Table of Contents

0 - Preface

1 - What is Jai?

- 1.1 Some context and history.
- 1.2 What type of language is Jai?

1B - What is Jai - more in depth

- 1.1 What type of language is Jai?
 - 1.1.1 Priorities
 - 1.1.2 Jai tries to be a better C/C++
- 1.2 Comparisons with other languages
- 1.3 Jai's performance
- 1.4 Some steps in Jai's history
- 1.5 Specific Jai features
- 1.6 Some wrong ideas in software development
- 1.7 Jai community and communication channels
- 1.8 Jai's popularity

2 - Setting up a Jai development environment

- 2.1 Opening up the Jai compiler toolkit
- 2.2 Setting up the Jai compiler
 - 2.2.1 Copying the compiler to its destination folder
 - 2.2.2 Making the jai command system-wide available
 - 2.2.3 Updating Jai and switching versions
 - 2.2.4 Prerequisite for Windows
 - 2.2.5 Windows as development platform
 - 2.2.6 Solution for install problem on Linux distros
 - 2.2.7 Working in WSL on Windows

2.3 Editor help for coding Jai

- 2.3.1 Overview of different editors
- 2.3.2 Using the Visual Studio Code plugin
- 2.3.3 How to edit, build and run a Jai program in VS-Code through CodeRunner
- 2.4 The compiler command

2B - Compiler command-line options

3 - Compiling and running your first program

3.1 Some preliminary remarks

- 3.2 The main entry point
- 3.3 Compiling our first program
 - 3.3.1 Compile-time
 - 3.3.2 Printing output
 - 3.3.3 Run-time
 - 3.3.4 Running code during compile-time
 - 3.3.5 Some remarks
 - 3.3.6 Errors
 - 3.3.7 Exiting a program

4 - More info about the compiler

- 4.1 General info
- 4.2 Internal byte-code interpreter
- 4.3 Front-end
- 4.4 Back-ends
- 4.5 Linking
- 4.6 Architectures
- 4.7 Debug and release build
- 4B_Options for giving code at the command-line
- 4C_The Preload module
- 4D_Memory management
- 4E_What happens when Jai starts up?

5 - Constants, variables, types and operations

- 5.1 Data, literals and types
 - 5.1.1 Data and types
 - 5.1.2 The primitive types: bool, int, float, string, void
 - 5.1.3 Using print to display a value
 - 5.1.4 type_of()
- 5.2 Constants
 - 5.2.1 Problem: What if we need the same literal many times in code?
 - 5.2.2 Solution: Constants
- 5.3 Variables
 - 5.3.1 How to declare variables

- 5.4 Errors when defining variables
- 5.5 Multiple assignment
- 5.6 Swapping values
- 5.7 More about printing
 - 5.7.1 Printing more than one value
 - 5.7.2 The write procedures
 - 5.7.3 Printing Unicode
- 5.8 General naming conventions

5B - Identifier backslashes

5C - ASCII table

6 - Bool and number types

- 6.1 Boolean values
 - 6.1.1 Equal values and boolean expressions
 - 6.1.2 Boolean operators
 - 6.1.3 The assert statement
- 6.2 Number types
 - 6.2.1 Comparison operators
 - 6.2.2 Arithmetic operators
 - 6.2.3 Mixing of different types
 - 6.2.4 Casting of values
 - 6.2.5 Autocasting with xx
 - 6.2.5.1 Cast of bool to int
 - 6.2.5.2 Cast of int to bool truthiness
 - 6.2.6 Complex expressions and precedence
 - 6.2.7 Bitwise operators
 - 6.2.7.1 Using bitwise operators
 - 6.2.7.2 Tests on numbers
 - 6.2.8 Formatting procs
 - 6.2.9 Random numbers
 - 6.2.10 The Math module

6B – Times and dates

- 6B.1 Getting the current time
- 6B.2 Measuring performance using get_time and current_time_monotonic
- 6B.3 Getting a random number from time

7 – Scope of Variables

- 7.1 Data scope and imperative scope
 - 7.1.1 Global constants and variables
 - 7.1.2 Local variables
- 7.2 Shadowing of variables

8 - Structuring a project's code

- 8.1 Structuring with modules
- 8.2 Loading files with #load
- 8.3 Named imports
 - 8.3.1 Definition
 - 8.3.2 Handling naming conflicts
- 8.4 Import a file, a dir or a string
- 8.5 Structuring a project
 - 8.5.1 The folder structure
 - 8.5.2 The source code structure
- 8.6 -import_dir
- 8.7 Module and program parameters
 - 8.7.1 Definition and use
 - 8.7.2 Creating your own module parameters

8B - The #scope directives

- 8B.1 The #scope_file and #scope_export directives
- 8B.2 Scope in a module
- 8B.3 An example of using the #scope directives

9 - More about types

- 9.1 First class Types
- 9.2 Constants of type Type: Type alias
- 9.3 Variables of type Type
- 9.4 size_of
- 9.5 The Any type
- 9.6 Any and the print procedure
- 9.7 Type comparisons

10 – Working with pointers

- 10.1 What is a pointer?
- 10.2 Pointers to pointers
- 10.3 Dereferencing a null pointer
- 10.4 Dangling pointers
- 10.5 Casting to pointer types
- 10.6 Relative pointers *~snn

11 - Allocating and freeing memory

- 11.1 The defer keyword
- 11.2 Allocating and freeing primitive variables

12 - Basics of structs

- 12.1 Struct declarations
- 12.2 Making struct variables
- 12.3 Nested structs
- 12.4 Struct literals
- 12.5 Making structs on the heap
- 12.6 Recursive structs

12.6.1 Linked List

12.6.2 Double Linked List

12.6.3 Tree

12.6.4 Circular dependencies

- 12.7 A structs namespace
- 12.8 The #as directive
- 12.9 Using a structs namespace for better storage management
- 12.10 Pointer to struct
- 12.11 Struct alignment
- 12.12 Making definitions in an inner module visible with using
- 12.13 Struct parameters

12.13.1 Struct parameters of type Type

- 12.14 Structs with relative pointers
- 12.15 Anonymous structs
- 12.16 Member procs

13 - Unions and enums

- 13.1 Working with unions
- 13.2 Working with enums
- 13.3 Enum as a namespace
- 13.4 Enum as #specified
- 13.5 enum_flags and masking flags
- 13.6 Some useful enum methods

14 - Branching with if else

14.1 The if-else statement

14.1.1 One-liners

14.1.2 The classical C error

- 14.2 Ternary operator ifx
- 14.3 Case branching

14.3.1 What is the if-case construct?

14.3.2 Using if-case with enums and #complete

14.4 Test on empty variables

14.5 Other useful if tests

15 - Looping with while and for

15.1 While loop

15.1.1 Nested while loops

15.1.2 Named while-loops

15.1.3 Printing out a recursive list

15.2 For loop

15.3 Breaking out or continuing a loop

15.4 Looping over an enum's values

15.5 Looping over a structs fields with type_info()

15.6 Serialization

15.7 Annotations or notes

16 – Types in depth

16.1 Definition of Any, .type and .type.type

16.2 Type_Info and Type_Info_Tag

16.3 The type_info() proc

16.4 Other useful ways to dig into type information

16.4.1 Checking whether an enum is #specified

16.4.2 Checking whether a struct a struct is a subclass of another struct

16.4.3 Type info available at runtime

17 - Basics of procedures

17.1 Declaring and calling a proc

17.1.1 Exiting from a proc with return

17.1.2 Getting the type and address of a proc

17.2 Local procs

17.3 Difference between passing a copy and passing a pointer

17.4 Default values for arguments

17.5 Named arguments

17.6 Multiple return values and #must

17.6.1 Named and default return values

17.6.2 The #must directive

17.6.3 Example proc: file_open

17.7 Overloading procedures

17.7.1 What are overloading procedures?

17.7.1 Overloading in global and local scope

17.8 Inlining procs

17.9 Recursive procs

17.9.1 The #this directive

	17.9.2 Recursive structs and #this
	17.10 Swapping values
	17.11 A println procedure
	17.12 Autocasting a parameter with xx
	17.13 Structs and procs 17.13.1 Using the namespace of a struct in procedure
	17.13.1 Using the harnespace of a struct in procedure 17.13.2 The #as directive in proc arguments
	17.14 Reflection on procedures
	17.14.1 Getting the argument and return types
	17.14.2 The #procedure_name directive
	17.15 The #deprecated directive
	17.16 Anonymous procs
IO A	
18 – Arra	
	18.1. Array literals
	18.2. For loop over arrays
	18.3. Static arrays 18.3.1 Setting up an array with a for loop
	18.3.2 Compile-time and run-time bounds check
	18.3.3 Using an array as a boolean
	18.3.4 Allocating an array on the heap
	18.4. Dynamic arrays
	18.4.1 Useful procs for dynamic arrays 18.4.2 Internal definition of a dynamic array
	18.5. Array views
	18.5.1 Changing the view and the base array
	18.5.2 Misuse of array views with dynamic arrays
	18.6. For-loops over arrays: more examples
	18.6.1 Named index and value
	18.6.2 Changing an array by iterating with a pointer 18.6.3 Reversing a for loop with <
	18.7. Multidimensional arrays
	18.8. Passing an array to a procedure
	18.9. An array of pointers
	18.10 Variable number of arguments () for a procedure
	18.10.1 Passing an array as a variable argument
	18.10.2 Named variable arguments proc
	18.11 The print procedure
	18.12 Array of structs

18B – Ordered remove in arrays 18C - Copying a struct with memcpy

19 – Working with strings

- 19.1 What are strings?
- 19.2 Some basic operations on bytes
- 19.3 Backslash codes, escape characters and Unicode characters
- 19.4 Some string characteristics
 - 19.4.1 String literals are immutable and bounds-checked
 - 19.4.2 Strings as boolean values
 - 19.4.3 Multi-line strings
 - 19.4.4 Looping over the characters in a string str with for
 - 19.4.5 The sprint procedure
 - 19.4.6 Releasing a string's memory
 - 19.4.7 Storing code in strings
 - 19.4.8 Strings as array views
 - 19.4.9 Relative strings
- 19.5 String builder
- 19.6 String operations
 - 19.6.1 Conversions to and from numbers
 - 19.6.1.1 string to numbers
 - 19.6.2 String comparisons
 - 19.6.3 Joining and splitting
 - 19.6.3.1 Looping over the result of a split
 - 19.6.4 Searching
 - 19.6.5 Changing
- 19.7 C strings
- 19B Get command-line arguments
- 19C Getting console input
- 19D Comparing field names of structs

20 - Debugging

- 20.1 Some general strategies
 - 20.1.1 Print debugging
 - 20.1.2 Assert debugging
- 20.2 Debugging compile-time execution
 - 20.2.1 #assert debugging
 - 20.2.2 The compile-time interactive Jai debugger
 - 20.2.3 The #dump directive
- 20.3 Debugging a run-time crash with an external debugger from Visual Studio
- 20.4 Debugging general code
- 20.5 Debugging with natvis
- 20.6 The WinDbg debugging tool
- 20.7 Some general info

21 - Memory Allocators and Temporary Storage

- 21.1 General remarks
 - 21.1.1 Overview of allocation and freeing methods
 - 21.1.2 User defer when possible
- 21.2 Allocators
- 21.3 Temporary storage
- 21.4 Examples of using Temporary Storage
 - 21.4.1 Storing strings in temp with tprint
 - 21.4.2 Storing arrays in temp
 - 21.4.3 Using New with temp
 - 21.4.4 Using Temporary Storage on the Stack
 - 21.4.5 How much memory is allocated in temp?
- 21.5 Memory-leak detector

22 Polymorphic Procedures

- 22.1 What is polymorphism?
 - 22.1.1 A first example
 - 22.1.2 What is \$T?
- 22.2 Some other examples
 - 22.2.1 T used more than once, and also used as a return type
 - 22.2.2 T as the type of an arrays items
 - 22.2.3 Example with pointers: swapping
 - 22.2.4 Example with structs
 - 22.2.5 Example with several polymorphic types
- 22.3 The lambda notation =>
- 22.4 A procedure as argument of another proc
- 22.5 A recursive lambda as argument of a polymorphic proc
- 22.6 #bake_arguments, \$ and \$\$
- 22.7 A map function

23 Polymorphic arrays and structs

- 23.1 Polymorphic arrays
- 23.2 A more general map procedure
- 23.3 Polymorphic structs
- 23.4 Restricting the type of polymorphic proc arguments
- 23.5 The \$T/Object syntax
- 23.6 The \$T/interface Object syntax
- 23.7 The #bake_constants directive
- 23.8 Polymorphic struct using #this and #bake_constants
- 23.9 Implementing a simple interface
- 23.10 The broadcaster design pattern

23B. Document types: a showcase of inheritance using structs and #as

24 Operator overloading

- 24.1 Operators and operator overloading
- 24.2 Vector operators
- 24.3 Object operators
- 24.4 The #poke_name directive

25 Context

- 25.1 What is the context?
- 25.2 push_context
- 25.3 push_allocator
- 25.4 What does #no_context mean?
- 25.5 Logging
- 25.6 Temporary storage
- 25.7 The stack trace
- 25.8 The print style
- 25.9 Check if a variable is on the stack

26 Meta-programming and macros

- 26.1 The type table
- 26.2 Running code at compile time with #run
 - 26.2.1 The #compile_time directive
 - 26.2.2 The #no reset directive
 - 26.2.3 Computing a struct at compile-time and retrieving at run-time
- 26.3 Compiling conditionally with #if
- 26.4 Inserting code with #insert
 - 26.4.1 How does it work?
 - 26.4.2 Type Code and #code

26.5 Basics of macros

- 26.5.1 Using a macro with #insert
- 26.5.2 Using a macro with #insert to unroll a for loop
- 26.5.3 Using a macro for an inner proc
- 26.5.4 Using a macro with #insert,scope()
- 26.5.5 Using a macro for swapping values
- 26.5.6 Measuring performance with a macro
- 26.6 Using a for-expansion macro to define a for loop
- 26.7 A for-expansion macro for a double linked-list
- 26.8 A for-expansion macro for an array

26.9 The #modify directive
26.10 SOA (Struct of Arrays)

26.10.1 Data-oriented design
26.10.2 Making a SOA struct using #insert

26.11 How to get the generated source files after the meta-program step?
26.12 How to get info on the nodes tree of a piece of code?
26.13 The #type directive and the VARIANT type
26.14 Getting the name of a variable at compile time
26.15 Converting code to string

26.16 Creating code for each member in a structure

26.17 A type-tagged union

27.1 Basic file operations

27.2 Working with CSV files

27.3 Deleting subfolders

28 Inline assembly

27 Working with Files

28.1 Inline assembly: what and why

28.2 How do Jai and inline assemby interact? - Declaring variables

28.3 Some background info

28.3.1 Overview of inline assembly instructions

28.3.2 List of size abbreviations

28.3.3 Assembly Language Data Types

28.3.4 Assembly Feature Flags

28.3.5 List of registers

28.3.6 The Machine_X64 module

28.4 Immediate operands

28.5 Allocation and pinning

28.6 Feature flags

28.6.1 Global build level

28.6.2 Asm-block level

28.6.3 Checking on feature flags

28.7 Using AVX and AVX2 SIMD operations

28.7.1 Assembly memory operands: Loading memory into registers

28.7.2 Working with SIMD

28.8 Macros and asm

28.9 Compile-time execution

28.10 Other useful examples

28.10.1 Manipulating an array through pointers

28.10.2 Load Effective Address (LEA) and Load and Read Instruction Example

28.10.3 Fetch and add macro to increment a variable

28.10.4 Binary swap

28.10.5 Reset Lowest Set Bit (BLSR)

28.10.6 Reversing 64-bits integer 28.10.7 Broadcasting, rounding and masking with EVEX

29 Interacting with C

29.1 Why would you call C?

29.2 How to call C? The #foreign directives

29.3 Mapping a dynamic library

29.4 Converting a C header (.h) file

29.5 Examples on Linux

29.6 Examples on Windows

29.6.1 Calling system library functions 29.6.2 Calling user-defined library functions

29.7 Callbacks and the #c_call directive

29.8 Getting the computer name: using #if, OS and C interaction

30 Integrated build system

Intro: What is a metaprogram?

30.1 Workspaces

30.2 The source file location directives

30.3 A minimal build file

30.3.1 Compiling with add_build_file

30.3.2 Compiling with add_build_string

30.3.3 The #placeholder directive

30.4 The build options

30.4.1 The optimization level

30.4.2 The output type

30.4.3 The output executable name

30.4.3B The output path

30.4.3C The import path

30.4.4 The backend options

30.4.5 Info about runtime errors and crashes

30.4.6 Checks at runtime

30.4.7 runtime storageless type info

30.4.7B Dead code elimination

30.4.8 Optimizing LLVM or X64 build

30.4.8B Setting machine-level asm options

30.4.9 Debug- and Release builds

30.4.10 Preventing the output of compiler messages

30.5 Changing the default metaprogram

30.6 Intercepting the compiler message loop

30.7 Building and running on successful compilation

30.8 Getting the file to compile from the command-line and inlining

30.9 Building and running with compiler command-line arguments

- 30.10 Choosing a debug / release build with compiler command-line arguments
- 30.11 Enforcing coding standards
- 30.12 Generating LLVM bitcode
- 30.13 Using notes to do special metaprogramming
- 30.14 Writing and loading dynamic libraries and #program_export
- 30.15 Adding binary data to the executable

31 Working with Threads

- 31.1 Basics of threads
- 31.2 Thread groups
 - 31.2.1 Concept and basic example
 - 31.2.2 Getting results from the thread group
 - 31.2.3 Determining the number of threads to use
 - 31.2.4 Periodically checking which portion of the work is completed
- 31.3 Mutexes
- 31.4 Building a program using OpenGL, macros and threads
- 31.5 Minimal implementation of Go-style channels

32 Working with processes

- 32.1 Running a process within a program
- 32.2 Creating a process
- 32.3 Writing to a process
- 32.4 Reading from a process

33 Graphical(GUI) modules

- 33.1 The GLFW module
- 33.2 The SDL module
- 33.3 The GL module
- 33.4 Direct3D
- 33.5 The Simp module
- 33.6 The Getrect module
- 33.7 The Window_Creation module

34 Other useful modules

- 34.1 The Sort module
- 34.2 The Hash_Table module
- 34.3 The Pool module
 - 34.3.1 Using a Pool
 - 34.3.2 Allocating a struct on a Pool
 - 34.3.3 Using a pool with a macro
 - 34.3.4 Using a flat pool

A description/discussion of some larger programs, in progressive difficulty:

50 The guessing game

50.1 Linux version

50.2 Windows version

51 The Game of Life

51.1 A console print version

51.2 A graphical version

Larger example programs:

23B. Document types: a showcase of inheritance using structs, as and polymorphism

27.2 Deleting subfolders

31.2 Building a program using OpenGL, macros and threads

§ 51