Paren

Paren is a dialect of Lisp. It is designed to be an embedded language. Some examples are from http://learnxinyminutes.com/docs/racket/.

```
;;; Comments
# comments
;; Single line comments start with a semicolon or a sharp sign
;; 1. Primitive Datatypes and Operators
;;; Numbers
123 ; int
3.14 ; double
6.02e+23 ; double
(int 3.14) ; \Rightarrow 3 : int
(double 123) ; => 123 : double
;; Function application is written (f x y z ...)
;; where f is a function and x, y, z, ... are operands
;; If you want to create a literal list of data, use (quote) to stop it from
;; being evaluated
(quote (+ 1 2)) ; => (+ 1 2)
;; Now, some arithmetic operations
(+ 1 1) ; => 2
(-81) ; => 7
(* 10 2) ; => 20
(^ 2 3) ; => 8
(/ 5 2) ; \Rightarrow 2
(\% 5 2) ; => 1
(/5.02); => 2.5
;;; Booleans
true ; for true
false ; for false
(! true) ; => false
(&& true false (prn "doesn't get here")) ; => false
(|| false true (prn "doesn't get here")) ; => true
;;; Characters are ints.
(char-at "A" 0) ; => 65
(chr 65) ; => "A"
;;; Strings are fixed-length array of characters.
"Hello, world!"
"Benjamin \"Bugsy\" Siegel" ; backslash is an escaping character
;; Strings can be added too!
(strcat "Hello " "world!") ; => "Hello world!"
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;; A string can be treated like a list of characters
(char-at "Apple" 0) ; => 65
;; Printing is pretty easy
(pr "I'm" "Paren. ") (prn "Nice to meet you!")
;; 2. Variables
;; You can create or set a variable using (set)
;; a variable name can use any character except: ();#"
(set some-var 5); \Rightarrow 5
some-var : => 5
;; Accessing a previously unassigned variable is an exception
; x ; => Unknown\ variable:\ x:nil
;; Local binding: Use lambda calculus! `a' and `b' are bound to `1' and `2' only within the (fn ...)
((fn (a b) (+ a b)) 1 2) ; \Rightarrow 3
;; 3. Collections
;;; Lists
;; Lists are vector-like data structures. (Random access is O(1).)
(cons 1 (cons 2 (cons 3 (list)))); => (1 2 3)
;; `list' is a convenience variadic constructor for lists
(list 1 2 3) ; \Rightarrow (1 2 3)
;; and a quote can also be used for a literal list value
(quote (+ 1 2)); => (+ 1 2)
;; Can still use `cons' to add an item to the beginning of a list
(cons 0 (list 1 2 3)) : => (0 1 2 3)
;; Lists are a very basic type, so there is a *lot* of functionality for
;; them, a few examples:
                          ; => (2 3 4)
(map inc (list 1 2 3))
(filter (fn (x) (== 0 (% x 2))) (list 1 2 3 4)) ; => (2 4)
(length (list 1 2 3 4)) ; => 4
;; 3. Functions
;; Use `fn' to create functions.
;; A function always returns the value of its last expression
(fn () "Hello World") ; => (fn () Hello World) : fn
;; Use parentheses to call all functions, including a lambda expression
((fn () "Hello World")) ; => "Hello World"
;; Assign a function to a var
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(set hello-world (fn () "Hello World"))
(hello-world) ; => "Hello World"
;; You can shorten this using the function definition syntatcic sugae:
(defn hello-world2 () "Hello World")
;; The () in the above is the list of arguments for the function
(set hello
 (fn (name)
   (strcat "Hello " name)))
(hello "Steve") ; => "Hello Steve"
;; ... or equivalently, using a sugared definition:
(defn hello2 (name)
 (strcat "Hello " name))
;; 4. Equality
;; for numbers use `=='
(== 3 3.0) ; => true
(== 2 1) ; => false
;; 5. Control Flow
;;; Conditionals
(if true
                ; test expression
   "this is true" ; then expression
   "this is false"); else expression
; => "this is true"
;;; Loops
;; for loop is for number
;; (for SYMBOL START END STEP EXPR ..)
(for i 0 10 2 (pr i "")) ; => prints 0 2 4 6 8 10
(for i 0.0 10 2.5 (pr i "")); => prints 0 2.5 5 7.5 10
;; while loop
((fn (i)
 (while (< i 10)
   (pr i)
   (++ i))) 0) ; => prints 0123456789
;; 6. Mutation
;; Use `set' to assign a new value to a variable or a place
(set n 5) ; \Rightarrow 5
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(set n (inc n)); \Rightarrow 6
n ; => 6
(set a (list 1 2)); => (1 2)
(set (nth 0 a) 3); \Rightarrow 3
a ; => (3 2)
;; 7. Macros
;; Macros let you extend the syntax of the language.
;; Paren macros are easy.
;; In fact, (defn) is a macro.
(defmacro setfn (name ...) (set name (fn ...)))
(defmacro defn (name ...) (def name (fn ...)))
;; Let's add an infix notation
(defmacro infix (a op ...) (op a ...))
(infix 1 + 2 (infix 3 * 4)) ; => 15
;; Macros are not hygienic, you can clobber existing variables!
;; They are code transformations.
```