

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
 - 2.2.4 Prerequisite for Windows
 - 2.2.5 Windows as development platform
 - 2.2.6 Solution for install problem on Linux distros
- 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 The main entry point

3.2 Compiling our first program

- 3.2.1 Compile-time
- 3.2.2 Printing output
- 3.2.3 Run-time
- 3.2.4 Running code during compile-time
- 3.2.5 Some remarks
- 3.2.6 Errors
- 3.2.7 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
- 4.8 Options for giving code at the command-line
- 4.9 The Preload module
- 4.10 Memory management
- 4.11 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

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

6.2.6 Complex expressions and precedence

6.2.7 Bitwise operators

6.2.7.1 Test if a number is even

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

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

8.4 Import a file, a dir or a string

8.5 Structuring a project

8.6 -import_dir

8.7 Module and program parameters

8.7.1 Definition and use

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 Constants of type Type: Type alias

9.2 Variables of type Type

9.3 size_of

9.4 The Any type

9.5 Any and the print procedure

9.6 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 Type as a struct parameter
- 12.14 Structs with relative pointers

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 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

16.2 Type_Info and Type_Info_Tag

16.3 Ways to dig into type information

16.3.1 Cast to Any, .type and .type.type

16.3.2 The type_info() proc

16.3.3 Checking whether an enum is #specified

16.3.4 Checking whether a struct uses another struct with #as

16.3.5 Type info available at runtime

16.3.6 Checking whether a struct is a subclass of another struct

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 #must and multiple return values

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 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 procs

17.13.2 The #as directive in proc arguments

17.14 Reflection on procedures

17.14.1 The #procedure_name directive

17.15 The #deprecated directive

17.16 Anonymous procs

18 – Arrays

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

18.8.1 C's biggest mistake

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 uses a variable number of arguments

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 - 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

21 – Memory Allocators and Temporary Storage

- 21.1 Allocators
- 21.2 Temporary storage
- 21.3 Examples of using Temporary Storage
 - 21.3.1 Storing strings in temp with tprint
 - 21.3.2 Storing arrays in temp

- 21.3.3 Using New with temp
- 21.3.4 Using Temporary Storage on the Stack
- 21.3.5 How much memory is allocated in temp?

21.4 Memory-leak detector

22 Polymorphic Procedures

22.1 First example

- 22.1.1 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

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

24 Operator overloading

24.1 Vector operators

24.2 Object operators

24.3 The #poke_name directive

25 Context

25.1 push_context

- 25.2 push_allocator
- 25.3 What does #no_context mean?
- 25.4 Logging
- 25.5 Temporary storage
- 25.6 The stack trace
- 25.7 The print style

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
- 26.3 Compiling conditionally with #if
- 26.4 Inserting code with #insert
 - 26.4.1 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()
- 26.6 Using a for-expansion macro to define a for loop
- 26.7 A for-expansion macro for a double linked-list
- 26.8 The #modify directive
- 26.9 SOA (Struct of Arrays)
 - 26.9.1 Data-oriented design
 - 26.9.2 Making a SOA struct using #insert
- 26.10 How to get the generated source files after the meta-program step?
- 26.11 How to get info on the nodes tree of a piece of code?
- 26.12 The #type directive and the VARIANT type
- 26.13 Getting the name of a variable at compile time
- 26.14 Converting code to string

27 Working with Files

- 27.1 Basic file operations
- 27.2 Deleting subfolders

28 Inline assembly

- 28.1 Examples of AVX and AVX2 SIMD operations
 - 28.1.1 Assembly Feature Flags
- 28.2 Passing Inline Assembly Registers through Macro Arguments

- 28.3 Overview of Inline Assembly instructions
- 28.4 Assembly Language Data Types
 - 28.4.1 Declaration of variables
 - 28.4.2 List of different operations
 - 28.4.3 List of registers
- 28.5 The Machine_X64 module

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

- 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
 - 30.4.4 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
 - 30.4.8 Optimizing LLVM or X64 build
 - 30.4.9 Debug- and Release builds
- 30.5 Changing the default metaprogram
- 30.6 Intercepting the compiler message loop
- 30.7 Building and running on successful compilation
- 30.8 Building and running with a compiler command-line argument

- 30.9 Choosing a debug / release build with compiler command-line arguments
- 30.10 Enforcing coding standards
- 30.11 Generating LLVM bitcode
- 30.12 Using notes to do special metaprogramming

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

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 Simp module
- 33.3 The Getrect module
- 33.4 The SDL module
- 33.5 The GL 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

50 The guessing game

Larger example programs:

31.2 Building a program using OpenGL, macros and threads

50.1 The guessing game

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