `setq` works. The main point is that there is no difference between the procedure you use to set a value in your ‘.emacs’ file and the procedure you use anywhere else in Emacs.

Here is the next line:

```
(add-hook 'text-mode-hook 'turn-on-auto-fill)
```

In this line, the `add-hook` command adds `turn-on-auto-fill` to the variable.

`turn-on-auto-fill` is the name of a program, that, you guessed it!, turns on Auto Fill mode.

Every time Emacs turns on Text mode, Emacs runs the commands ‘hooked’ onto Text mode. So every time Emacs turns on Text mode, Emacs also turns on Auto Fill mode.

In brief, the first line causes Emacs to enter Text mode when you edit a file, unless the file name extension, a first non-blank line, or local variables to tell Emacs otherwise.

Text mode among other actions, sets the syntax table to work conveniently for writers. In Text mode, Emacs considers an apostrophe as part of a word like a letter; but Emacs does not consider a period or a space as part of a word. Thus, *M-f* moves you over ‘it’s’. On the other hand, in C mode, *M-f* stops just after the ‘t’ of ‘it’s’.

The second line causes Emacs to turn on Auto Fill mode when it turns on Text mode. In Auto Fill mode, Emacs automatically breaks a line that is too wide and brings the excessively wide part of the line down to the next line. Emacs breaks lines between words, not within them.

When Auto Fill mode is turned off, lines continue to the right as you type them. Depending on how you set the value of `truncate-lines`, the words you type either disappear off the right side of the screen, or else are shown, in a rather ugly and unreadable manner, as a continuation line on the screen.

In addition, in this part of my ‘.emacs’ file, I tell the Emacs fill commands to insert two spaces after a colon:

```
(setq colon-double-space t)
```

## 16.5 Mail Aliases

Here is a `setq` that ‘turns on’ mail aliases, along with more reminders.

```
;;; Mail mode
; To enter mail mode, type ‘C-x m’
; To enter RMAIL (for reading mail),
; type ‘M-x rmail’
(setq mail-aliases t)
```

This `setq` command sets the value of the variable `mail-aliases` to `t`. Since `t` means true, the line says, in effect, “Yes, use mail aliases.”

Mail aliases are convenient short names for long email addresses or for lists of email addresses. The file where you keep your ‘aliases’ is ‘~/mailrc’. You write an alias like this:

```
alias geo george@foobar.wiz.edu
```

When you write a message to George, address it to ‘geo’; the mailer will automatically expand ‘geo’ to the full address.

## 16.6 Indent Tabs Mode

By default, Emacs inserts tabs in place of multiple spaces when it formats a region. (For example, you might indent many lines of text all at once with the `indent-region` command.) Tabs look fine on a terminal or with ordinary printing, but they produce badly indented output when you use `TEX` or Texinfo since `TEX` ignores tabs.

The following turns off Indent Tabs mode:

```
;;; Prevent Extraneous Tabs
(setq-default indent-tabs-mode nil)
```

Note that this line uses `setq-default` rather than the `setq` command that we have seen before. The `setq-default` command sets values only in buffers that do not have their own local values for the variable.

See sections “Tabs vs. Spaces” and “Local Variables in Files” in *The GNU Emacs Manual*.

## 16.7 Some Keybindings

Now for some personal keybindings:

```
;;; Compare windows
(global-set-key "\C-cw" 'compare-windows)
```

`compare-windows` is a nifty command that compares the text in your current window with text in the next window. It makes the comparison by starting at point in each window, moving over text in each window as far as they match. I use this command all the time.

This also shows how to set a key globally, for all modes.

The command is `global-set-key`. It is followed by the keybinding. In a `.emacs` file, the keybinding is written as shown: `\C-c` stands for ‘control-c’, which means ‘press the control key and the `c` key at the same time’. The `w` means ‘press the `w` key’. The keybinding is surrounded by double quotation marks. In documentation, you would write this as `C-c w`. (If you were binding a `META` key, such as `M-c`, rather than a `CTRL` key, you would write `\M-c` in your `.emacs` file. See Section “Rebinding Keys in Your Init File” in *The GNU Emacs Manual*, for details.)

The command invoked by the keys is `compare-windows`. Note that `compare-windows` is preceded by a single quote; otherwise, Emacs would first try to evaluate the symbol to determine its value.

These three things, the double quotation marks, the backslash before the `C`, and the single quote mark are necessary parts of keybinding that I tend to forget. Fortunately, I have come to remember that I should look at my existing `.emacs` file, and adapt what is there.

As for the keybinding itself: `C-c w`. This combines the prefix key, `C-c`, with a single character, in this case, `w`. This set of keys, `C-c` followed by a single character, is strictly reserved for individuals’ own use. (I call these ‘own’ keys, since these are for my own use.) You should always be able to create such a keybinding for your own use without stomping on someone else’s keybinding. If you ever write an extension to Emacs, please avoid taking any of these keys for public use. Create a key like `C-c C-w` instead. Otherwise, we will run out of ‘own’ keys.

Here is another keybinding, with a comment:

```
;;; Keybinding for ‘occur’
; I use occur a lot, so let’s bind it to a key:
(global-set-key "\C-co" 'occur)
```

The `occur` command shows all the lines in the current buffer that contain a match for a regular expression. Matching lines are shown in a buffer called ‘\*Occur\*’. That buffer serves as a menu to jump to occurrences.

Here is how to unbind a key, so it does not work:

```
;;; Unbind ‘C-x f’
(global-unset-key "\C-xf")
```

There is a reason for this unbinding: I found I inadvertently typed `C-x f` when I meant to type `C-x C-f`. Rather than find a file, as I intended, I accidentally set the width for filled text, almost always to a width I did not want. Since I hardly ever reset my default width, I simply unbound the key.

The following rebinds an existing key:

```
;;; Rebind ‘C-x C-b’ for ‘buffer-menu’
(global-set-key "\C-x\C-b" 'buffer-menu)
```

By default, `C-x C-b` runs the `list-buffers` command. This command lists your buffers in *another* window. Since I almost always want to do something in that window, I prefer the `buffer-menu` command, which not only lists the buffers, but moves point into that window.

## 16.8 Keymaps

Emacs uses *keymaps* to record which keys call which commands. When you use `global-set-key` to set the keybinding for a single command in all parts of Emacs, you are specifying the keybinding in `current-global-map`.

Specific modes, such as C mode or Text mode, have their own keymaps; the mode-specific keymaps override the global map that is shared by all buffers.

The `global-set-key` function binds, or rebinds, the global keymap. For example, the following binds the key `C-x C-b` to the function `buffer-menu`:

```
(global-set-key "\C-x\C-b" 'buffer-menu)
```

Mode-specific keymaps are bound using the `define-key` function, which takes a specific keymap as an argument, as well as the key and the command. For example, my ‘.emacs’ file contains the following expression to bind the `texinfo-insert-@group` command to `C-c C-c g`:

```
(define-key texinfo-mode-map "\C-c\C-cg" 'texinfo-insert-@group)
```

The `texinfo-insert-@group` function itself is a little extension to Texinfo mode that inserts ‘@group’ into a Texinfo file. I use this command all the time and prefer to type the three strokes `C-c C-c g` rather than the six strokes `@ g r o u p`. (‘@group’ and its matching ‘@end group’ are commands that keep all enclosed text together on one page; many multi-line examples in this book are surrounded by ‘@group ... @end group’.)

Here is the `texinfo-insert-@group` function definition:

```
(defun texinfo-insert-@group ()
  "Insert the string @group in a Texinfo buffer."
  (interactive)
  (beginning-of-line)
  (insert "@group\n"))
```

(Of course, I could have used Abbrev mode to save typing, rather than write a function to insert a word; but I prefer key strokes consistent with other Texinfo mode key bindings.)

You will see numerous `define-key` expressions in `'loaddefs.el'` as well as in the various mode libraries, such as `'cc-mode.el'` and `'lisp-mode.el'`.

See Section “Customizing Key Bindings” in *The GNU Emacs Manual*, and Section “Keymaps” in *The GNU Emacs Lisp Reference Manual*, for more information about keymaps.

## 16.9 Loading Files

Many people in the GNU Emacs community have written extensions to Emacs. As time goes by, these extensions are often included in new releases. For example, the Calendar and Diary packages are now part of the standard GNU Emacs, as is Calc.

You can use a `load` command to evaluate a complete file and thereby install all the functions and variables in the file into Emacs. For example:

```
(load "~/emacs/slowsplit")
```

This evaluates, i.e. loads, the `'slowsplit.el'` file or if it exists, the faster, byte compiled `'slowsplit.elc'` file from the `'emacs'` sub-directory of your home directory. The file contains the function `split-window-quietly`, which John Robinson wrote in 1989.

The `split-window-quietly` function splits a window with the minimum of redisplay. I installed it in 1989 because it worked well with the slow 1200 baud terminals I was then using. Nowadays, I only occasionally come across such a slow connection, but I continue to use the function because I like the way it leaves the bottom half of a buffer in the lower of the new windows and the top half in the upper window.

To replace the key binding for the default `split-window-vertically`, you must also unset that key and bind the keys to `split-window-quietly`, like this:

```
(global-unset-key "\C-x2")
(global-set-key "\C-x2" 'split-window-quietly)
```

If you load many extensions, as I do, then instead of specifying the exact location of the extension file, as shown above, you can specify that directory as part of Emacs' `load-path`. Then, when Emacs loads a file, it will search that directory as well as its default list of directories. (The default list is specified in `'paths.h'` when Emacs is built.)

The following command adds your ‘~/emacs’ directory to the existing load path:

```
;;; Emacs Load Path
(setq load-path (cons "~/emacs" load-path))
```

Incidentally, `load-library` is an interactive interface to the `load` function. The complete function looks like this:

```
(defun load-library (library)
  "Load the library named LIBRARY.
This is an interface to the function 'load'."
  (interactive
   (list (completing-read "Load library: "
       (apply-partially 'locate-file-completion-table
           load-path
           (get-load-suffixes))))))
  (load library))
```

The name of the function, `load-library`, comes from the use of ‘library’ as a conventional synonym for ‘file’. The source for the `load-library` command is in the ‘files.el’ library.

Another interactive command that does a slightly different job is `load-file`. See Section “Libraries of Lisp Code for Emacs” in *The GNU Emacs Manual*, for information on the distinction between `load-library` and this command.

## 16.10 Autoloading

Instead of installing a function by loading the file that contains it, or by evaluating the function definition, you can make the function available but not actually install it until it is first called. This is called *autoloading*.

When you execute an autoloaded function, Emacs automatically evaluates the file that contains the definition, and then calls the function.

Emacs starts quicker with autoloaded functions, since their libraries are not loaded right away; but you need to wait a moment when you first use such a function, while its containing file is evaluated.

Rarely used functions are frequently autoloaded. The ‘loaddefs.el’ library contains hundreds of autoloaded functions, from `bookmark-set` to `wordstar-mode`. Of course, you may come to use a ‘rare’ function frequently. When you do, you should load that function’s file with a `load` expression in your ‘.emacs’ file.

In my ‘.emacs’ file, I load 14 libraries that contain functions that would otherwise be autoloaded. (Actually, it would have been better to include these files in my ‘dumped’ Emacs, but I forgot. See Section “Building Emacs” in *The GNU Emacs Lisp Reference Manual*, and the ‘INSTALL’ file for more about dumping.)

You may also want to include autoloaded expressions in your ‘.emacs’ file. `autoload` is a built-in function that takes up to five arguments, the final three of which are optional. The first argument is the name of the function to be autoloaded; the second is the name of the file to be loaded. The third argument is documentation for the function, and the fourth tells whether the function can be called interactively. The fifth argument tells what type of object—`autoload` can handle a keymap or macro as well as a function (the default is a function).

Here is a typical example:

```
(autoload 'html-helper-mode
  "html-helper-mode" "Edit HTML documents" t)
```

(`html-helper-mode` is an older alternative to `html-mode`, which is a standard part of the distribution.)

This expression autoloads the `html-helper-mode` function. It takes it from the '`html-helper-mode.el`' file (or from the byte compiled version '`html-helper-mode.elc`', if that exists.) The file must be located in a directory specified by `load-path`. The documentation says that this is a mode to help you edit documents written in the HyperText Markup Language. You can call this mode interactively by typing *M-x html-helper-mode*. (You need to duplicate the function's regular documentation in the autoload expression because the regular function is not yet loaded, so its documentation is not available.)

See Section "Autoload" in *The GNU Emacs Lisp Reference Manual*, for more information.

## 16.11 A Simple Extension: line-to-top-of-window

Here is a simple extension to Emacs that moves the line point is on to the top of the window. I use this all the time, to make text easier to read.

You can put the following code into a separate file and then load it from your '`.emacs`' file, or you can include it within your '`.emacs`' file.

Here is the definition:

```
;;; Line to top of window;
;;; replace three keystroke sequence C-u 0 C-l
(defun line-to-top-of-window ()
  "Move the line point is on to top of window."
  (interactive)
  (recenter 0))
```

Now for the keybinding.

Nowadays, function keys as well as mouse button events and non-ASCII characters are written within square brackets, without quotation marks. (In Emacs version 18 and before, you had to write different function key bindings for each different make of terminal.)

I bind `line-to-top-of-window` to my F6 function key like this:

```
(global-set-key [f6] 'line-to-top-of-window)
```

For more information, see Section "Rebinding Keys in Your Init File" in *The GNU Emacs Manual*.

If you run two versions of GNU Emacs, such as versions 22 and 23, and use one '`.emacs`' file, you can select which code to evaluate with the following conditional:

```
(cond
  ((= 22 emacs-major-version)
   ;; evaluate version 22 code
   ( ... ))
  ((= 23 emacs-major-version)
   ;; evaluate version 23 code
   ( ... )))
```

For example, in contrast to version 20, more recent versions blink their cursors by default. I hate such blinking, as well as other features, so I placed the following in my '.emacs' file<sup>2</sup>:

```
(when (>= emacs-major-version 21)
  (blink-cursor-mode 0)
  ;; Insert newline when you press 'C-n' (next-line)
  ;; at the end of the buffer
  (setq next-line-add-newlines t)
  ;; Turn on image viewing
  (auto-image-file-mode t)
  ;; Turn on menu bar (this bar has text)
  ;; (Use numeric argument to turn on)
  (menu-bar-mode 1)
  ;; Turn off tool bar (this bar has icons)
  ;; (Use numeric argument to turn on)
  (tool-bar-mode nil)
  ;; Turn off tooltip mode for tool bar
  ;; (This mode causes icon explanations to pop up)
  ;; (Use numeric argument to turn on)
  (tooltip-mode nil)
  ;; If tooltips turned on, make tips appear promptly
  (setq tooltip-delay 0.1) ; default is 0.7 second
)
```

## 16.12 X11 Colors

You can specify colors when you use Emacs with the MIT X Windowing system.

I dislike the default colors and specify my own.

Here are the expressions in my '.emacs' file that set values:

```
;; Set cursor color
(set-cursor-color "white")

;; Set mouse color
(set-mouse-color "white")

;; Set foreground and background
(set-foreground-color "white")
(set-background-color "darkblue")

;;; Set highlighting colors for isearch and drag
(set-face-foreground 'highlight "white")
(set-face-background 'highlight "blue")
```

---

<sup>2</sup> When I start instances of Emacs that do not load my '.emacs' file or any site file, I also turn off blinking:

```
emacs -q --no-site-file -eval '(blink-cursor-mode nil)'
```

Or nowadays, using an even more sophisticated set of options,

```
emacs -Q -D
```



```
(set-face-foreground 'region "cyan")
(set-face-background 'region "blue")

(set-face-foreground 'secondary-selection "skyblue")
(set-face-background 'secondary-selection "darkblue")

;; Set calendar highlighting colors
(setq calendar-load-hook
  '(lambda ()
    (set-face-foreground 'diary-face "skyblue")
    (set-face-background 'holiday-face "slate blue")
    (set-face-foreground 'holiday-face "white"))))
```

The various shades of blue soothe my eye and prevent me from seeing the screen flicker.

Alternatively, I could have set my specifications in various X initialization files. For example, I could set the foreground, background, cursor, and pointer (i.e., mouse) colors in my ‘~/Xresources’ file like this:

```
Emacs*foreground:  white
Emacs*background: darkblue
Emacs*cursorColor: white
Emacs*pointerColor: white
```

In any event, since it is not part of Emacs, I set the root color of my X window in my ‘~/xinitrc’ file, like this<sup>3</sup>:

```
xsetroot -solid Navy -fg white &
```

## 16.13 Miscellaneous Settings for a ‘.emacs’ File

Here are a few miscellaneous settings:

- Set the shape and color of the mouse cursor:

```
; Cursor shapes are defined in
; '/usr/include/X11/cursorfont.h';
; for example, the 'target' cursor is number 128;
; the 'top_left_arrow' cursor is number 132.

(let ((mpointer (x-get-resource "*mpointer"
                               "*emacs*mpointer")))
  ;; If you have not set your mouse pointer
  ;; then set it, otherwise leave as is:
  (if (eq mpointer nil)
      (setq mpointer "132")) ; top_left_arrow
  (setq x-pointer-shape (string-to-int mpointer))
  (set-mouse-color "white"))
```

- Or you can set the values of a variety of features in an alist, like this:

---

<sup>3</sup> I also run more modern window managers, such as Enlightenment, Gnome, or KDE; in those cases, I often specify an image rather than a plain color.

```
(setq-default
  default-frame-alist
  '((cursor-color . "white")
    (mouse-color . "white")
    (foreground-color . "white")
    (background-color . "DodgerBlue4")
    ;; (cursor-type . bar)
    (cursor-type . box)
    (tool-bar-lines . 0)
    (menu-bar-lines . 1)
    (width . 80)
    (height . 58)
    (font .
      "-Misc-Fixed-Medium-R-Normal--20-200-75-75-C-100-IS08859-1")
  ))
```

- Convert *CTRL-h* into DEL and DEL into *CTRL-h*.  
(Some older keyboards needed this, although I have not seen the problem recently.)

```
;; Translate 'C-h' to <DEL>.
; (keyboard-translate ?\C-h ?\C-?)

;; Translate <DEL> to 'C-h'.
(keyboard-translate ?\C-? ?\C-h)
```

- Turn off a blinking cursor!

```
(if (fboundp 'blink-cursor-mode)
    (blink-cursor-mode -1))
```

or start GNU Emacs with the command `emacs -nbc`.

- When using 'grep'
  - '-i' Ignore case distinctions
  - '-n' Prefix each line of output with line number
  - '-H' Print the filename for each match.
  - '-e' Protect patterns beginning with a hyphen character, '-'

```
(setq grep-command "grep -i -nH -e ")
```

- Find an existing buffer, even if it has a different name  
This avoids problems with symbolic links.

```
(setq find-file-existing-other-name t)
```

- Set your language environment and default input method

```
(set-language-environment "latin-1")
;; Remember you can enable or disable multilingual text input
;; with the toggle-input-method' (C-\) command
(setq default-input-method "latin-1-prefix")
```

If you want to write with Chinese 'GB' characters, set this instead:

```
(set-language-environment "Chinese-GB")
(setq default-input-method "chinese-tonepy")
```

## Fixing Unpleasant Key Bindings

Some systems bind keys unpleasantly. Sometimes, for example, the CTRL key appears in an awkward spot rather than at the far left of the home row.

Usually, when people fix these sorts of keybindings, they do not change their '~/.emacs' file. Instead, they bind the proper keys on their consoles with the `loadkeys` or `install-keymap` commands in their boot script and then include `xmodmap` commands in their '.xinitrc' or '.Xsession' file for X Windows.

For a boot script:

```
loadkeys /usr/share/keymaps/i386/qwerty/emacs2.kmap.gz
or
install-keymap emacs2
```

For a '.xinitrc' or '.Xsession' file when the Caps Lock key is at the far left of the home row:

```
# Bind the key labeled 'Caps Lock' to 'Control'
# (Such a broken user interface suggests that keyboard manufacturers
# think that computers are typewriters from 1885.)

xmodmap -e "clear Lock"
xmodmap -e "add Control = Caps_Lock"
```

In a '.xinitrc' or '.Xsession' file, to convert an ALT key to a META key:

```
# Some ill designed keyboards have a key labeled ALT and no Meta
xmodmap -e "keysym Alt_L = Meta_L Alt_L"
```

## 16.14 A Modified Mode Line

Finally, a feature I really like: a modified mode line.

When I work over a network, I forget which machine I am using. Also, I tend to lose track of where I am, and which line point is on.

So I reset my mode line to look like this:

```
:--- foo.texi  rattlesnake:/home/bob/  Line 1  (Texinfo Fill) Top
```

I am visiting a file called 'foo.texi', on my machine 'rattlesnake' in my '/home/bob' buffer. I am on line 1, in Texinfo mode, and am at the top of the buffer.

My '.emacs' file has a section that looks like this:

```
;; Set a Mode Line that tells me which machine, which directory,
;; and which line I am on, plus the other customary information.
(setq-default mode-line-format
  (quote
    (#("-" 0 1
      (help-echo
        "mouse-1: select window, mouse-2: delete others ..."))
      mode-line-mule-info
      mode-line-modified
      mode-line-frame-identification
      " ")))
```

```

mode-line-buffer-identification
" "
(:eval (substring
        (system-name) 0 (string-match "\\..+" (system-name))))
": "
default-directory
#(" " 0 1
  (help-echo
    "mouse-1: select window, mouse-2: delete others ..."))
(line-number-mode " Line %l ")
global-mode-string
#("  %[( " 0 6
  (help-echo
    "mouse-1: select window, mouse-2: delete others ..."))
(:eval (mode-line-mode-name))
mode-line-process
minor-mode-alist
#("%n" 0 2 (help-echo "mouse-2: widen" local-map (keymap ...)))
)%] "
(-3 . "%P")
;;  "-%- "
)))

```

Here, I redefine the default mode line. Most of the parts are from the original; but I make a few changes. I set the *default* mode line format so as to permit various modes, such as Info, to override it.

Many elements in the list are self-explanatory: `mode-line-modified` is a variable that tells whether the buffer has been modified, `mode-name` tells the name of the mode, and so on. However, the format looks complicated because of two features we have not discussed.

The first string in the mode line is a dash or hyphen, ‘-’. In the old days, it would have been specified simply as “-”. But nowadays, Emacs can add properties to a string, such as highlighting or, as in this case, a help feature. If you place your mouse cursor over the hyphen, some help information appears (By default, you must wait seven-tenths of a second before the information appears. You can change that timing by changing the value of `tooltip-delay`.)

The new string format has a special syntax:

```
#("-" 0 1 (help-echo "mouse-1: select window, ..."))
```

The `#(` begins a list. The first element of the list is the string itself, just one ‘-’. The second and third elements specify the range over which the fourth element applies. A range starts *after* a character, so a zero means the range starts just before the first character; a 1 means that the range ends just after the first character. The third element is the property for the range. It consists of a property list, a property name, in this case, ‘`help-echo`’, followed by a value, in this case, a string. The second, third, and fourth elements of this new string format can be repeated.

See Section “Text Properties” in *The GNU Emacs Lisp Reference Manual*, and see Section “Mode Line Format” in *The GNU Emacs Lisp Reference Manual*, for more information.

`mode-line-buffer-identification` displays the current buffer name. It is a list beginning `(#("%12b" 0 4 ....`. The `#(` begins the list.

The `"%12b"` displays the current buffer name, using the `buffer-name` function with which we are familiar; the `'12'` specifies the maximum number of characters that will be displayed. When a name has fewer characters, whitespace is added to fill out to this number. (Buffer names can and often should be longer than 12 characters; this length works well in a typical 80 column wide window.)

`:eval` says to evaluate the following form and use the result as a string to display. In this case, the expression displays the first component of the full system name. The end of the first component is a `'.'` ('period'), so I use the `string-match` function to tell me the length of the first component. The substring from the zeroth character to that length is the name of the machine.

This is the expression:

```
(:eval (substring
        (system-name) 0 (string-match "\\..+" (system-name))))
```

`%['` and `%']` cause a pair of square brackets to appear for each recursive editing level. `%n` says 'Narrow' when narrowing is in effect. `%P` tells you the percentage of the buffer that is above the bottom of the window, or 'Top', 'Bottom', or 'All'. (A lower case `'p'` tell you the percentage above the *top* of the window.) `%-` inserts enough dashes to fill out the line.

Remember, "You don't have to like Emacs to like it" — your own Emacs can have different colors, different commands, and different keys than a default Emacs.

On the other hand, if you want to bring up a plain 'out of the box' Emacs, with no customization, type:

```
emacs -q
```

This will start an Emacs that does *not* load your `'~/.emacs'` initialization file. A plain, default Emacs. Nothing more.

## 17 Debugging

GNU Emacs has two debuggers, `debug` and `edebug`. The first is built into the internals of Emacs and is always with you; the second requires that you instrument a function before you can use it.

Both debuggers are described extensively in Section “Debugging Lisp Programs” in *The GNU Emacs Lisp Reference Manual*. In this chapter, I will walk through a short example of each.

### 17.1 debug

Suppose you have written a function definition that is intended to return the sum of the numbers 1 through a given number. (This is the `triangle` function discussed earlier. See “Example with Decrementing Counter”, page 110, for a discussion.)

However, your function definition has a bug. You have mistyped ‘1=’ for ‘1-’. Here is the broken definition:

```
(defun triangle-bugged (number)
  "Return sum of numbers 1 through NUMBER inclusive."
  (let ((total 0))
    (while (> number 0)
      (setq total (+ total number))
      (setq number (1= number)))    ; Error here.
    total))
```

If you are reading this in Info, you can evaluate this definition in the normal fashion. You will see `triangle-bugged` appear in the echo area.

Now evaluate the `triangle-bugged` function with an argument of 4:

```
(triangle-bugged 4)
```

In a recent GNU Emacs, you will create and enter a ‘\*Backtrace\*’ buffer that says:

```
----- Buffer: *Backtrace* -----
Debugger entered--Lisp error: (void-function 1=)
(1= number)
(setq number (1= number))
(while (> number 0) (setq total (+ total number))
  (setq number (1= number)))
(let ((total 0)) (while (> number 0) (setq total ...)
  (setq number ...)) total)
triangle-bugged(4)
eval((triangle-bugged 4))
eval-last-sexp-1(nil)
eval-last-sexp(nil)
call-interactively(eval-last-sexp)
----- Buffer: *Backtrace* -----
```

(I have reformatted this example slightly; the debugger does not fold long lines. As usual, you can quit the debugger by typing `q` in the ‘\*Backtrace\*’ buffer.)

In practice, for a bug as simple as this, the ‘Lisp error’ line will tell you what you need to know to correct the definition. The function `1=` is ‘void’.

However, suppose you are not quite certain what is going on? You can read the complete backtrace.

In this case, you need to run a recent GNU Emacs, which automatically starts the debugger that puts you in the ‘\*Backtrace\*’ buffer; or else, you need to start the debugger manually as described below.

Read the ‘\*Backtrace\*’ buffer from the bottom up; it tells you what Emacs did that led to the error. Emacs made an interactive call to `C-x C-e` (`eval-last-sexp`), which led to the evaluation of the `triangle-bugged` expression. Each line above tells you what the Lisp interpreter evaluated next.

The third line from the top of the buffer is

```
(setq number (1= number))
```

Emacs tried to evaluate this expression; in order to do so, it tried to evaluate the inner expression shown on the second line from the top:

```
(1= number)
```

This is where the error occurred; as the top line says:

```
Debugger entered--Lisp error: (void-function 1=)
```

You can correct the mistake, re-evaluate the function definition, and then run your test again.

## 17.2 debug-on-entry

A recent GNU Emacs starts the debugger automatically when your function has an error.

Incidentally, you can start the debugger manually for all versions of Emacs; the advantage is that the debugger runs even if you do not have a bug in your code. Sometimes your code will be free of bugs!

You can enter the debugger when you call the function by calling `debug-on-entry`.

Type:

```
M-x debug-on-entry RET triangle-bugged RET
```

Now, evaluate the following:

```
(triangle-bugged 5)
```

All versions of Emacs will create a ‘\*Backtrace\*’ buffer and tell you that it is beginning to evaluate the `triangle-bugged` function:

```
----- Buffer: *Backtrace* -----
Debugger entered--entering a function:
* triangle-bugged(5)
  eval((triangle-bugged 5))
  eval-last-sexp-1(nil)
  eval-last-sexp(nil)
  call-interactively(eval-last-sexp)
----- Buffer: *Backtrace* -----
```

In the ‘\*Backtrace\*’ buffer, type `d`. Emacs will evaluate the first expression in `triangle-bugged`; the buffer will look like this:

```

----- Buffer: *Backtrace* -----
Debugger entered--beginning evaluation of function call form:
* (let ((total 0)) (while (> number 0) (setq total ...)
    (setq number ...)) total)
* triangle-bugged(5)
  eval((triangle-bugged 5))
  eval-last-sexp-1(nil)
  eval-last-sexp(nil)
  call-interactively(eval-last-sexp)
----- Buffer: *Backtrace* -----

```

Now, type `d` again, eight times, slowly. Each time you type `d`, Emacs will evaluate another expression in the function definition.

Eventually, the buffer will look like this:

```

----- Buffer: *Backtrace* -----
Debugger entered--beginning evaluation of function call form:
* (setq number (1= number))
* (while (> number 0) (setq total (+ total number))
    (setq number (1= number)))

* (let ((total 0)) (while (> number 0) (setq total ...)
    (setq number ...)) total)
* triangle-bugged(5)
  eval((triangle-bugged 5))

  eval-last-sexp-1(nil)
  eval-last-sexp(nil)
  call-interactively(eval-last-sexp)
----- Buffer: *Backtrace* -----

```

Finally, after you type `d` two more times, Emacs will reach the error, and the top two lines of the `*Backtrace*` buffer will look like this:

```

----- Buffer: *Backtrace* -----
Debugger entered--Lisp error: (void-function 1=)
* (1= number)
...
----- Buffer: *Backtrace* -----

```

By typing `d`, you were able to step through the function.

You can quit a `*Backtrace*` buffer by typing `q` in it; this quits the trace, but does not cancel `debug-on-entry`.

To cancel the effect of `debug-on-entry`, call `cancel-debug-on-entry` and the name of the function, like this:

```
M-x cancel-debug-on-entry RET triangle-bugged RET
```

(If you are reading this in Info, cancel `debug-on-entry` now.)

### 17.3 debug-on-quit and (debug)

In addition to setting `debug-on-error` or calling `debug-on-entry`, there are two other ways to start `debug`.

You can start `debug` whenever you type `C-g` (keyboard-quit) by setting the variable `debug-on-quit` to `t`. This is useful for debugging infinite loops.



Or, you can insert a line that says `(debug)` into your code where you want the debugger to start, like this:

```
(defun triangle-bugged (number)
  "Return sum of numbers 1 through NUMBER inclusive."
  (let ((total 0))
    (while (> number 0)
      (setq total (+ total number))
      (debug) ; Start debugger.
      (setq number (1- number))) ; Error here.
    total))
```

The `debug` function is described in detail in Section “The Lisp Debugger” in *The GNU Emacs Lisp Reference Manual*.

## 17.4 The edebug Source Level Debugger

Edebug is a source level debugger. Edebug normally displays the source of the code you are debugging, with an arrow at the left that shows which line you are currently executing.

You can walk through the execution of a function, line by line, or run quickly until reaching a *breakpoint* where execution stops.

Edebug is described in Section “Edebug” in *The GNU Emacs Lisp Reference Manual*.

Here is a bugged function definition for `triangle-recursively`. See Section 11.3.4 “Recursion in place of a counter”, page 117, for a review of it.

```
(defun triangle-recursively-bugged (number)
  "Return sum of numbers 1 through NUMBER inclusive.
  Uses recursion."
  (if (= number 1)
      1
      (+ number
         (triangle-recursively-bugged
          (1- number))))) ; Error here.
```

Normally, you would install this definition by positioning your cursor after the function’s closing parenthesis and typing `C-x C-e (eval-last-sexp)` or else by positioning your cursor within the definition and typing `C-M-x (eval-defun)`. (By default, the `eval-defun` command works only in Emacs Lisp mode or in Lisp Interaction mode.)

However, to prepare this function definition for Edebug, you must first *instrument* the code using a different command. You can do this by positioning your cursor within or just after the definition and typing

```
M-x edebug-defun RET
```

This will cause Emacs to load Edebug automatically if it is not already loaded, and properly instrument the function.

After instrumenting the function, place your cursor after the following expression and type `C-x C-e (eval-last-sexp)`:

```
(triangle-recursively-bugged 3)
```

You will be jumped back to the source for `triangle-recursively-bugged` and the cursor positioned at the beginning of the `if` line of the function. Also, you will see an arrowhead at the left hand side of that line. The arrowhead marks the line where the function is executing. (In the following examples, we show the arrowhead with ‘=>’; in a windowing system, you may see the arrowhead as a solid triangle in the window ‘fringe’.)

```
=>*(if (= number 1)
```

In the example, the location of point is displayed with a star, ‘★’ (in Info, it is displayed as ‘-!-’).

If you now press SPC, point will move to the next expression to be executed; the line will look like this:

```
=>(if ★(= number 1)
```

As you continue to press SPC, point will move from expression to expression. At the same time, whenever an expression returns a value, that value will be displayed in the echo area. For example, after you move point past `number`, you will see the following:

```
Result: 3 (#o3, #x3, ?\C-c)
```

This means the value of `number` is 3, which is octal three, hexadecimal three, and ASCII ‘control-c’ (the third letter of the alphabet, in case you need to know this information).

You can continue moving through the code until you reach the line with the error. Before evaluation, that line looks like this:

```
=>          ★(1= number))))          ; Error here.
```

When you press SPC once again, you will produce an error message that says:

```
Symbol's function definition is void: 1=
```

This is the bug.

Press `q` to quit Edebug.

To remove instrumentation from a function definition, simply re-evaluate it with a command that does not instrument it. For example, you could place your cursor after the definition’s closing parenthesis and type `C-x C-e`.

Edebug does a great deal more than walk with you through a function. You can set it so it races through on its own, stopping only at an error or at specified stopping points; you can cause it to display the changing values of various expressions; you can find out how many times a function is called, and more.

Edebug is described in Section “Edebug” in *The GNU Emacs Lisp Reference Manual*.

## 17.5 Debugging Exercises

- Install the `count-words-region` function and then cause it to enter the built-in debugger when you call it. Run the command on a region containing two words. You will need to press `d` a remarkable number of times. On your system, is a ‘hook’ called after the command finishes? (For information on hooks, see Section “Command Loop Overview” in *The GNU Emacs Lisp Reference Manual*.)

- Copy `count-words-region` into the `'*scratch*'` buffer, instrument the function for Edebug, and walk through its execution. The function does not need to have a bug, although you can introduce one if you wish. If the function lacks a bug, the walk-through completes without problems.
- While running Edebug, type `?` to see a list of all the Edebug commands. (The `global-edebug-prefix` is usually `C-x X`, i.e. `CTRL-x` followed by an upper case `X`; use this prefix for commands made outside of the Edebug debugging buffer.)
- In the Edebug debugging buffer, use the `p` (`edebug-bounce-point`) command to see where in the region the `count-words-region` is working.
- Move point to some spot further down the function and then type the `h` (`edebug-goto-here`) command to jump to that location.
- Use the `t` (`edebug-trace-mode`) command to cause Edebug to walk through the function on its own; use an upper case `T` for `edebug-Trace-fast-mode`.
- Set a breakpoint, then run Edebug in Trace mode until it reaches the stopping point.

## 18 Conclusion

We have now reached the end of this Introduction. You have now learned enough about programming in Emacs Lisp to set values, to write simple `‘.emacs’` files for yourself and your friends, and write simple customizations and extensions to Emacs.

This is a place to stop. Or, if you wish, you can now go onward, and teach yourself.

You have learned some of the basic nuts and bolts of programming. But only some. There are a great many more brackets and hinges that are easy to use that we have not touched.

A path you can follow right now lies among the sources to GNU Emacs and in *The GNU Emacs Lisp Reference Manual*.

The Emacs Lisp sources are an adventure. When you read the sources and come across a function or expression that is unfamiliar, you need to figure out or find out what it does.

Go to the Reference Manual. It is a thorough, complete, and fairly easy-to-read description of Emacs Lisp. It is written not only for experts, but for people who know what you know. (The *Reference Manual* comes with the standard GNU Emacs distribution. Like this introduction, it comes as a Texinfo source file, so you can read it on-line and as a typeset, printed book.)

Go to the other on-line help that is part of GNU Emacs: the on-line documentation for all functions and variables, and `find-tag`, the program that takes you to sources.

Here is an example of how I explore the sources. Because of its name, `‘simple.el’` is the file I looked at first, a long time ago. As it happens some of the functions in `‘simple.el’` are complicated, or at least look complicated at first sight. The `open-line` function, for example, looks complicated.

You may want to walk through this function slowly, as we did with the `forward-sentence` function. (See Section 12.3 “forward-sentence”, page 129.) Or you may want to skip that function and look at another, such as `split-line`. You don’t need to read all the functions. According to `count-words-in-defun`, the `split-line` function contains 102 words and symbols.

Even though it is short, `split-line` contains expressions we have not studied: `skip-chars-forward`, `indent-to`, `current-column` and `insert-and-inherit`.

Consider the `skip-chars-forward` function. (It is part of the function definition for `back-to-indentation`, which is shown in Section 3.11 “Review”, page 37.)

In GNU Emacs, you can find out more about `skip-chars-forward` by typing `C-h f` (`describe-function`) and the name of the function. This gives you the function documentation.

You may be able to guess what is done by a well named function such as `indent-to`; or you can look it up, too. Incidentally, the `describe-function` function itself is in `‘help.el’`; it is one of those long, but decipherable functions. You can look up `describe-function` using the `C-h f` command!

In this instance, since the code is Lisp, the `‘*Help*’` buffer contains the name of the library containing the function’s source. You can put point over the name of the

library and press the RET key, which in this situation is bound to `help-follow`, and be taken directly to the source, in the same way as `M-. (find-tag)`.

The definition for `describe-function` illustrates how to customize the `interactive` expression without using the standard character codes; and it shows how to create a temporary buffer.

(The `indent-to` function is written in C rather than Emacs Lisp; it is a ‘built-in’ function. `help-follow` takes you to its source as does `find-tag`, when properly set up.)

You can look at a function’s source using `find-tag`, which is bound to `M-.` Finally, you can find out what the Reference Manual has to say by visiting the manual in Info, and typing `i` (`Info-index`) and the name of the function, or by looking up the function in the index to a printed copy of the manual.

Similarly, you can find out what is meant by `insert-and-inherit`.

Other interesting source files include ‘`paragraphs.el`’, ‘`loaddefs.el`’, and ‘`loadup.el`’. The ‘`paragraphs.el`’ file includes short, easily understood functions as well as longer ones. The ‘`loaddefs.el`’ file contains the many standard autoloads and many keymaps. I have never looked at it all; only at parts. ‘`loadup.el`’ is the file that loads the standard parts of Emacs; it tells you a great deal about how Emacs is built. (See Section “Building Emacs” in *The GNU Emacs Lisp Reference Manual*, for more about building.)

As I said, you have learned some nuts and bolts; however, and very importantly, we have hardly touched major aspects of programming; I have said nothing about how to sort information, except to use the predefined `sort` function; I have said nothing about how to store information, except to use variables and lists; I have said nothing about how to write programs that write programs. These are topics for another, and different kind of book, a different kind of learning.

What you have done is learn enough for much practical work with GNU Emacs. What you have done is get started. This is the end of a beginning.

## Appendix A The `the-the` Function

Sometimes when you you write text, you duplicate words---as with “you you” near the beginning of this sentence. I find that most frequently, I duplicate “the”; hence, I call the function for detecting duplicated words, `the-the`.

As a first step, you could use the following regular expression to search for duplicates:

```
\\(\\w+[ \\t\\n]+\\)\\1
```

This regexp matches one or more word-constituent characters followed by one or more spaces, tabs, or newlines. However, it does not detect duplicated words on different lines, since the ending of the first word, the end of the line, is different from the ending of the second word, a space. (For more information about regular expressions, see Chapter 12 “Regular Expression Searches”, page 127, as well as Section “Syntax of Regular Expressions” in *The GNU Emacs Manual*, and Section “Regular Expressions” in *The GNU Emacs Lisp Reference Manual*.)

You might try searching just for duplicated word-constituent characters but that does not work since the pattern detects doubles such as the two occurrences of ‘th’ in ‘with the’.

Another possible regexp searches for word-constituent characters followed by non-word-constituent characters, reduplicated. Here, ‘\\w+’ matches one or more word-constituent characters and ‘\\W\*’ matches zero or more non-word-constituent characters.

```
\\(\\(\\w+\\)\\W*\\)\\1
```

Again, not useful.

Here is the pattern that I use. It is not perfect, but good enough. ‘\\b’ matches the empty string, provided it is at the beginning or end of a word; ‘[^@ \\n\\t]+’ matches one or more occurrences of any characters that are *not* an @-sign, space, newline, or tab.

```
\\b\\([^\n\t ]+\\)\\1\\b
```

One can write more complicated expressions, but I found that this expression is good enough, so I use it.

Here is the `the-the` function, as I include it in my ‘.emacs’ file, along with a handy global key binding:

```
(defun the-the ()
  "Search forward for for a duplicated word."
  (interactive)
  (message "Searching for for duplicated words ...")
  (push-mark)
  ;; This regexp is not perfect
  ;; but is fairly good over all:
  (if (re-search-forward
       "\\b\\([^\n\t ]+\\)\\1\\b" nil 'move)
      (message "Found duplicated word.")
      (message "End of buffer")))

;; Bind 'the-the' to C-c \
(global-set-key "\C-c\\" 'the-the)
```

Here is test text:

one two two three four five  
five six seven

You can substitute the other regular expressions shown above in the function definition and try each of them on this list.

## Appendix B Handling the Kill Ring

The kill ring is a list that is transformed into a ring by the workings of the `current-kill` function. The `yank` and `yank-pop` commands use the `current-kill` function.

This appendix describes the `current-kill` function as well as both the `yank` and the `yank-pop` commands, but first, consider the workings of the kill ring.

The kill ring has a default maximum length of sixty items; this number is too large for an explanation. Instead, set it to four. Please evaluate the following:

```
(setq old-kill-ring-max kill-ring-max)
(setq kill-ring-max 4)
```

Then, please copy each line of the following indented example into the kill ring. You may kill each line with `C-k` or mark it and copy it with `M-w`.

(In a read-only buffer, such as the `*info*` buffer, the kill command, `C-k` (`kill-line`), will not remove the text, merely copy it to the kill ring. However, your machine may beep at you. Alternatively, for silence, you may copy the region of each line with the `M-w` (`kill-ring-save`) command. You must mark each line for this command to succeed, but it does not matter at which end you put point or mark.)

Please invoke the calls in order, so that five elements attempt to fill the kill ring:

```
first some text
second piece of text
third line
fourth line of text
fifth bit of text
```

Then find the value of `kill-ring` by evaluating

```
kill-ring
```

It is:

```
("fifth bit of text" "fourth line of text"
 "third line" "second piece of text")
```

The first element, `'first some text'`, was dropped.

To return to the old value for the length of the kill ring, evaluate:

```
(setq kill-ring-max old-kill-ring-max)
```

### B.1 The `current-kill` Function

The `current-kill` function changes the element in the kill ring to which `kill-ring-yank-pointer` points. (Also, the `kill-new` function sets `kill-ring-yank-pointer` to point to the latest element of the kill ring. The `kill-new` function is used directly or indirectly by `kill-append`, `copy-region-as-kill`, `kill-ring-save`, `kill-line`, and `kill-region`.)



The `current-kill` function is used by `yank` and by `yank-pop`. Here is the code for `current-kill`:

```
(defun current-kill (n &optional do-not-move)
  "Rotate the yanking point by N places, and then return that kill.
  If N is zero, 'interprogram-paste-function' is set, and calling it
  returns a string, then that string is added to the front of the
  kill ring and returned as the latest kill.
  If optional arg DO-NOT-MOVE is non-nil, then don't actually move the
  yanking point; just return the Nth kill forward."
  (let ((interprogram-paste (and (= n 0)
                                  interprogram-paste-function
                                  (funcall interprogram-paste-function))))
    (if interprogram-paste
        (progn
          ;; Disable the interprogram cut function when we add the new
          ;; text to the kill ring, so Emacs doesn't try to own the
          ;; selection, with identical text.
          (let ((interprogram-cut-function nil))
            (kill-new interprogram-paste))
          interprogram-paste)
        (or kill-ring (error "Kill ring is empty")))
    (let ((ARGth-kill-element
          (nthcdr (mod (- n (length kill-ring-yank-pointer))
                      (length kill-ring))
                  kill-ring)))
      (or do-not-move
          (setq kill-ring-yank-pointer ARGth-kill-element))
      (car ARGth-kill-element))))
```

Remember also that the `kill-new` function sets `kill-ring-yank-pointer` to the latest element of the kill ring, which means that all the functions that call it set the value indirectly: `kill-append`, `copy-region-as-kill`, `kill-ring-save`, `kill-line`, and `kill-region`.

Here is the line in `kill-new`, which is explained in “The `kill-new` function”, page 87.

```
(setq kill-ring-yank-pointer kill-ring)
```

The `current-kill` function looks complex, but as usual, it can be understood by taking it apart piece by piece. First look at it in skeletal form:

```
(defun current-kill (n &optional do-not-move)
  "Rotate the yanking point by N places, and then return that kill."
  (let (varlist
        body...))
```

This function takes two arguments, one of which is optional. It has a documentation string. It is *not* interactive.

The body of the function definition is a `let` expression, which itself has a body as well as a *varlist*.

The `let` expression declares a variable that will be only usable within the bounds of this function. This variable is called `interprogram-paste` and is for copying to another program. It is not for copying within this instance of GNU Emacs. Most window systems provide a facility for interprogram pasting. Sadly, that facility usu-

ally provides only for the last element. Most windowing systems have not adopted a ring of many possibilities, even though Emacs has provided it for decades.

The `if` expression has two parts, one if there exists `interprogram-paste` and one if not.

Let us consider the ‘if not’ or else-part of the `current-kill` function. (The then-part uses the `kill-new` function, which we have already described. See “The `kill-new` function”, page 87.)

```
(or kill-ring (error "Kill ring is empty"))
(let ((ARGth-kill-element
      (nthcdr (mod (- n (length kill-ring-yank-pointer))
                  (length kill-ring))
              kill-ring)))
  (or do-not-move
      (setq kill-ring-yank-pointer ARGth-kill-element))
  (car ARGth-kill-element))
```

The code first checks whether the kill ring has content; otherwise it signals an error.

Note that the `or` expression is very similar to testing length with an `if`:

```
(if (zerop (length kill-ring))      ; if-part
    (error "Kill ring is empty"))  ; then-part
;; No else-part
```

If there is not anything in the kill ring, its length must be zero and an error message sent to the user: ‘Kill ring is empty’. The `current-kill` function uses an `or` expression which is simpler. But an `if` expression reminds us what goes on.

This `if` expression uses the function `zerop` which returns true if the value it is testing is zero. When `zerop` tests true, the then-part of the `if` is evaluated. The then-part is a list starting with the function `error`, which is a function that is similar to the `message` function (see Section 1.8.5 “The `message` Function”, page 12) in that it prints a one-line message in the echo area. However, in addition to printing a message, `error` also stops evaluation of the function within which it is embedded. This means that the rest of the function will not be evaluated if the length of the kill ring is zero.

Then the `current-kill` function selects the element to return. The selection depends on the number of places that `current-kill` rotates and on where `kill-ring-yank-pointer` points.

Next, either the optional `do-not-move` argument is true or the current value of `kill-ring-yank-pointer` is set to point to the list. Finally, another expression returns the first element of the list even if the `do-not-move` argument is true.

In my opinion, it is slightly misleading, at least to humans, to use the term ‘error’ as the name of the `error` function. A better term would be ‘cancel’. Strictly speaking, of course, you cannot point to, much less rotate a pointer to a list that has no length, so from the point of view of the computer, the word ‘error’ is correct. But a human expects to attempt this sort of thing, if only to find out whether the kill ring is full or empty. This is an act of exploration.

From the human point of view, the act of exploration and discovery is not necessarily an error, and therefore should not be labelled as one, even in the bowels of a computer. As it is, the code in Emacs implies that a human who is acting

virtuously, by exploring his or her environment, is making an error. This is bad. Even though the computer takes the same steps as it does when there is an ‘error’, a term such as ‘cancel’ would have a clearer connotation.

Among other actions, the else-part of the `if` expression sets the value of `kill-ring-yank-pointer` to `ARGth-kill-element` when the kill ring has something in it and the value of `do-not-move` is `nil`.

The code looks like this:

```
(nthcdr (mod (- n (length kill-ring-yank-pointer))
             (length kill-ring))
        kill-ring)))
```

This needs some examination. Unless it is not supposed to move the pointer, the `current-kill` function changes where `kill-ring-yank-pointer` points. That is what the `(setq kill-ring-yank-pointer ARGth-kill-element)` expression does. Also, clearly, `ARGth-kill-element` is being set to be equal to some CDR of the kill ring, using the `nthcdr` function that is described in an earlier section. (See Section 8.3 “copy-region-as-kill”, page 83.) How does it do this?

As we have seen before (see Section 7.3 “`nthcdr`”, page 72), the `nthcdr` function works by repeatedly taking the CDR of a list—it takes the CDR of the CDR of the CDR ...

The two following expressions produce the same result:

```
(setq kill-ring-yank-pointer (cdr kill-ring))

(setq kill-ring-yank-pointer (nthcdr 1 kill-ring))
```

However, the `nthcdr` expression is more complicated. It uses the `mod` function to determine which CDR to select.

(You will remember to look at inner functions first; indeed, we will have to go inside the `mod`.)

The `mod` function returns the value of its first argument modulo the second; that is to say, it returns the remainder after dividing the first argument by the second. The value returned has the same sign as the second argument.

Thus,

```
(mod 12 4)
⇒ 0 ;; because there is no remainder
(mod 13 4)
⇒ 1
```

In this case, the first argument is often smaller than the second. That is fine.

```
(mod 0 4)
⇒ 0
(mod 1 4)
⇒ 1
```

We can guess what the `-` function does. It is like `+` but subtracts instead of adds; the `-` function subtracts its second argument from its first. Also, we already know what the `length` function does (see Section 7.2.1 “`length`”, page 71). It returns the length of a list.

And `n` is the name of the required argument to the `current-kill` function.

So when the first argument to `nthcdr` is zero, the `nthcdr` expression returns the whole list, as you can see by evaluating the following:

```
;; kill-ring-yank-pointer and kill-ring have a length of four
;; and (mod (- 0 4) 4) ⇒ 0
(nthcdr (mod (- 0 4) 4)
  '("fourth line of text"
    "third line"
    "second piece of text"
    "first some text"))
```

When the first argument to the `current-kill` function is one, the `nthcdr` expression returns the list without its first element.

```
(nthcdr (mod (- 1 4) 4)
  '("fourth line of text"
    "third line"
    "second piece of text"
    "first some text"))
```

Incidentally, both `kill-ring` and `kill-ring-yank-pointer` are *global variables*. That means that any expression in Emacs Lisp can access them. They are not like the local variables set by `let` or like the symbols in an argument list. Local variables can only be accessed within the `let` that defines them or the function that specifies them in an argument list (and within expressions called by them).

## B.2 yank

After learning about `current-kill`, the code for the `yank` function is almost easy.

The `yank` function does not use the `kill-ring-yank-pointer` variable directly. It calls `insert-for-yank` which calls `current-kill` which sets the `kill-ring-yank-pointer` variable.

The code looks like this:

```
(defun yank (&optional arg)
  "Reinsert (\"paste\") the last stretch of killed text.
More precisely, reinsert the stretch of killed text most recently
killed OR yanked. Put point at end, and set mark at beginning.
With just \\[universal-argument] as argument, same but put point at
beginning (and mark at end). With argument N, reinsert the Nth most
recently killed stretch of killed text."
```

When this command inserts killed text into the buffer, it honors 'yank-excluded-properties' and 'yank-handler' as described in the doc string for 'insert-for-yank-1', which see.

See also the command `\\[yank-pop]`.

```
(interactive "*P")
(setq yank-window-start (window-start))
;; If we don't get all the way thru, make last-command indicate that
;; for the following command.
(setq this-command t)
(push-mark (point))
```

```

(insert-for-yank (current-kill (cond
                              ((listp arg) 0)
                              ((eq arg '-') -2)
                              (t (1- arg)))))

(if (consp arg)
    ;; This is like exchange-point-and-mark,
    ;; but doesn't activate the mark.
    ;; It is cleaner to avoid activation, even though the command
    ;; loop would deactivate the mark because we inserted text.
    (goto-char (prog1 (mark t)
                      (set-marker (mark-marker) (point) (current-buffer)))))
    ;; If we do get all the way thru, make this-command indicate that.
    (if (eq this-command t)
        (setq this-command 'yank))
    nil)

```

The key expression is `insert-for-yank`, which inserts the string returned by `current-kill`, but removes some text properties from it.

However, before getting to that expression, the function sets the value of `yank-window-start` to the position returned by the `(window-start)` expression, the position at which the display currently starts. The `yank` function also sets `this-command` and pushes the mark.

After it yanks the appropriate element, if the optional argument is a CONS rather than a number or nothing, it puts point at beginning of the yanked text and mark at its end.

(The `prog1` function is like `progn` but returns the value of its first argument rather than the value of its last argument. Its first argument is forced to return the buffer's mark as an integer. You can see the documentation for these functions by placing point over them in this buffer and then typing `C-h f (describe-function)` followed by a `RET`; the default is the function.)

The last part of the function tells what to do when it succeeds.

## B.3 yank-pop

After understanding `yank` and `current-kill`, you know how to approach the `yank-pop` function. Leaving out the documentation to save space, it looks like this:

```

(defun yank-pop (&optional arg)
  "...
  (interactive "*p")
  (if (not (eq last-command 'yank))
      (error "Previous command was not a yank"))
  (setq this-command 'yank)
  (unless arg (setq arg 1))
  (let ((inhibit-read-only t)
        (before (< (point) (mark t))))
    (if before
        (funcall (or yank-undo-function 'delete-region) (point) (mark t))
        (funcall (or yank-undo-function 'delete-region) (mark t) (point)))
    (setq yank-undo-function nil)

```

```

(set-marker (mark-marker) (point) (current-buffer))
(insert-for-yank (current-kill arg))
;; Set the window start back where it was in the yank command,
;; if possible.
(set-window-start (selected-window) yank-window-start t)
(if before
    ;; This is like exchange-point-and-mark,
    ;; but doesn't activate the mark.
    ;; It is cleaner to avoid activation, even though the command
    ;; loop would deactivate the mark because we inserted text.
    (goto-char (prog1 (mark t)
                      (set-marker (mark-marker)
                                  (point)
                                  (current-buffer))))))
nil)

```

The function is interactive with a small ‘p’ so the prefix argument is processed and passed to the function. The command can only be used after a previous yank; otherwise an error message is sent. This check uses the variable `last-command` which is set by `yank` and is discussed elsewhere. (See Section 8.3 “copy-region-as-kill”, page 83.)

The `let` clause sets the variable `before` to true or false depending whether point is before or after mark and then the region between point and mark is deleted. This is the region that was just inserted by the previous yank and it is this text that will be replaced.

`funcall` calls its first argument as a function, passing remaining arguments to it. The first argument is whatever the `or` expression returns. The two remaining arguments are the positions of point and mark set by the preceding `yank` command.

There is more, but that is the hardest part.

## B.4 The ‘ring.el’ File

Interestingly, GNU Emacs possesses a file called ‘ring.el’ that provides many of the features we just discussed. But functions such as `kill-ring-yank-pointer` do not use this library, possibly because they were written earlier.

## Appendix C A Graph with Labelled Axes

Printed axes help you understand a graph. They convey scale. In an earlier chapter (see Chapter 15 “Reading a Graph”, page 172), we wrote the code to print the body of a graph. Here we write the code for printing and labelling vertical and horizontal axes, along with the body itself.

Since insertions fill a buffer to the right and below point, the new graph printing function should first print the Y or vertical axis, then the body of the graph, and finally the X or horizontal axis. This sequence lays out for us the contents of the function:

1. Set up code.
2. Print Y axis.
3. Print body of graph.
4. Print X axis.

Here is an example of how a finished graph should look:

```

10 -
      *
      * *
      * **
      * ***
5  -  * *****
      * *** *****
      *****
      *****
1  - *****
      |   |   |   |
      1   5  10  15

```

In this graph, both the vertical and the horizontal axes are labelled with numbers. However, in some graphs, the horizontal axis is time and would be better labelled with months, like this:

```

5  -  *
      * * *
      *****
      ***** **
1  - *****
      |   ^   |
      Jan June Jan

```

Indeed, with a little thought, we can easily come up with a variety of vertical and horizontal labelling schemes. Our task could become complicated. But complications breed confusion. Rather than permit this, it is better choose a simple labelling scheme for our first effort, and to modify or replace it later.

These considerations suggest the following outline for the `print-graph` function:

```
(defun print-graph (numbers-list)
  "documentation..."
  (let ((height ...
        ...))
    (print-Y-axis height ... )
    (graph-body-print numbers-list)
    (print-X-axis ... )))
```

We can work on each part of the `print-graph` function definition in turn.

### C.1 The `print-graph` Varlist

In writing the `print-graph` function, the first task is to write the varlist in the `let` expression. (We will leave aside for the moment any thoughts about making the function interactive or about the contents of its documentation string.)

The varlist should set several values. Clearly, the top of the label for the vertical axis must be at least the height of the graph, which means that we must obtain this information here. Note that the `print-graph-body` function also requires this information. There is no reason to calculate the height of the graph in two different places, so we should change `print-graph-body` from the way we defined it earlier to take advantage of the calculation.

Similarly, both the function for printing the X axis labels and the `print-graph-body` function need to learn the value of the width of each symbol. We can perform the calculation here and change the definition for `print-graph-body` from the way we defined it in the previous chapter.

The length of the label for the horizontal axis must be at least as long as the graph. However, this information is used only in the function that prints the horizontal axis, so it does not need to be calculated here.

These thoughts lead us directly to the following form for the varlist in the `let` for `print-graph`:

```
(let ((height (apply 'max numbers-list)) ; First version.
      (symbol-width (length graph-blank)))
```

As we shall see, this expression is not quite right.

### C.2 The `print-Y-axis` Function

The job of the `print-Y-axis` function is to print a label for the vertical axis that looks like this:

```
10 -
```

```
5 -
```

```
1 -
```



The function should be passed the height of the graph, and then should construct and insert the appropriate numbers and marks.

It is easy enough to see in the figure what the Y axis label should look like; but to say in words, and then to write a function definition to do the job is another matter. It is not quite true to say that we want a number and a tic every five lines: there are only three lines between the '1' and the '5' (lines 2, 3, and 4), but four lines between the '5' and the '10' (lines 6, 7, 8, and 9). It is better to say that we want a number and a tic mark on the base line (number 1) and then that we want a number and a tic on the fifth line from the bottom and on every line that is a multiple of five.

The next issue is what height the label should be? Suppose the maximum height of tallest column of the graph is seven. Should the highest label on the Y axis be '5 -', and should the graph stick up above the label? Or should the highest label be '7 -', and mark the peak of the graph? Or should the highest label be 10 -, which is a multiple of five, and be higher than the topmost value of the graph?

The latter form is preferred. Most graphs are drawn within rectangles whose sides are an integral number of steps long---5, 10, 15, and so on for a step distance of five. But as soon as we decide to use a step height for the vertical axis, we discover that the simple expression in the varlist for computing the height is wrong. The expression is (`apply 'max numbers-list`). This returns the precise height, not the maximum height plus whatever is necessary to round up to the nearest multiple of five. A more complex expression is required.

As usual in cases like this, a complex problem becomes simpler if it is divided into several smaller problems.

First, consider the case when the highest value of the graph is an integral multiple of five---when it is 5, 10, 15, or some higher multiple of five. We can use this value as the Y axis height.

A fairly simply way to determine whether a number is a multiple of five is to divide it by five and see if the division results in a remainder. If there is no remainder, the number is a multiple of five. Thus, seven divided by five has a remainder of two, and seven is not an integral multiple of five. Put in slightly different language, more reminiscent of the classroom, five goes into seven once, with a remainder of two. However, five goes into ten twice, with no remainder: ten is an integral multiple of five.

### C.2.1 Side Trip: Compute a Remainder

In Lisp, the function for computing a remainder is `%`. The function returns the remainder of its first argument divided by its second argument. As it happens, `%` is a function in Emacs Lisp that you cannot discover using `apropos`: you find nothing if you type `M-x apropos RET remainder RET`. The only way to learn of the existence of `%` is to read about it in a book such as this or in the Emacs Lisp sources.

You can try the `%` function by evaluating the following two expressions:

```
(% 7 5)
```

```
(% 10 5)
```

The first expression returns 2 and the second expression returns 0.

To test whether the returned value is zero or some other number, we can use the `zerop` function. This function returns `t` if its argument, which must be a number, is zero.

```
(zerop (% 7 5))
⇒ nil
```

```
(zerop (% 10 5))
⇒ t
```

Thus, the following expression will return `t` if the height of the graph is evenly divisible by five:

```
(zerop (% height 5))
```

(The value of `height`, of course, can be found from `(apply 'max numbers-list)`.)

On the other hand, if the value of `height` is not a multiple of five, we want to reset the value to the next higher multiple of five. This is straightforward arithmetic using functions with which we are already familiar. First, we divide the value of `height` by five to determine how many times five goes into the number. Thus, five goes into twelve twice. If we add one to this quotient and multiply by five, we will obtain the value of the next multiple of five that is larger than the height. Five goes into twelve twice. Add one to two, and multiply by five; the result is fifteen, which is the next multiple of five that is higher than twelve. The Lisp expression for this is:

```
(* (1+ (/ height 5)) 5)
```

For example, if you evaluate the following, the result is 15:

```
(* (1+ (/ 12 5)) 5)
```

All through this discussion, we have been using 'five' as the value for spacing labels on the Y axis; but we may want to use some other value. For generality, we should replace 'five' with a variable to which we can assign a value. The best name I can think of for this variable is `Y-axis-label-spacing`.

Using this term, and an `if` expression, we produce the following:

```
(if (zerop (% height Y-axis-label-spacing))
    height
    ;; else
    (* (1+ (/ height Y-axis-label-spacing))
       Y-axis-label-spacing))
```

This expression returns the value of `height` itself if the height is an even multiple of the value of the `Y-axis-label-spacing` or else it computes and returns a value of `height` that is equal to the next higher multiple of the value of the `Y-axis-label-spacing`.

We can now include this expression in the `let` expression of the `print-graph` function (after first setting the value of `Y-axis-label-spacing`):

```
(defvar Y-axis-label-spacing 5
  "Number of lines from one Y axis label to next.")
```

```

...
(let* ((height (apply 'max numbers-list))
      (height-of-top-line
       (if (zerop (% height Y-axis-label-spacing))
           height
           ;; else
           (* (1+ (/ height Y-axis-label-spacing))
              Y-axis-label-spacing)))
      (symbol-width (length graph-blank))))
...

```

(Note use of the `let*` function: the initial value of `height` is computed once by the `(apply 'max numbers-list)` expression and then the resulting value of `height` is used to compute its final value. See “The `let*` expression”, page 133, for more about `let*`.)

### C.2.2 Construct a Y Axis Element

When we print the vertical axis, we want to insert strings such as ‘5 -’ and ‘10 -’ every five lines. Moreover, we want the numbers and dashes to line up, so shorter numbers must be padded with leading spaces. If some of the strings use two digit numbers, the strings with single digit numbers must include a leading blank space before the number.

To figure out the length of the number, the `length` function is used. But the `length` function works only with a string, not with a number. So the number has to be converted from being a number to being a string. This is done with the `number-to-string` function. For example,

```
(length (number-to-string 35))
⇒ 2
```

```
(length (number-to-string 100))
⇒ 3
```

(`number-to-string` is also called `int-to-string`; you will see this alternative name in various sources.)

In addition, in each label, each number is followed by a string such as ‘ - ’, which we will call the `Y-axis-tic` marker. This variable is defined with `defvar`:

```
(defvar Y-axis-tic " - "
  "String that follows number in a Y axis label.")
```

The length of the Y label is the sum of the length of the Y axis tic mark and the length of the number of the top of the graph.

```
(length (concat (number-to-string height) Y-axis-tic)))
```

This value will be calculated by the `print-graph` function in its varlist as `full-Y-label-width` and passed on. (Note that we did not think to include this in the varlist when we first proposed it.)

To make a complete vertical axis label, a tic mark is concatenated with a number; and the two together may be preceded by one or more spaces depending on how long the number is. The label consists of three parts: the (optional) leading spaces, the number, and the tic mark. The function is passed the value of the number for

the specific row, and the value of the width of the top line, which is calculated (just once) by `print-graph`.

```
(defun Y-axis-element (number full-Y-label-width)
  "Construct a NUMBERed label element.
  A numbered element looks like this ' 5 - ',
  and is padded as needed so all line up with
  the element for the largest number."
  (let* ((leading-spaces
         (- full-Y-label-width
            (length
             (concat (number-to-string number)
                     Y-axis-tic)))))
    (concat
     (make-string leading-spaces ? )
     (number-to-string number)
     Y-axis-tic)))
```

The `Y-axis-element` function concatenates together the leading spaces, if any; the number, as a string; and the tic mark.

To figure out how many leading spaces the label will need, the function subtracts the actual length of the label---the length of the number plus the length of the tic mark---from the desired label width.

Blank spaces are inserted using the `make-string` function. This function takes two arguments: the first tells it how long the string will be and the second is a symbol for the character to insert, in a special format. The format is a question mark followed by a blank space, like this, `'? '`. See Section “Character Type” in *The GNU Emacs Lisp Reference Manual*, for a description of the syntax for characters. (Of course, you might want to replace the blank space by some other character . . . You know what to do.)

The `number-to-string` function is used in the concatenation expression, to convert the number to a string that is concatenated with the leading spaces and the tic mark.

### C.2.3 Create a Y Axis Column

The preceding functions provide all the tools needed to construct a function that generates a list of numbered and blank strings to insert as the label for the vertical axis:

```

(defun Y-axis-column (height width-of-label)
  "Construct list of Y axis labels and blank strings.
  For HEIGHT of line above base and WIDTH-OF-LABEL."
  (let (Y-axis)
    (while (> height 1)
      (if (zerop (% height Y-axis-label-spacing))
          ;; Insert label.
          (setq Y-axis
                (cons
                 (Y-axis-element height width-of-label)
                 Y-axis))
          ;; Else, insert blanks.
          (setq Y-axis
                (cons
                 (make-string width-of-label ? )
                 Y-axis)))
      (setq height (1- height)))
    ;; Insert base line.
    (setq Y-axis
          (cons (Y-axis-element 1 width-of-label) Y-axis))
    (nreverse Y-axis)))

```

In this function, we start with the value of `height` and repetitively subtract one from its value. After each subtraction, we test to see whether the value is an integral multiple of the `Y-axis-label-spacing`. If it is, we construct a numbered label using the `Y-axis-element` function; if not, we construct a blank label using the `make-string` function. The base line consists of the number one followed by a tic mark.

#### C.2.4 The Not Quite Final Version of print-Y-axis

The list constructed by the `Y-axis-column` function is passed to the `print-Y-axis` function, which inserts the list as a column.

```

(defun print-Y-axis (height full-Y-label-width)
  "Insert Y axis using HEIGHT and FULL-Y-LABEL-WIDTH.
  Height must be the maximum height of the graph.
  Full width is the width of the highest label element."
  ;; Value of height and full-Y-label-width
  ;; are passed by 'print-graph'.
  (let ((start (point)))
    (insert-rectangle
     (Y-axis-column height full-Y-label-width))
    ;; Place point ready for inserting graph.
    (goto-char start)
    ;; Move point forward by value of full-Y-label-width
    (forward-char full-Y-label-width)))

```

The `print-Y-axis` uses the `insert-rectangle` function to insert the Y axis labels created by the `Y-axis-column` function. In addition, it places point at the correct position for printing the body of the graph.

You can test `print-Y-axis`:

## 1. Install

```
Y-axis-label-spacing
Y-axis-tic
Y-axis-element
Y-axis-column
print-Y-axis
```

## 2. Copy the following expression:

```
(print-Y-axis 12 5)
```

3. Switch to the `*scratch*` buffer and place the cursor where you want the axis labels to start.4. Type `M-: (eval-expression).`5. Yank the `graph-body-print` expression into the minibuffer with `C-y` (`yank`).6. Press `RET` to evaluate the expression.

Emacs will print labels vertically, the top one being `'10 - '`. (The `print-graph` function will pass the value of `height-of-top-line`, which in this case will end up as 15, thereby getting rid of what might appear as a bug.)

### C.3 The `print-X-axis` Function

X axis labels are much like Y axis labels, except that the ticks are on a line above the numbers. Labels should look like this:

```
  |   |   |   |
  1   5  10  15
```

The first tic is under the first column of the graph and is preceded by several blank spaces. These spaces provide room in rows above for the Y axis labels. The second, third, fourth, and subsequent ticks are all spaced equally, according to the value of `X-axis-label-spacing`.

The second row of the X axis consists of numbers, preceded by several blank spaces and also separated according to the value of the variable `X-axis-label-spacing`.

The value of the variable `X-axis-label-spacing` should itself be measured in units of `symbol-width`, since you may want to change the width of the symbols that you are using to print the body of the graph without changing the ways the graph is labelled.

The `print-X-axis` function is constructed in more or less the same fashion as the `print-Y-axis` function except that it has two lines: the line of tic marks and the numbers. We will write a separate function to print each line and then combine them within the `print-X-axis` function.

This is a three step process:

1. Write a function to print the X axis tic marks, `print-X-axis-tic-line`.
2. Write a function to print the X numbers, `print-X-axis-numbered-line`.
3. Write a function to print both lines, the `print-X-axis` function, using `print-X-axis-tic-line` and `print-X-axis-numbered-line`.

### C.3.1 X Axis Tic Marks

The first function should print the X axis tic marks. We must specify the tic marks themselves and their spacing:

```
(defvar X-axis-label-spacing
  (if (boundp 'graph-blank)
      (* 5 (length graph-blank)) 5)
  "Number of units from one X axis label to next.")
```

(Note that the value of `graph-blank` is set by another `defvar`. The `boundp` predicate checks whether it has already been set; `boundp` returns `nil` if it has not. If `graph-blank` were unbound and we did not use this conditional construction, in a recent GNU Emacs, we would enter the debugger and see an error message saying ‘Debugger entered--Lisp error: (void-variable graph-blank)’.)

Here is the `defvar` for `X-axis-tic-symbol`:

```
(defvar X-axis-tic-symbol "|")
  "String to insert to point to a column in X axis.")
```

The goal is to make a line that looks like this:

```
| | | |
```

The first tic is indented so that it is under the first column, which is indented to provide space for the Y axis labels.

A tic element consists of the blank spaces that stretch from one tic to the next plus a tic symbol. The number of blanks is determined by the width of the tic symbol and the `X-axis-label-spacing`.

The code looks like this:

```
;;; X-axis-tic-element
...
(concat
  (make-string
    ;; Make a string of blanks.
    (- (* symbol-width X-axis-label-spacing)
       (length X-axis-tic-symbol))
    ? )
  ;; Concatenate blanks with tic symbol.
  X-axis-tic-symbol)
...

```

Next, we determine how many blanks are needed to indent the first tic mark to the first column of the graph. This uses the value of `full-Y-label-width` passed it by the `print-graph` function.

The code to make `X-axis-leading-spaces` looks like this:

```
;;; X-axis-leading-spaces
...
(make-string full-Y-label-width ? )
...

```

We also need to determine the length of the horizontal axis, which is the length of the numbers list, and the number of ticks in the horizontal axis:

```
;;; X-length
...
(length numbers-list)
```

```
;; tic-width
...
(* symbol-width X-axis-label-spacing)

;; number-of-X-ticks
(if (zerop (% (X-length tic-width)))
    (/ (X-length tic-width))
    (1+ (/ (X-length tic-width))))
```

All this leads us directly to the function for printing the X axis tic line:

```
(defun print-X-axis-tic-line
  (number-of-X-tics X-axis-leading-spaces X-axis-tic-element)
  "Print ticks for X axis."
  (insert X-axis-leading-spaces)
  (insert X-axis-tic-symbol) ; Under first column.
  ;; Insert second tic in the right spot.
  (insert (concat
    (make-string
      (- (* symbol-width X-axis-label-spacing)
         ;; Insert white space up to second tic symbol.
         (* 2 (length X-axis-tic-symbol)))
      ? )
    X-axis-tic-symbol))
  ;; Insert remaining ticks.
  (while (> number-of-X-tics 1)
    (insert X-axis-tic-element)
    (setq number-of-X-tics (1- number-of-X-tics))))
```

The line of numbers is equally straightforward:

First, we create a numbered element with blank spaces before each number:

```
(defun X-axis-element (number)
  "Construct a numbered X axis element."
  (let ((leading-spaces
        (- (* symbol-width X-axis-label-spacing)
           (length (number-to-string number)))))
    (concat (make-string leading-spaces ? )
            (number-to-string number))))
```

Next, we create the function to print the numbered line, starting with the number "1" under the first column:

```
(defun print-X-axis-numbered-line
  (number-of-X-tics X-axis-leading-spaces)
  "Print line of X-axis numbers"
  (let ((number X-axis-label-spacing))
    (insert X-axis-leading-spaces)
    (insert "1")
    (insert (concat
      (make-string
        ;; Insert white space up to next number.
        (- (* symbol-width X-axis-label-spacing) 2)
        ? )
      (number-to-string number))))
```



```
;; Insert remaining numbers.
(setq number (+ number X-axis-label-spacing))
(while (> number-of-X-tics 1)
  (insert (X-axis-element number))
  (setq number (+ number X-axis-label-spacing))
  (setq number-of-X-tics (1- number-of-X-tics))))
```

Finally, we need to write the `print-X-axis` that uses `print-X-axis-tic-line` and `print-X-axis-numbered-line`.

The function must determine the local values of the variables used by both `print-X-axis-tic-line` and `print-X-axis-numbered-line`, and then it must call them. Also, it must print the carriage return that separates the two lines.

The function consists of a varlist that specifies five local variables, and calls to each of the two line printing functions:

```
(defun print-X-axis (numbers-list)
  "Print X axis labels to length of NUMBERS-LIST."
  (let* ((leading-spaces
         (make-string full-Y-label-width ? ))
        ;; symbol-width is provided by graph-body-print
        (tic-width (* symbol-width X-axis-label-spacing))
        (X-length (length numbers-list))
        (X-tic
         (concat
          (make-string
           ;; Make a string of blanks.
           (- (* symbol-width X-axis-label-spacing)
              (length X-axis-tic-symbol))
           ? )
          ;; Concatenate blanks with tic symbol.
          X-axis-tic-symbol))
        (tic-number
         (if (zerop (% X-length tic-width))
             (/ X-length tic-width)
             (1+ (/ X-length tic-width)))))
    (print-X-axis-tic-line tic-number leading-spaces X-tic)
    (insert "\n")
    (print-X-axis-numbered-line tic-number leading-spaces)))
```

You can test `print-X-axis`:

1. Install `X-axis-tic-symbol`, `X-axis-label-spacing`, `print-X-axis-tic-line`, as well as `X-axis-element`, `print-X-axis-numbered-line`, and `print-X-axis`.
2. Copy the following expression:
 

```
(progn
  (let ((full-Y-label-width 5)
        (symbol-width 1))
    (print-X-axis
     '(1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16)))))
```
3. Switch to the `*scratch*` buffer and place the cursor where you want the axis labels to start.
4. Type `M-: (eval-expression).`



```

;; Else, insert blanks.
(setq Y-axis
  (cons
    (make-string width-of-label ? )
    Y-axis)))
(setq height (1- height)))
;; Insert base line.
(setq Y-axis (cons (Y-axis-element
  (or vertical-step 1)
  width-of-label)
  Y-axis))
(nreverse Y-axis)))

```

The values for the maximum height of graph and the width of a symbol are computed by `print-graph` in its `let` expression; so `graph-body-print` must be changed to accept them.

```

;;; Final version.
(defun graph-body-print (numbers-list height symbol-width)
  "Print a bar graph of the NUMBERS-LIST.
The numbers-list consists of the Y-axis values.
HEIGHT is maximum height of graph.
SYMBOL-WIDTH is number of each column."
  (let (from-position)
    (while numbers-list
      (setq from-position (point))
      (insert-rectangle
        (column-of-graph height (car numbers-list)))
      (goto-char from-position)
      (forward-char symbol-width)
      ;; Draw graph column by column.
      (sit-for 0)
      (setq numbers-list (cdr numbers-list)))
    ;; Place point for X axis labels.
    (forward-line height)
    (insert "\n")))

```

Finally, the code for the `print-graph` function:

```

;;; Final version.
(defun print-graph
  (numbers-list &optional vertical-step)
  "Print labelled bar graph of the NUMBERS-LIST.
The numbers-list consists of the Y-axis values.

```

Optionally, `VERTICAL-STEP`, a positive integer, specifies how much a Y axis label increments for each line. For example, a step of 5 means that each row is five units."

```

(let* ((symbol-width (length graph-blank))
  ;; height is both the largest number
  ;; and the number with the most digits.
  (height (apply 'max numbers-list))

```

```

(height-of-top-line
 (if (zerop (% height Y-axis-label-spacing))
     height
     ;; else
     (* (1+ (/ height Y-axis-label-spacing))
        Y-axis-label-spacing)))
(vertical-step (or vertical-step 1))
(full-Y-label-width
 (length
  (concat
   (number-to-string
    (* height-of-top-line vertical-step))
   Y-axis-tic))))

(print-Y-axis
 height-of-top-line full-Y-label-width vertical-step)
(graph-body-print
 numbers-list height-of-top-line symbol-width)
(print-X-axis numbers-list)))

```

#### C.4.1 Testing print-graph

We can test the `print-graph` function with a short list of numbers:

1. Install the final versions of `Y-axis-column`, `graph-body-print`, and `print-graph` (in addition to the rest of the code.)
2. Copy the following expression:

```
(print-graph '(3 2 5 6 7 5 3 4 6 4 3 2 1))
```

3. Switch to the `*scratch*` buffer and place the cursor where you want the axis labels to start.
4. Type `M-: (eval-expression).`
5. Yank the test expression into the minibuffer with `C-y` (`yank`).
6. Press `RET` to evaluate the expression.

Emacs will print a graph that looks like this:

```

10 -
      *
      **  *
5  -  **** *
      **** ***
      * ****
      * ****
1  -  ****
      |  |  |  |
      1  5 10 15

```

On the other hand, if you pass `print-graph` a `vertical-step` value of 2, by evaluating this expression:

```
(print-graph '(3 2 5 6 7 5 3 4 6 4 3 2 1) 2)
```

The graph looks like this:

```
20 -
      *
      **  *
10 -  **** *
      **** ***
      *  ****
      *  ****
2 -  ****

      |  |  |  |
      1  5 10 15
```

(A question: is the '2' on the bottom of the vertical axis a bug or a feature? If you think it is a bug, and should be a '1' instead, (or even a '0'), you can modify the sources.)

### C.4.2 Graphing Numbers of Words and Symbols

Now for the graph for which all this code was written: a graph that shows how many function definitions contain fewer than 10 words and symbols, how many contain between 10 and 19 words and symbols, how many contain between 20 and 29 words and symbols, and so on.

This is a multi-step process. First make sure you have loaded all the requisite code.

It is a good idea to reset the value of `top-of-ranges` in case you have set it to some different value. You can evaluate the following:

```
(setq top-of-ranges
'(10 20 30 40 50
  60 70 80 90 100
  110 120 130 140 150
  160 170 180 190 200
  210 220 230 240 250
  260 270 280 290 300))
```

Next create a list of the number of words and symbols in each range.

Evaluate the following:

```
(setq list-for-graph
(defuns-per-range
(sort
(recursive-lengths-list-many-files
(directory-files "/usr/local/emacs/lisp"
t ".+el$")))
'<)
top-of-ranges))
```

On my old machine, this took about an hour. It looked though 303 Lisp files in my copy of Emacs version 19.23. After all that computing, the `list-for-graph` had this value:

```
(537 1027 955 785 594 483 349 292 224 199 166 120 116 99
 90 80 67 48 52 45 41 33 28 26 25 20 12 28 11 13 220)
```

This means that my copy of Emacs had 537 function definitions with fewer than 10 words or symbols in them, 1,027 function definitions with 10 to 19 words or symbols in them, 955 function definitions with 20 to 29 words or symbols in them, and so on.

Clearly, just by looking at this list we can see that most function definitions contain ten to thirty words and symbols.

Now for printing. We do *not* want to print a graph that is 1,030 lines high . . . Instead, we should print a graph that is fewer than twenty-five lines high. A graph that height can be displayed on almost any monitor, and easily printed on a sheet of paper.

This means that each value in `list-for-graph` must be reduced to one-fiftieth its present value.

Here is a short function to do just that, using two functions we have not yet seen, `mapcar` and `lambda`.

```
(defun one-fiftieth (full-range)
  "Return list, each number one-fiftieth of previous."
  (mapcar '(lambda (arg) (/ arg 50)) full-range))
```

### C.4.3 A `lambda` Expression: Useful Anonymity

`lambda` is the symbol for an anonymous function, a function without a name. Every time you use an anonymous function, you need to include its whole body.

Thus,

```
(lambda (arg) (/ arg 50))
```

is a function definition that says ‘return the value resulting from dividing whatever is passed to me as `arg` by 50’.

Earlier, for example, we had a function `multiply-by-seven`; it multiplied its argument by 7. This function is similar, except it divides its argument by 50; and, it has no name. The anonymous equivalent of `multiply-by-seven` is:

```
(lambda (number) (* 7 number))
```

(See Section 3.1 “The `defun` Special Form”, page 22.)

If we want to multiply 3 by 7, we can write:

```
(multiply-by-seven 3)
```

```

      \_____/
       |
       |
function      argument

```

This expression returns 21.

Similarly, we can write:

```
((lambda (number) (* 7 number)) 3)
```

anonymous function      argument

If we want to divide 100 by 50, we can write:

```
((lambda (arg) (/ arg 50)) 100)
```

anonymous function      argument

This expression returns 2. The 100 is passed to the function, which divides that number by 50.

See Section “Lambda Expressions” in *The GNU Emacs Lisp Reference Manual*, for more about `lambda`. Lisp and lambda expressions derive from the Lambda Calculus.

#### C.4.4 The `mapcar` Function

`mapcar` is a function that calls its first argument with each element of its second argument, in turn. The second argument must be a sequence.

The ‘`map`’ part of the name comes from the mathematical phrase, ‘mapping over a domain’, meaning to apply a function to each of the elements in a domain. The mathematical phrase is based on the metaphor of a surveyor walking, one step at a time, over an area he is mapping. And ‘`car`’, of course, comes from the Lisp notion of the first of a list.

For example,

```
(mapcar '1+ '(2 4 6))
⇒ (3 5 7)
```

The function `1+` which adds one to its argument, is executed on *each* element of the list, and a new list is returned.

Contrast this with `apply`, which applies its first argument to all the remaining. (See Chapter 15 “Readying a Graph”, page 172, for a explanation of `apply`.)

In the definition of `one-fiftieth`, the first argument is the anonymous function:

```
(lambda (arg) (/ arg 50))
```

and the second argument is `full-range`, which will be bound to `list-for-graph`.

The whole expression looks like this:

```
(mapcar '(lambda (arg) (/ arg 50)) full-range))
```

See Section “Mapping Functions” in *The GNU Emacs Lisp Reference Manual*, for more about `mapcar`.

Using the `one-fiftieth` function, we can generate a list in which each element is one-fiftieth the size of the corresponding element in `list-for-graph`.

```
(setq fiftieth-list-for-graph
      (one-fiftieth list-for-graph))
```

The resulting list looks like this:

```
(10 20 19 15 11 9 6 5 4 3 3 2 2
 1 1 1 1 0 1 0 0 0 0 0 0 0 0 0 4)
```

This, we are almost ready to print! (We also notice the loss of information: many of the higher ranges are 0, meaning that fewer than 50 defuns had that many words or symbols—but not necessarily meaning that none had that many words or symbols.)

### C.4.5 Another Bug . . . Most Insidious

I said ‘almost ready to print’! Of course, there is a bug in the `print-graph` function . . . It has a `vertical-step` option, but not a `horizontal-step` option. The `top-of-range` scale goes from 10 to 300 by tens. But the `print-graph` function will print only by ones.

This is a classic example of what some consider the most insidious type of bug, the bug of omission. This is not the kind of bug you can find by studying the code, for it is not in the code; it is an omitted feature. Your best actions are to try your program early and often; and try to arrange, as much as you can, to write code that is easy to understand and easy to change. Try to be aware, whenever you can, that whatever you have written, *will* be rewritten, if not soon, eventually. A hard maxim to follow.

It is the `print-X-axis-numbered-line` function that needs the work; and then the `print-X-axis` and the `print-graph` functions need to be adapted. Not much needs to be done; there is one nicety: the numbers ought to line up under the tic marks. This takes a little thought.

Here is the corrected `print-X-axis-numbered-line`:

```
(defun print-X-axis-numbered-line
  (number-of-X-tics X-axis-leading-spaces
   &optional horizontal-step)
  "Print line of X-axis numbers"
  (let ((number X-axis-label-spacing)
        (horizontal-step (or horizontal-step 1)))
    (insert X-axis-leading-spaces)
    ;; Delete extra leading spaces.
    (delete-char
     (- (1-
          (length (number-to-string horizontal-step))))))
  (insert (concat
           (make-string
```



```

;; Insert white space.
(- (* symbol-width
    X-axis-label-spacing)
   (1-
    (length
     (number-to-string horizontal-step)))
   2)
? )
(number-to-string
 (* number horizontal-step)))
;; Insert remaining numbers.
(setq number (+ number X-axis-label-spacing))
(while (> number-of-X-tics 1)
  (insert (X-axis-element
           (* number horizontal-step)))
  (setq number (+ number X-axis-label-spacing))
  (setq number-of-X-tics (1- number-of-X-tics))))

```

If you are reading this in Info, you can see the new versions of `print-X-axis`, `print-graph` and evaluate them. If you are reading this in a printed book, you can see the changed lines here (the full text is too much to print).

```

(defun print-X-axis (numbers-list horizontal-step)
  ...
  (print-X-axis-numbered-line
   tic-number leading-spaces horizontal-step))
(defun print-graph
  (numbers-list
   &optional vertical-step horizontal-step)
  ...
  (print-X-axis numbers-list horizontal-step))

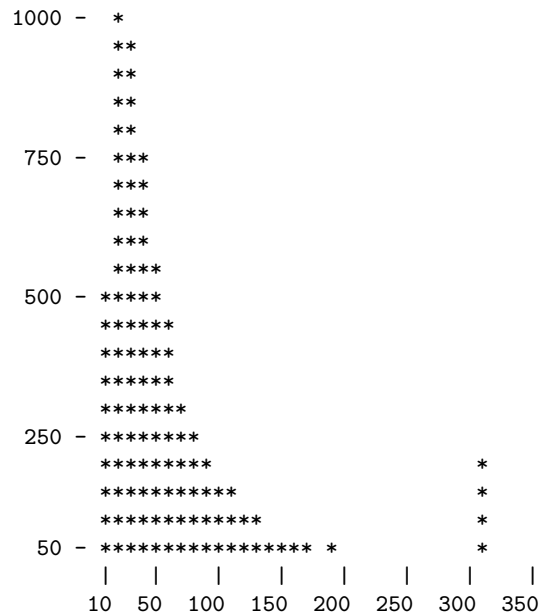
```

### C.4.6 The Printed Graph

When made and installed, you can call the `print-graph` command like this:

```
(print-graph fiftieth-list-for-graph 50 10)
```

Here is the graph:



The largest group of functions contain 10 – 19 words and symbols each.

## Appendix D Free Software and Free Manuals

by **Richard M. Stallman**

The biggest deficiency in free operating systems is not in the software---it is the lack of good free manuals that we can include in these systems. Many of our most important programs do not come with full manuals. Documentation is an essential part of any software package; when an important free software package does not come with a free manual, that is a major gap. We have many such gaps today.

Once upon a time, many years ago, I thought I would learn Perl. I got a copy of a free manual, but I found it hard to read. When I asked Perl users about alternatives, they told me that there were better introductory manuals---but those were not free.

Why was this? The authors of the good manuals had written them for O'Reilly Associates, which published them with restrictive terms---no copying, no modification, source files not available---which exclude them from the free software community.

That wasn't the first time this sort of thing has happened, and (to our community's great loss) it was far from the last. Proprietary manual publishers have enticed a great many authors to restrict their manuals since then. Many times I have heard a GNU user eagerly tell me about a manual that he is writing, with which he expects to help the GNU project---and then had my hopes dashed, as he proceeded to explain that he had signed a contract with a publisher that would restrict it so that we cannot use it.

Given that writing good English is a rare skill among programmers, we can ill afford to lose manuals this way.

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But there is a particular reason why the freedom to modify is crucial for documentation for free software. When people exercise their right to modify the software, and add or change its features, if they are conscientious they will change the manual too---so they can provide accurate and usable documentation with the

modified program. A manual which forbids programmers to be conscientious and finish the job, or more precisely requires them to write a new manual from scratch if they change the program, does not fill our community's needs.

While a blanket prohibition on modification is unacceptable, some kinds of limits on the method of modification pose no problem. For example, requirements to preserve the original author's copyright notice, the distribution terms, or the list of authors, are ok. It is also no problem to require modified versions to include notice that they were modified, even to have entire sections that may not be deleted or changed, as long as these sections deal with nontechnical topics. (Some GNU manuals have them.)

These kinds of restrictions are not a problem because, as a practical matter, they don't stop the conscientious programmer from adapting the manual to fit the modified program. In other words, they don't block the free software community from making full use of the manual.

However, it must be possible to modify all the technical content of the manual, and then distribute the result in all the usual media, through all the usual channels; otherwise, the restrictions do block the community, the manual is not free, and so we need another manual.

Unfortunately, it is often hard to find someone to write another manual when a proprietary manual exists. The obstacle is that many users think that a proprietary manual is good enough---so they don't see the need to write a free manual. They do not see that the free operating system has a gap that needs filling.

Why do users think that proprietary manuals are good enough? Some have not considered the issue. I hope this article will do something to change that.

Other users consider proprietary manuals acceptable for the same reason so many people consider proprietary software acceptable: they judge in purely practical terms, not using freedom as a criterion. These people are entitled to their opinions, but since those opinions spring from values which do not include freedom, they are no guide for those of us who do value freedom.

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Robert J. Chassell has worked with GNU Emacs since 1985. He writes and edits, teaches Emacs and Emacs Lisp, and speaks throughout the world on software freedom. Chassell was a founding Director and Treasurer of the Free Software Foundation, Inc. He is co-author of the *Texinfo* manual, and has edited more than a dozen other books. He graduated from Cambridge University, in England. He has an abiding interest in social and economic history and flies his own airplane.