

Overview

Primitives	Literals	Numbers	Strings	Chars	Other					
Collections	List	Vector	Set	Map	LazySeq	Stack	Queue	Array	ByteBuf	
Core Functions	Functions	Macros	Special Forms	Transducers	Namespace	Types				
Concurrency	Atoms	Futures	Promises	Delay	Agents	Scheduler	Locking	Volatiles		
Threads	ThreadLocal	Threads								
System & Java	System	Java Interop								
Util	I/O	Time	Regex							
Documents	JSON	PDF	PDF Tools	CSV	XML					
Modules	Kira Templates	Tracing	XML	Cryptography	Gradle	Maven	Java	Semver	Hexdump	
Embedding	Embedding in Java									

Primitives

Literals

Nil	nil
Boolean	true, false
Integer	150I, 1_000_000I, 0x1FFI
Long	1500, 1_000_000, 0x00A055FF
Double	3.569, 2.0E+10
BigDecimal	6.897M, 2.345E+10M
BigInteger	1000N, 1_000_000N
String	"abcd", "ab\"cd", "PI: \u03C0"
	""{ "age": 42 }""
String interpolation	"~{x}", ""~{x}""
	"~(inc x)", ""~(inc x)""

Numbers

Arithmetic	+ min floor log	- max ceil log10	* abs sqrt	/ sgn square	mod negate pow	inc dec
Convert	int bigint	long	double	decimal		
Compare						

Collections

Collections

Generic	count into repeatedly group-by reverse	compare cons cycle frequencies shuffle	empty-to-nil remove replace get-in seq	empty repeat range seq
Tests	empty? vector? mutable-set? hash-map? mutable-map?	not-empty? set? map? ordered-map? bytebuf?	coll? sorted-set? sequential? sorted-map?	list?
Process	map keep	map-indexed docoll	filter reduce	

Lists

Create	()	list	list*	mutable-list	
Access	first last nlast	second peek some	third rest butlast	fourth nth nfirst	
Modify	cons concat partition-by mapcat take split-at	conj distinct interpose flatten take-while split-with	rest pop dedupe sort drop	into partition interleave sort-by drop-while	

	<code>==   =   &lt;   &gt;   &lt;=   &gt;=</code> compare
Test	<code>zero?   pos?   neg?   even?   odd?</code> <code>number?   int?   long?   double?</code> <code>decimal?</code>
Random	<code>rand-long   rand-double</code> <code>rand-gaussian</code>
Trigonometry	<code>to-radians   to-degrees   sin</code> <code>cos   tan</code>
Statistics	<code>mean   median   quartiles</code> <code>quantile   standard-deviation</code>
BigDecimal	<code>dec/add   dec/sub   dec/mul</code> <code>dec/div   dec/scale</code>
Strings	
Create	<code>str   str/format   str/quote</code> <code>str/double-quote</code> <code>str/double-unquote</code>
Use	<code>count   compare   empty-to-nil</code> <code>first   last   nth   nfirst</code> <code>nlast   seq   rest   butlast</code> <code>reverse   shuffle   str/index-of</code> <code>str/last-index-of   str/subs</code> <code>str/rest   str/butlast</code> <code>str/chars   str/pos   str/repeat</code> <code>str/reverse   str/truncate</code> <code>str/expand   str/lorem-ipsum</code>
Split/Join	<code>str/split   str/split-lines</code> <code>str/join</code>
Replace	<code>str/replace-first</code> <code>str/replace-last</code> <code>str/replace-all</code>
Strip	<code>str/strip-start   str/strip-end</code> <code>str/strip-indent</code> <code>str/strip-margin</code>
Conversion	<code>str/lower-case   str/upper-case</code> <code>str/cr-lf</code>
Regex	<code>match?   not-match?</code>
Trim	<code>str/trim   str/trim-to-nil</code>
Hex	<code>str/hex-to-bytebuf</code> <code>str/bytebuf-to-hex</code> <code>str/format-bytebuf</code>
Encode/Decode	<code>str/encode-base64</code> <code>str/decode-base64</code> <code>str/encode-url   str/decode-url</code> <code>str/escape-html   str/escape-xml</code>
Validation	<code>str/valid-email-addr?</code>
Test	<code>string?   empty?   not-empty?</code> <code>str/blank?   str/starts-with?</code> <code>str/ends-with?   str/contains?</code> <code>str/equal=ignore-case?</code> <code>str/quoted?   str/double-quoted?</code>

Test	<code>list?   mutable-list?   every?</code>  <code>not-every?   any?   not-any?</code>
Vectors	
Create	<code>[]   vector   mapv</code>
Access	<code>first   second   third   nth   last</code> <code>peek   butlast   rest   nfirst   nlast</code> <code>subvec   some</code>
Modify	<code>cons   conj   rest   pop   into</code> <code>concat   distinct   dedupe   partition</code> <code>partition-by   interpose   interleave</code> <code>mapcat   flatten   sort   sort-by</code> <code>take   take-while   drop   drop-while</code> <code>update   update!   split-with</code>
Nested	<code>get-in   assoc-in   update-in</code> <code>dissoc-in</code>
Test	<code>vector?   contains?   not-contains?</code> <code>every?   not-every?   any?   not-any?</code>
Sets	
Create	<code>#{}   set   sorted-set   mutable-set</code>
Modify	<code>cons   cons!   conj   conj!   disj</code> <code>difference   union   intersection</code>
Test	<code>set?   sorted-set?   mutable-set?</code> <code>contains?   not-contains?   every?</code> <code>not-every?   any?   not-any?</code>
Maps	
Create	<code>{}</code> <code>hash-map</code> <code>ordered-map</code> <code>sorted-map</code> <code>mutable-map</code> <code>zipmap</code>
Access	<code>find   get   keys   vals</code>
Modify	<code>cons   conj   assoc   assoc!   update</code> <code>update!   dissoc   dissoc!   into</code> <code>concat   flatten   filter-k   filter-kv</code> <code>reduce-kv   merge   merge-with</code> <code>map-invert   map-keys   map-val=</code>
Entries	<code>map-entry   key   val   entries</code> <code>map-entry?</code>
Nested	<code>get-in   assoc-in   update-in</code> <code>dissoc-in</code>
Test	<code>map?   sequential?   hash-map?</code> <code>ordered-map?   sorted-map?</code> <code>mutable-map?   contains?</code> <code>not-contains?</code>
Stack	
Create	<code>stack</code>
Access	<code>peek   pop!   push!   count</code>

Test char	<code>str/char?</code> <code>str/digit?</code> <code>str/letter?</code> <code>str/whitespace?</code> <code>str/linefeed?</code> <code>str/lower-case?</code> <code>str/upper-case?</code>
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## Chars

Use	<code>char</code> <code>char?</code>
-----	--------------------------------------

## Other

Nil	<code>nil?</code> <code>some?</code>
-----	--------------------------------------

Keywords	<code>:a</code> <code>:blue</code> <code>keyword?</code> <code>keyword</code>
----------	--

Symbols	<code>'a</code> <code>'blue</code> <code>symbol?</code> <code>symbol</code>
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Just	<code>just</code> <code>just?</code>
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Boolean	<code>boolean</code> <code>not</code> <code>boolean?</code> <code>true?</code> <code>false?</code>
---------	---

Test	<code>empty?</code> <code>stack?</code>
------	---

## Queue

Create	<code>queue</code>
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Access	<code>peek</code> <code>poll!</code> <code>offer!</code> <code>count</code>
--------	---

Test	<code>empty?</code> <code>queue?</code>
------	---

## Lazy Sequences

Create	<code>lazy-seq</code>
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Realize	<code>doall</code>
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Test	<code>lazy-seq?</code>
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## Byte Buffer

Create	<code>bytebuf</code> <code>bytebuf-allocate</code> <code>bytebuf-from-string</code>
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Test	<code>empty?</code> <code>not-empty?</code> <code>bytebuf?</code>
------	---

Use	<code>count</code> <code>bytebuf-capacity</code> <code>bytebuf-limit</code> <code>bytebuf-to-string</code> <code>bytebuf-to-list</code> <code>bytebuf-sub</code> <code>bytebuf-pos</code> <code>bytebuf-pos!</code>
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Read	<code>bytebuf-get-byte</code> <code>bytebuf-get-int</code> <code>bytebuf-get-long</code> <code>bytebuf-get-float</code> <code>bytebuf-get-double</code>
------	---

Write	<code>bytebuf-put-byte!</code> <code>bytebuf-put-int!</code> <code>bytebuf-put-long!</code> <code>bytebuf-put-float!</code> <code>bytebuf-put-double!</code> <code>bytebuf-put-buf!</code>
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Base64	<code>str/encode-base64</code> <code>str/decode-base64</code>
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Hex	<code>str/hex-to-bytebuf</code> <code>str/bytebuf-to-hex</code> <code>str/format-bytebuf</code>
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## Arrays

Create	<code>make-array</code> <code>object-array</code> <code>string-array</code> <code>int-array</code> <code>long-array</code> <code>float-array</code> <code>double-array</code>
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Use	<code>aget</code> <code>aset</code> <code>alength</code> <code>asub</code> <code>acopy</code> <code>amap</code>
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## Concurrency

Atoms	<code>atom</code> <code>atom?</code> <code>deref</code> <code>deref?</code> <code>reset!</code> <code>swap!</code> <code>compare-and-set!</code> <code>add-watch</code> <code>remove-watch</code>
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Futures	<code>future</code> <code>future?</code> <code>future-done?</code> <code>future-cancel</code> <code>future-cancelled?</code> <code>futures-fork</code> <code>futures-wait</code> <code>deref</code> <code>deref?</code> <code>realized?</code>
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Promises	<code>promise</code> <code>promise?</code> <code>deliver</code> <code>realized?</code>
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Delay	<code>delay</code> <code>delay?</code> <code>deref</code> <code>deref?</code> <code>force</code> <code>realized?</code>
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Agents	<code>agent</code> <code>send</code> <code>send-off</code> <code>restart-agent</code> <code>set-error-handler!</code> <code>agent-error</code> <code>await</code> <code>await-for</code> <code>shutdown-agents</code> <code>shutdown-agents?</code> <code>await-termination-agents</code> <code>await-termination-agents?</code>
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Scheduler	<code>schedule-delay</code> <code>schedule-at-fixed-rate</code>
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Locking	<code>locking</code>
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Volatiles	<code>volatile</code> <code>volatile?</code> <code>deref</code> <code>deref?</code> <code>reset!</code> <code>swap!</code>
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## Regex

General	<code>regex/pattern</code> <code>regex/matcher</code> <code>regex/find</code> <code>regex/find-all</code> <code>regex/find-group</code> <code>regex/find-all-groups</code> <code>regex/reset</code> <code>regex/find?</code> <code>regex/matches</code> <code>regex/matches?</code> <code>regex/group</code> <code>regex/groupcount</code>
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Transducers

Use	transduce			
Functions	map	map-indexed	filter	drop
	drop-while	take	take-while	
	keep	remove	dedupe	distinct
	sorted	reverse	flatten	
	halt-when			
Reductions	rf-first	rf-last	rf-every?	
	rf-any?			
Early	reduced	reduced?	deref	deref?

Functions

Create	fn	defn	defn-	identity	
	comp	partial	memoize	juxt	
	fnil	trampoline	complement		
	constantly	every-pred			
	any-pred				
Call	apply	->	->>		
Test	fn?				
Exception	throw				
Misc	nil?	some?	eval	name	
	callstack	coalesce			
	load-resource				
Environment	set!	resolve	bound?		
	var-get	var-name	var-ns		
	var-thread-local?	var-local?			
	var-global?	name	namespace		
Tree Walker	prewalk	postwalk			
Meta	meta	with-meta	vary-meta		
Documentation	doc	modules			
Syntax	highlight				

Macros

Create	defn	defn-	defmacro	macroexpand	
	macroexpand-all				
Quoting	quote	quasiquote			
Branch	and	or	when	when-not	if-not
	if-let	when-let			
Loop	while	dotimes	list-comp		doseq
Call	doto	->	->>	-<>	as->
	cond->>	some->		some->>	
Loading	load-module	load-file			
	load-classpath-file	load-string			

ThreadLocal	thread-local	thread-local?	
	thread-local-clear	assoc	dissoc
	get		
Threads	thread-id	thread-name	
	thread-interrupted?		
	thread-interrupted		

System

Venice	version	sandboxed?	sandbox-type
System	system-prop	system-env	system-exit-code
	charset-default-encoding		
Java	java-version	java-version-info	java-major-version
	java-source-location		
Java VM	pid	gc	total-memory
	used-memory		
OS	os-type	os-type?	os-arch
	os-name	os-version	
Time	current-time-millis	nano-time	format-nano-time
	format-micro-time		format-milli-time
Host	host-name	host-address	cpus
Util	uuid	sleep	shutdown-hook
Shell	sh	with-sh-dir	with-sh-env
	with-sh-throw		
Shell Tools	sh/open		

Time

Date	<code>time/date</code>	<code>time/date?</code>
Local Date	<code>time/local-date</code> <code>time/local-date?</code> <code>time/local-date-parse</code>	
Local Date Time	<code>time/local-date-time</code> <code>time/local-date-time?</code> <code>time/local-date-time-parse</code>	
Zoned Date Time	<code>time/zoned-date-time</code> <code>time/zoned-date-time?</code> <code>time/zoned-date-time-parse</code>	
Fields	<code>time/year</code>	<code>time/month</code> <code>time/day-of-week</code> <code>time/day-of-month</code> <code>time/day-of-year</code>
	<code>time/minute</code>	<code>time/hour</code> <code>time/second</code>

Test	macro?	cond	condp	case
Assert	assert			
Util	comment	gensym	time	with-out-str with-err-str
Profiling	time	perf		

## Special Forms

Forms	def	defonce	def-dynamic			
	defmulti	defmethod	if	do	let	
	binding	fn	set!			
Recursion	loop	recur	tail-pos			
Exception	throw	try	try-with			
Profiling	dobench	dorun	prof			

## Types

Test	type	supertype	instance?	deftype?
Define	deftype	deftype-of	deftype-or	
Create	..:			

## Namespace

Open	ns		
Current	*ns*		
Remove	ns-unmap	ns-remove	
Util	ns-list	namespace	

## Application

Management	app/build	app/manifest
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## Java Interoperability

Java	.	import	java-iterator-to-list		
			java-enumeration-to-list		
			java-unwrap-optional	cast	class
Proxify	proxify	as-runnable	as-callable		
		as-predicate	as-function		
		as-consumer	as-supplier		
		as-bipredicate	as-bifunction		
		as-biconsumer	as-binaryoperator		

Fields etc	time/length-of-year	
	time/length-of-month	
	time/first-day-of-month	
	time/last-day-of-month	
Zone	time/zone	time/zone-offset
Format	time/formatter	time/format
Test	time/after?	time/not-after?
	time/before?	time/not-before?
	time/within?	time/leap-year?
Miscellaneous	time/with-time	time/plus
	time/minus	time/period
	time/earliest	time/latest
Util	time/zone-ids	time/to-millis

## IO

to	print	println	printf	flush newline
to-str	pr-str	with-out-str		
from	read-line	read-string		
file	io/file	io/file-parent		
	io/file-name	io/file-path		
	io/file-absolute-path			
	io/file-canonical-path			
	io/file-ext?	io/file-size		
	io/file-last-modified			
file dir	io/mkdir	io/mkdirs		
file i/o	io/slurp	io/slurp-lines		
	io/spit	io/copy-file		
	io/move-file	io/delete-file		
	io/delete-file-on-exit			
	io/delete-file-tree			
file list	io/list-files	io/list-files-glob		
	io/list-file-tree			
file test	io/file?	io/exists-file?		
	io/exists-dir?	io/file-can-read?		
	io/file-can-write?			
	io/file-can-execute?			
	io/file-hidden?			
file watch	io/await-for	io/watch-dir		
	io/close-watcher			
file other	io/temp-file	io/tmp-dir		
	io/user-dir	io/user-home-dir		
classpath	io/load-classpath-resource			
	io/classpath-resource?			
stream	io/copy-stream	io/slurp-stream		
	io/spit-stream	io/uri-stream		
	io/wrap-os-with-buffered-writer			

Test	<code>java-obj?</code> <code>exists-class?</code>
Support	<code>imports</code> <code>supers</code> <code>bases</code> <code>formal-type</code> <code>stacktrace</code>
Classes	<code>class</code> <code>class-of</code> <code>class-name</code> <code>class-version</code> <code>classloader</code> <code>classloader-of</code>
Modules	<code>module-name</code>

## Extension Modules (selection)

Kira	<code>(load-module :kira)</code> <code>kira/eval</code> <code>kira/fn</code> <code>kira/escape-xml</code> <code>kira/escape-html</code>
Tracing	<code>(load-module :trace)</code> <code>trace/trace</code> <code>trace/traced?</code> <code>trace/traceable?</code> <code>trace/trace-var</code> <code>trace/untrace-var</code> <code>trace/trace-str-limit</code>
XML	<code>(load-module :xml)</code> <code>xml/parse-str</code> <code>xml/parse</code> <code>xml/path-&gt;</code> <code>xml/children</code> <code>xml/text</code>
Cryptography	<code>(load-module :crypt)</code> <code>crypt/md5-hash</code> <code>crypt/sha1-hash</code> <code>crypt/sha512-hash</code> <code>crypt/pbkdf2-hash</code> <code>crypt/encrypt</code> <code>crypt/decrypt</code>
Gradle	<code>(load-module :gradle)</code> <code>gradle/with-home</code> <code>gradle/version</code> <code>gradle/task</code>
Maven	<code>(load-module :maven)</code> <code>maven/download</code> <code>maven/get</code> <code>maven/uri</code>
Java	<code>(load-module :java)</code> <code>java/javadoc</code>
Semver	<code>(load-module :semver)</code> <code>semver/parse</code> <code>semver/valid?</code> <code>semver/valid-format?</code> <code>semver/version</code> <code>semver/cmp</code> <code>semver/newer?</code> <code>semver/older?</code> <code>semver/equal?</code>
Hexdump	<code>(load-module :hexdump)</code> <code>hexdump/hexdump</code>

	<code>io/wrap-os-with-print-writer</code> <code>io/wrap-is-with-buffered-reader</code>
reader/writer	<code>io/buffered-reader</code> <code>io/buffered-writer</code>
http	<code>io/download</code> <code>io/internet-avail?</code>
zip	<code>io/zip</code> <code>io/zip-file</code> <code>io/zip-list</code> <code>io/zip-list-entry-names</code> <code>io/zip-append</code> <code>io/zip-remove</code> <code>io/zip?</code> <code>io/unzip</code> <code>io/unzip-first</code> <code>io/unzip-nth</code> <code>io/unzip-all</code> <code>io/unzip-to-dir</code>
gzip	<code>io/gzip</code> <code>io/gzip-to-stream</code> <code>io/gzip?</code> <code>io/ungzip</code> <code>io/ungzip-to-stream</code>
other	<code>with-out-str</code> <code>io/mime-type</code> <code>io/default-charset</code>

## Miscellaneous

JSON	<code>json/write-str</code> <code>json/read-str</code> <code>json/spit</code> <code>json/slurp</code> <code>json/pretty-print</code>
PDF	<code>pdf/render</code> <code>pdf/text-to-pdf</code> <code>pdf/available?</code> <code>pdf/check-required-libs</code>
PDF Tools	<code>pdf/merge</code> <code>pdf/copy</code> <code>pdf/pages</code> <code>pdf/watermark</code>
CSV	<code>csv/read</code> <code>csv/write</code> <code>csv/write-str</code>
CIDR	<code>cidr/parse</code> <code>cidr/in-range?</code> <code>cidr/start-inet-addr</code> <code>cidr/end-inet-addr</code> <code>cidr/inet-addr</code> <code>cidr/inet-addr-to-bytes</code> <code>cidr/inet-addr-from-bytes</code>
CIDR Trie	<code>cidr/trie</code> <code>cidr/size</code> <code>cidr/insert</code> <code>cidr/lookup</code> <code>cidr/lookup-reverse</code>
Other	<code>*version*</code> <code>*newline*</code> <code>*loaded-modules*</code> <code>*loaded-files*</code> <code>*ns*</code> <code>*run-mode*</code> <code>*ansi-term*</code>

# Embedding in Java

## Eval

```
import com.github.jlangch.venice.Venice;

public class Example {
    public static void main(String[] args) {
        Venice venice = new Venice();

        Long val = (Long)venice.eval("(+ 1 2)");
    }
}
```

## Passing parameters

```
import com.github.jlangch.venice.Venice;
import com.github.jlangch.venice.Parameters;

public class Example {
    public static void main(String[] args) {
        Venice venice = new Venice();

        Long val = (Long)venice.eval(
            "(+ x y 3)",
            Parameters.of("x", 6, "y", 3L));
    }
}
```

## Precompiled

```
import com.github.jlangch.venice.Venice;
import com.github.jlangch.venice.PreCompiled;

public class Example {
    public static void main(String[] args) {
        Venice venice = new Venice();

        PreCompiled precompiled = venice.precompile("example", "(+ 1 x)");

        for(int ii=0; ii<100; ii++) {
            venice.eval(precompiled, Parameters.of("x", ii));
        }
    }
}
```

## Java Interop

```
import java.time.ZonedDateTime;
import com.github.jlangch.venice.Venice;

public class Example {
    public static void main(String[] args) {
        Venice venice = new Venice();

        Long val = (Long)venice.eval("( . :java.lang.Math :min 20 30 )");

        ZonedDateTime ts = (ZonedDateTime)venice.eval(
```

```

        "(. (. :java.time.ZonedDateTime :now) :plusDays 5)");
    }
}

```

## Sandbox

```

import com.github.jlangch.venice.Venice;
import com.github.jlangch.venice.javainterop.*;

public class Example {
    public static void main(String[] args) {
        final IInterceptor interceptor =
            new SandboxInterceptor(
                new SandboxRules()
                    .rejectAllVeniceIoFunctions()
                    .allowAccessToStandardSystemProperties()
                    .withClasses(
                        "java.lang.Math:min",
                        "java.time.ZonedDateTime:*",
                        "java.util.ArrayList:new",
                        "java.util.ArrayList:add"));

        final Venice venice = new Venice(interceptor);

        // => OK (static method)
        venice.eval("(. :java.lang.Math :min 20 30)");

        // => OK (constructor & instance method)
        venice.eval("(. (. :java.time.ZonedDateTime :now) :plusDays 5)");

        // => OK (constructor & instance method)
        venice.eval(
            "(doto (. :java.util.ArrayList :new) " +
            "      (. :add 1)                      " +
            "      (. :add 2))                      ");

        // => FAIL (invoking non whitelisted static method)
        venice.eval("(. :java.lang.System :exit 0)");

        // => FAIL (invoking rejected Venice I/O function)
        venice.eval("(io/slurp \"/tmp/file\")");

        // => FAIL (accessing non whitelisted system property)
        venice.eval("(system-prop \"db.password\")");
    }
}

```



## Function details

[top](#)

### #{}

Creates a set.

```
#{10 20 30}  
=> #{10 20 30}
```

[top](#)

### ()

Creates a list.

```
'(10 20 30)  
=> (10 20 30)
```

[top](#)

### \*

```
(*  
(* x)  
(* x y)  
(* x y & more)
```

Returns the product of numbers. (\*) returns 1

```
(*  
=> 1  
  
(* 4)  
=> 4  
  
(* 4 3)  
=> 12  
  
(* 4 3 2)  
=> 24  
  
(* 4I 3I)  
=> 12I  
  
(* 6.0 2)  
=> 12.0  
  
(* 6 1.5M)  
=> 9.0M
```

[top](#)

## `*ansi-term*`

True if Venice runs in an ANSI terminal, otherwise false

```
*ansi-term*  
=> false
```

[top](#)

## `*loaded-files*`

The loaded files

```
*loaded-files*  
=> #{} 
```

[top](#)

## `*loaded-modules*`

The loaded modules

```
*loaded-modules*  
=> #[:app :hexdump :io :crypt :maven :csv :ansi :str :gradle :core :regex :trace :pdf :java :xml :semver :json :  
cidr :time :kira]
```

[top](#)

## `*newline*`

The system newline

```
*newline*  
=> "\n"
```

[top](#)

## `*ns*`

The current namespace

```
*ns*  
=> user  
  
(do  
  (ns test)  
  *ns*)  
=> test
```

[top](#)

## \*run-mode\*

The current run-mode one of (:repl, :script, :app)

```
*run-mode*  
=> :script
```

[top](#)

## \*version\*

The Venice version

```
*version*  
=> "0.0.0"
```

[top](#)

## +

```
(+)  
(+ x)  
(+ x y)  
(+ x y & more)
```

Returns the sum of the numbers. (+) returns 0.

```
(+)  
=> 0  
  
(+ 1)  
=> 1  
  
(+ 1 2)  
=> 3  
  
(+ 1 2 3 4)  
=> 10  
  
(+ 1I 2I)  
=> 3I  
  
(+ 1 2.5)  
=> 3.5  
  
(+ 1 2.5M)  
=> 3.5M
```

[top](#)

## -

```
(- x)  
(- x y)
```

```
(- x y & more)
```

If one number is supplied, returns the negation, else subtracts the numbers from x and returns the result.

```
(- 4)
```

```
=> -4
```

```
(- 8 3 -2 -1)
```

```
=> 8
```

```
(- 5I 2I)
```

```
=> 3I
```

```
(- 8 2.5)
```

```
=> 5.5
```

```
(- 8 1.5M)
```

```
=> 6.5M
```

[top](#)

[-<>](#)

```
(-<> x & forms)
```

Threads the x through the forms. Inserts x at position of the <> symbol of the first form, making a list of it if it is not a list already. If there are more forms, inserts the first form at position of the <> symbol in second form, etc.

```
(-<> 5
```

```
  (+ <> 3)
```

```
  (/ 2 <>)
```

```
  (- <> 1))
```

```
=> -1
```

## SEE ALSO

[->](#)

Threads the x through the forms. Inserts x as the second item in the first form, making a list of it if it is not a list already.

[->>](#)

Threads the x through the forms. Inserts x as the last item in the first form, making a list of it if it is not a list already. If ...

[as->](#)

Binds name to expr, evaluates the first form in the lexical context of that binding, then binds name to that result, repeating for ...

[top](#)

[->](#)

```
(-> x & forms)
```

Threads the x through the forms. Inserts x as the second item in the first form, making a list of it if it is not a list already.

If there are more forms, inserts the first form as the second item in second form, etc.

```
(-> 5 (+ 3) (/ 2) (- 1))
```

```
=> 3
```

```
(do
  (def person
    {:name "Peter Meier"
     :address {:street "Lindenstrasse 45"
               :city "Bern"
               :zip 3000}})

  (-> person :address :street))
=> "Lindenstrasse 45"
```

## SEE ALSO

[->>](#)

Threads the x through the forms. Inserts x as the last item in the first form, making a list of it if it is not a list already. If ...

[-<>](#)

Threads the x through the forms. Inserts x at position of the <> symbol of the first form, making a list of it if it is not a list already.

[as->](#)

Binds name to expr, evaluates the first form in the lexical context of that binding, then binds name to that result, repeating for ...

[top](#)

[->>](#)

```
(->> x & forms)
```

Threads the x through the forms. Inserts x as the last item in the first form, making a list of it if it is not a list already. If there are more forms, inserts the first form as the last item in second form, etc.

```
(->> 5 (+ 3) (/ 32) (- 1))
=> -3
```

```
(->> [ {:a 1 :b 2} {:a 3 :b 4} {:a 5 :b 6} {:a 7 :b 8} ]
     (map (fn [x] (get x :b)))
     (filter (fn [x] (> x 4)))
     (map inc)))
=> (7 9)
```

## SEE ALSO

[->](#)

Threads the x through the forms. Inserts x as the second item in the first form, making a list of it if it is not a list already.

[-<>](#)

Threads the x through the forms. Inserts x at position of the <> symbol of the first form, making a list of it if it is not a list already.

[as->](#)

Binds name to expr, evaluates the first form in the lexical context of that binding, then binds name to that result, repeating for ...

[top](#)

•

```
(. classname :new args)
(. classname method-name args)
(. classname field-name)
(. classname :class)
(. object method-name args)
```

```
(. object field-name)
(. object :class)
```

Java interop. Calls a constructor or an class/object method or accesses a class/instance field. The function is sandboxed.

```
;; invoke constructor
(. :java.lang.Long :new 10)
=> 10

;; invoke static method
(. :java.time.ZonedDateTime :now)
=> 2020-12-31T17:22:11.119+01:00[Europe/Zurich]

;; invoke static method
(. :java.lang.Math :min 10 20)
=> 10

;; access static field
(. :java.lang.Math :PI)
=> 3.141592653589793

;; invoke method
(. (. :java.lang.Long :new 10) :toString)
=> "10"

;; get class name
(. :java.lang.Math :class)
=> class java.lang.Math

;; get class name
(. (. :java.io.File :new "/temp") :class)
=> class java.io.File
```

## SEE ALSO

### [import](#)

Imports a Java class. Imports are bound to the current namespace.

### [proxify](#)

Proxies a Java interface to be passed as a Callback object to Java functions. The interface's methods are implemented by Venice functions.

### [as-runnable](#)

Wraps the function f in a 'java.lang.Runnable'

### [as-callable](#)

Wraps the function f in a 'java.util.concurrent.Callable'

top

```
::
```

```
(.: type-name args*)
```

Instantiates a custom type.

```
(do
  (ns foo)
  (deftype :complex [real :long, imaginary :long])
  (def x (.: :complex 100 200))
  [(:real x) (:imaginary x)])
=> [100 200]
```

## SEE ALSO

### [deftype](#)

Defines a new custom type for the name with the fields.

### [deftype?](#)

Returns true if type is a custom type else false.

### [deftype-of](#)

Defines a new custom type wrapper based on a base type.

### [deftype-or](#)

Defines a new custom or type.

[top](#)

[/](#)

```
(/ x)
(/ x y)
(/ x y & more)
```

If no denominators are supplied, returns 1/numerator, else returns numerator divided by all of the denominators.

```
(/ 2.0)
=> 0.5

(/ 12 2 3)
=> 2

(/ 12 3)
=> 4

(/ 12I 3I)
=> 4I

(/ 6.0 2)
=> 3.0

(/ 6 1.5M)
=> 4.0000000000000000M
```

[top](#)

[<](#)

```
(< x y)
```

Returns true if x is smaller than y

```
(< 2 3)
=> true

(< 2 3.0)
=> true

(< 2 3.0M)
=> true
```

&lt;=

```
(<= x y)
```

Returns true if x is smaller or equal to y

```
(<= 2 3)
```

```
=> true
```

```
(<= 3 3)
```

```
=> true
```

```
(<= 2 3.0)
```

```
=> true
```

```
(<= 2 3.0M)
```

```
=> true
```

=

```
(= x y)
```

Returns true if both operands have equivalent type and value

```
(= 0 0)
```

```
=> true
```

```
(= 0 1)
```

```
=> false
```

```
(= 0 0.0)
```

```
=> false
```

```
(= 0 0.0M)
```

```
=> false
```

==

```
(== x y)
```

Returns true if both operands have equivalent value

```
(== 0 0)
```

```
=> true
```

```
(== 0 1)
```

```
=> false
```

```
(== 0 0.0)
```



```
=> true
```

```
(== 0 0.0M)
```

```
=> true
```

[top](#)

>

```
(> x y)
```

Returns true if x is greater than y

```
(> 3 2)
```

```
=> true
```

```
(> 3 3)
```

```
=> false
```

```
(> 3.0 2)
```

```
=> true
```

```
(> 3.0M 2)
```

```
=> true
```

[top](#)

>=

```
(>= x y)
```

Returns true if x is greater or equal to y

```
(>= 3 2)
```

```
=> true
```

```
(>= 3 3)
```

```
=> true
```

```
(>= 3.0 2)
```

```
=> true
```

```
(>= 3.0M 2)
```

```
=> true
```

[top](#)

[]

Creates a vector.

```
[10 20 30]
```

```
=> [10 20 30]
```

[top](#)

## abs

```
(abs x)
```

Returns the absolute value of the number

```
(abs 10)
```

```
=> 10
```

```
(abs -10)
```

```
=> 10
```

```
(abs -10I)
```

```
=> 10I
```

```
(abs -10.1)
```

```
=> 10.1
```

```
(abs -10.12M)
```

```
=> 10.12M
```

[top](#)

## acopy

```
(acopy src src-pos dest dest-pos dest-len)
```

Copies an array from the src array, beginning at the specified position, to the specified position of the dest array. Returns the modified destination array

```
(acopy (long-array '(1 2 3 4 5)) 2 (long-array 20) 10 3)
```

```
=> [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 3, 4, 5, 0, 0, 0, 0, 0, 0]
```

[top](#)

## add-watch

```
(add-watch ref key fn)
```

Adds a watch function to an agent/atom reference. The watch fn must be a fn of 4 args: a key, the reference, its old-state, its new-state.

```
(do
  (def x (agent 10))
  (defn watcher [key ref old new]
    (println "watcher: " key))
  (add-watch x :test watcher))
=> nil
```

### SEE ALSO

#### [agent](#)

Creates and returns an agent with an initial value of state and zero or more options.

[top](#)

## agent

(agent state & options)

Creates and returns an agent with an initial value of state and zero or more options.

Options:

- :error-handler handler-fn
- :error-mode mode-keyword
- :validator validate-fn

The handler-fn is called if an action throws an exception. It's a function taking two args the agent and the exception. The mode-keyword may be either :continue (the default) or :fail The validate-fn must be nil or a side-effect-free fn of one argument, which will be passed the intended new state on any state change. If the new state is unacceptable, the validate-fn should return false or throw an exception.

```
(do
  (def x (agent 100))
  (send x + 5)
  (sleep 100)
  (deref x))
=> 105
```

### SEE ALSO

[send](#)

Dispatch an action to an agent. Returns the agent immediately. The state of the agent will be set to the value of:

[send-off](#)

Dispatch a potentially blocking action to an agent. Returns the agent immediately. The state of the agent will be set to the value of:

[await](#)

Blocks the current thread (indefinitely) until all actions dispatched thus far (from this thread or agent) to the agents have occurred.

[await-for](#)

Blocks the current thread until all actions dispatched thus far (from this thread or agent) to the agents have occurred, or the timeout ...

[deref](#)

Dereferences an atom, a future or a promise object. When applied to an atom, returns its current state. When applied to a future, will ...

[set-error-handler!](#)

Sets the error-handler of an agent to handler-fn. If an action being run by the agent throws an exception handler-fn will be called ...

[agent-error](#)

Returns the exception thrown during an asynchronous action of the agent if the agent is failed. Returns nil if the agent is not failed.

[top](#)

## agent-error

(agent-error agent)

Returns the exception thrown during an asynchronous action of the agent if the agent is failed. Returns nil if the agent is not failed.

```
(do
  (def x (agent 100 :error-mode :fail))
  (send x (fn [n] (/ n 0)))
  (sleep 500)
  (agent-error x))
=> com.github.jlangch.venice.VncException: / by zero
```

## SEE ALSO

### [agent](#)

Creates and returns an agent with an initial value of state and zero or more options.

### [set-error-handler!](#)

Sets the error-handler of an agent to handler-fn. If an action being run by the agent throws an exception handler-fn will be called ...

### [agent-error-mode](#)

Returns the agent's error mode

[top](#)

## aget

```
(aget array idx)
```

Returns the value at the index of an array of Java Objects

```
(aget (long-array '(1 2 3 4 5)) 1)
=> 2
```

[top](#)

## alength

```
(alength array)
```

Returns the length of an array

```
(alength (long-array '(1 2 3 4 5)))
=> 5
```

[top](#)

## amap

```
(amap f arr)
```

Applies f to each item in the array arr. Returns a new array with the mapped values.

```
(str (amap (fn [x] (+ 1 x)) (long-array 6 0)))
=> "[1, 1, 1, 1, 1, 1]"
```

[top](#)

## and

```
(and x)
(and x & next)
```

Ands the predicate forms

```
(and true true)
=> true
```

```
(and true false)
=> false
```

## SEE ALSO

[or](#)

Ors the predicate forms

[not](#)

Returns true if x is logical false, false otherwise.

[top](#)

## any-pred

```
(any-pred p1 & p)
```

Takes a set of predicates and returns a function `f` that returns the first logical true value returned by one of its composing predicates against any of its arguments, else it returns logical false. Note that `f` is short-circuiting in that it will stop execution on the first argument that triggers a logical true result against the original predicates.

```
((any-pred number?) 1)
=> true
```

```
((any-pred number?) 1 "a")
=> true
```

```
((any-pred number? string?) 2 "a")
=> true
```

[top](#)

## any?

```
(any? pred coll)
```

Returns true if the predicate is true for at least one collection item, false otherwise.

```
(any? number? nil)
=> false
```

```
(any? number? [])
=> false
```

```
(any? number? [1 :a :b])
=> true
```

```
(any? number? [1 2 3])
=> true
```

```
(any? #(== % 10) [10 20 30])
=> true
```

```
(any? #(>= % 10) [1 5 10])  
=> true
```

[top](#)

## app/build

```
(app/build name main-file file-map dest-dir)
```

Creates a Venice application archive that can be distributed and executed as a single file.

E.g.:

```
(app/build "test"  
  "chart.venice"  
  { "chart.venice" "./foo/chart.venice"  
    "utils.venice" "./foo/utils.venice" }  
  ".")
```

Loading Venice files works relative to the application. You can only load files that are in the app archive. If for instances "chart.venice" in the above example requires "utils.venice" just add (load-file "utils") to "chart.venice".

The app can be run from the command line as:

```
> java -jar venice-1.7.17.jar -app test.zip
```

Or with additional Java libraries (all JARs in 'libs' dir):

```
> java -cp "libs/*" com.github.jlangch.venice.Launcher -app test.zip
```

[top](#)

## app/manifest

```
(app/manifest app)
```

Returns the manifest of a Venice application archive.

[top](#)

## apply

```
(apply f args* coll)
```

Applies f to all arguments composed of args and coll

```
(apply + [1 2 3])  
=> 6
```

```
(apply + 1 2 [3 4 5])  
=> 15
```

```
(apply str [1 2 3 4 5])  
=> "12345"
```

```
(apply inc [1])
=> 2
```

[top](#)

## as->

```
(as-> expr name & forms)
```

Binds name to expr, evaluates the first form in the lexical context of that binding, then binds name to that result, repeating for each successive form, returning the result of the last form. This allows a value to thread into any argument position.

; allows to use arbitrary positioning of the argument

```
(as-> [:foo :bar] v
      (map name v)
      (first v)
      (str/subs v 1))
=> "oo"
```

; allows the use of if statements in the thread

```
(as-> {:a 1 :b 2} m
      (update m :a #(+ % 10))
      (if true
        (update m :b #(+ % 10))
        m))
=> {:a 11 :b 12}
```

### SEE ALSO

[->](#)

Threads the x through the forms. Inserts x as the second item in the first form, making a list of it if it is not a list already.

[->>](#)

Threads the x through the forms. Inserts x as the last item in the first form, making a list of it if it is not a list already. If ...

[-<>](#)

Threads the x through the forms. Inserts x at position of the <> symbol of the first form, making a list of it if it is not a list already.

[top](#)

## as-biconsumer

```
(as-biconsumer f)
```

Wraps the function f in a 'java.util.function.BiConsumer'

### SEE ALSO

[as-bipredicate](#)

Wraps the function f in a 'java.util.function.BiPredicate'

[as-bifunction](#)

Wraps the function f in a 'java.util.function.BiFunction'

[as-binaryoperator](#)

Wraps the function f in a 'java.util.function.BinaryOperator'

## as-bifunction

(as-bifunction f)

Wraps the function f in a 'java.util.function.BiFunction'

### SEE ALSO

[as-bipredicate](#)

Wraps the function f in a 'java.util.function.BiPredicate'

[as-biconsumer](#)

Wraps the function f in a 'java.util.function.BiConsumer'

[as-binaryoperator](#)

Wraps the function f in a 'java.util.function.BinaryOperator'

## as-binaryoperator

(as-binaryoperator f)

Wraps the function f in a 'java.util.function.BinaryOperator'

### SEE ALSO

[as-bipredicate](#)

Wraps the function f in a 'java.util.function.BiPredicate'

[as-bifunction](#)

Wraps the function f in a 'java.util.function.BiFunction'

[as-biconsumer](#)

Wraps the function f in a 'java.util.function.BiConsumer'

## as-bipredicate

(as-bipredicate f)

Wraps the function f in a 'java.util.function.BiPredicate'

### SEE ALSO

[as-bifunction](#)

Wraps the function f in a 'java.util.function.BiFunction'

[as-biconsumer](#)

Wraps the function f in a 'java.util.function.BiConsumer'

[as-binaryoperator](#)

Wraps the function f in a 'java.util.function.BinaryOperator'



## as-callable

(as-callable f)

Wraps the function f in a 'java.util.concurrent.Callable'

### SEE ALSO

[as-runnable](#)

Wraps the function f in a 'java.lang.Runnable'

[as-predicate](#)

Wraps the function f in a 'java.util.function.Predicate'

[as-function](#)

Wraps the function f in a 'java.util.function.Function'

[as-consumer](#)

Wraps the function f in a 'java.util.function.Consumer'

[as-supplier](#)

Wraps the function f in a 'java.util.function.Supplier'

## as-consumer

(as-consumer f)

Wraps the function f in a 'java.util.function.Consumer'

### SEE ALSO

[as-runnable](#)

Wraps the function f in a 'java.lang.Runnable'

[as-callable](#)

Wraps the function f in a 'java.util.concurrent.Callable'

[as-predicate](#)

Wraps the function f in a 'java.util.function.Predicate'

[as-function](#)

Wraps the function f in a 'java.util.function.Function'

[as-supplier](#)

Wraps the function f in a 'java.util.function.Supplier'

## as-function

(as-function f)

Wraps the function f in a 'java.util.function.Function'

## SEE ALSO

### [as-runnable](#)

Wraps the function `f` in a `'java.lang.Runnable'`

### [as-callable](#)

Wraps the function `f` in a `'java.util.concurrent.Callable'`

### [as-predicate](#)

Wraps the function `f` in a `'java.util.function.Predicate'`

### [as-consumer](#)

Wraps the function `f` in a `'java.util.function.Consumer'`

### [as-supplier](#)

Wraps the function `f` in a `'java.util.function.Supplier'`

[top](#)

## as-predicate

`(as-predicate f)`

Wraps the function `f` in a `'java.util.function.Predicate'`

## SEE ALSO

### [as-runnable](#)

Wraps the function `f` in a `'java.lang.Runnable'`

### [as-callable](#)

Wraps the function `f` in a `'java.util.concurrent.Callable'`

### [as-function](#)

Wraps the function `f` in a `'java.util.function.Function'`

### [as-consumer](#)

Wraps the function `f` in a `'java.util.function.Consumer'`

### [as-supplier](#)

Wraps the function `f` in a `'java.util.function.Supplier'`

[top](#)

## as-runnable

`(as-runnable f)`

Wraps the function `f` in a `'java.lang.Runnable'`

## SEE ALSO

### [as-callable](#)

Wraps the function `f` in a `'java.util.concurrent.Callable'`

### [as-predicate](#)

Wraps the function `f` in a `'java.util.function.Predicate'`

### [as-function](#)

Wraps the function `f` in a `'java.util.function.Function'`

### [as-consumer](#)

Wraps the function `f` in a `'java.util.function.Consumer'`

[as-supplier](#)

Wraps the function `f` in a `'java.util.function.Supplier'`

top

## as-supplier

```
(as-supplier f)
```

Wraps the function `f` in a `'java.util.function.Supplier'`

### SEE ALSO

[as-runnable](#)

Wraps the function `f` in a `'java.lang.Runnable'`

[as-callable](#)

Wraps the function `f` in a `'java.util.concurrent.Callable'`

[as-predicate](#)

Wraps the function `f` in a `'java.util.function.Predicate'`

[as-function](#)

Wraps the function `f` in a `'java.util.function.Function'`

[as-consumer](#)

Wraps the function `f` in a `'java.util.function.Consumer'`

top

## aset

```
(aset array idx val)
```

Sets the value at the index of an array

```
(aset (long-array '(1 2 3 4 5)) 1 20)  
=> [1, 20, 3, 4, 5]
```

top

## assert

```
(assert expr)  
(assert expr message)
```

Evaluates `expr` and throws an `:com.github.jlangch.venice.AssertionException` exception if it does not evaluate to logical true.

```
(assert (= 3 (+ 1 2)))  
=> true
```

```
(assert (= 4 (+ 1 2)))  
=> AssertionError: Assert failed: (= 4 (+ 1 2))
```

## assoc

```
(assoc coll key val)
(assoc coll key val & kvs)
```

When applied to a map, returns a new map of the same type, that contains the mapping of key(s) to val(s). When applied to a vector, returns a new vector that contains val at index. Note - index must be <= (count vector). When applied to a custom type, returns a new custom type with passed fields changed.

```
(assoc {} :a 1 :b 2)
=> {:a 1 :b 2}

(assoc nil :a 1 :b 2)
=> {:a 1 :b 2}

(assoc [1 2 3] 0 10)
=> [10 2 3]

(assoc [1 2 3] 3 10)
=> [1 2 3 10]

(assoc [1 2 3] 6 10)
=> [1 2 3 10]

(do
  (deftype :complex [real :long, imaginary :long])
  (def x (complex. 100 200))
  (def y (assoc x :real 110))
  (pr-str y))
=> "{:custom-type* :user/complex :real 110 :imaginary 200}"
```

## assoc!

```
(assoc! coll key val)
(assoc! coll key val & kvs)
```

Associates key/vals with a mutable map, returns the map

```
(assoc! nil :a 1 :b 2)
=> {:a 1 :b 2}

(assoc! (mutable-map) :a 1 :b 2)
=> {:a 1 :b 2}

(assoc! (mutable-vector 1 2 3) 0 10)
=> [10 2 3]

(assoc! (mutable-vector 1 2 3) 3 10)
=> [1 2 3 10]

(assoc! (mutable-vector 1 2 3) 6 10)
=> [1 2 3 10]
```

### SEE ALSO

## dissoc!

Dissociates keys from a mutable map, returns the map

[top](#)

## assoc-in

```
(assoc-in m ks v)
```

Associates a value in a nested associative structure, where `ks` is a sequence of keys and `v` is the new value and returns a new nested structure. If any levels do not exist, hash-maps or vectors will be created.

```
(do
  (def users [ {:name "James" :age 26}
                {:name "John" :age 43}])
  (assoc-in users [1 :age] 44))
=> [{:name "James" :age 26} {:name "John" :age 44}]

(do
  (def users [ {:name "James" :age 26}
                {:name "John" :age 43}])
  (assoc-in users [2] {:name "Jack" :age 19}))
=> [{:name "James" :age 26} {:name "John" :age 43} {:name "Jack" :age 19}]
```

[top](#)

## asub

```
(asub array start len)
```

Returns a sub array

```
(asub (long-array '(1 2 3 4 5)) 2 3)
=> [3, 4, 5]
```

[top](#)

## atom

```
(atom x)
(atom x & options)
```

Creates an atom with the initial value `x`.

Options:

```
:meta metadata-map
:validator validate-fn
```

If `metadata-map` is supplied, it will become the metadata on the atom. `validate-fn` must be `nil` or a side-effect-free fn of one argument, which will be passed the intended new state on any state change. If the new state is unacceptable, the `validate-fn` should return `false` or throw an exception.

```
(do
  (def counter (atom 0))
  (swap! counter inc)
  (deref counter))
```

```
=> 1
```

```
(do
  (def counter (atom 0))
  (reset! counter 9)
  @counter)
=> 9
```

## SEE ALSO

### [deref](#)

Dereferences an atom, a future or a promise object. When applied to an atom, returns its current state. When applied to a future, will ...

### [reset!](#)

Sets the value of an atom or a volatile to newval without regard for the current value. Returns newval.

### [swap!](#)

Atomically swaps the value of an atom or a volatile to be: (apply f current-value-of-box args). Note that f may be called multiple ...

### [compare-and-set!](#)

Atomically sets the value of atom to newval if and only if the current value of the atom is identical to oldval. Returns true if set ...

### [add-watch](#)

Adds a watch function to an agent/atom reference. The watch fn must be a fn of 4 args: a key, the reference, its old-state, its new-state.

### [remove-watch](#)

Removes a watch function from an agent/atom reference.

[top](#)

## atom?

```
(atom? x)
```

Returns true if x is an atom, otherwise false

```
(do
  (def counter (atom 0))
  (atom? counter))
=> true
```

[top](#)

## await

```
(await agents)
```

Blocks the current thread (indefinitely) until all actions dispatched thus far (from this thread or agent) to the agents have occurred.

```
(do
  (def x1 (agent 100))
  (def x2 (agent {}))
  (send-off x1 + 5)
  (send-off x2 (fn [state]
                 (sleep 100)
                 (assoc state :done true))))
;; blocks till the agent actions are finished
(await x1 x2))
=> true
```

## SEE ALSO

### [agent](#)

Creates and returns an agent with an initial value of state and zero or more options.

### [await-for](#)

Blocks the current thread until all actions dispatched thus far (from this thread or agent) to the agents have occurred, or the timeout ...

[top](#)

## await-for

```
(await-for timeout-ms agents)
```

Blocks the current thread until all actions dispatched thus far (from this thread or agent) to the agents have occurred, or the timeout (in milliseconds) has elapsed. Returns logical false if returning due to timeout, logical true otherwise.

```
(do
  (def x1 (agent 100))
  (def x2 (agent {}))
  (send-off x1 + 5)
  (send-off x2 (fn [state]
                 (sleep 100)
                 (assoc state :done true))))
;; blocks till the agent actions are finished
(await-for 500 x1 x2))
=> true
```

## SEE ALSO

### [agent](#)

Creates and returns an agent with an initial value of state and zero or more options.

### [await](#)

Blocks the current thread (indefinitely) until all actions dispatched thus far (from this thread or agent) to the agents have occurred.

[top](#)

## await-termination-agents

```
(shutdown-agents)
```

Blocks until all actions have completed execution after a shutdown request, or the timeout occurs, or the current thread is interrupted, whichever happens first.

```
(do
  (def x1 (agent 100))
  (def x2 (agent 100))
  (shutdown-agents)
  (await-termination-agents 1000))
```

## SEE ALSO

### [agent](#)

Creates and returns an agent with an initial value of state and zero or more options.

## await-termination-agents?

```
(await-termination-agents?)
```

Returns true if all tasks have been completed following agent shut down

```
(do
  (def x1 (agent 100))
  (def x2 (agent 100))
  (shutdown-agents)
  (await-termination-agents 1000)
  (sleep 300)
  (await-termination-agents?))
```

### SEE ALSO

#### [agent](#)

Creates and returns an agent with an initial value of state and zero or more options.

## bases

```
(bases class)
```

Returns the immediate superclass and interfaces of class, if any.

```
(bases :java.util.ArrayList)
=> (:java.util.AbstractList :java.util.List :java.util.RandomAccess :java.lang.Cloneable :java.io.Serializable)
```

## bigint

```
(bigint x)
```

Converts to big integer.

```
(bigint 2000)
=> 2000N
```

```
(bigint 34897.65)
=> 34897N
```

```
(bigint "56760000000000")
=> 56760000000000N
```

```
(bigint nil)
=> 0N
```



## binding

(binding [bindings\*] exprs\*)

Evaluates the expressions and binds the values to dynamic (thread-local) symbols

```
(do
  (binding [x 100]
    (println x)
    (binding [x 200]
      (println x))
    (println x)))
100
200
100
=> nil
```

[top](#)

## boolean

(boolean x)

Converts to boolean. Everything except 'false' and 'nil' is true in boolean context.

```
(boolean false)
=> false

(boolean true)
=> true

(boolean nil)
=> false

(boolean 100)
=> true
```

[top](#)

## boolean?

(boolean? n)

Returns true if n is a boolean

```
(boolean? true)
=> true

(boolean? false)
=> true

(boolean? nil)
=> false

(boolean? 0)
=> false
```

## bound?

```
(bound? s)
```

Returns true if the symbol is bound to a value else false

```
(bound? 'test)  
=> false
```

```
(let [test 100] (bound? 'test))  
=> true
```

## butlast

```
(butlast coll)
```

Returns a collection with all but the last list element

```
(butlast nil)  
=> nil
```

```
(butlast [])  
=> []
```

```
(butlast [1])  
=> []
```

```
(butlast [1 2 3])  
=> [1 2]
```

```
(butlast '())  
=> ()
```

```
(butlast '(1))  
=> ()
```

```
(butlast '(1 2 3))  
=> (1 2)
```

```
(butlast "1234")  
=> ("1" "2" "3")
```

## bytebuf

```
(bytebuf x)
```

Converts x to bytebuf. x can be a bytebuf, a list/vector of longs, or a string

```
(bytebuf [0 1 2])  
=> [0 1 2]  
  
(bytebuf '(0 1 2))  
=> [0 1 2]  
  
(bytebuf "abc")  
=> [97 98 99]
```

[top](#)

## bytebuf-allocate

```
(bytebuf-allocate length)
```

Allocates a new bytebuf. The values will be all zero.

```
(bytebuf-allocate 20)  
=> [0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0]
```

[top](#)

## bytebuf-capacity

```
(bytebuf-capacity buf)
```

Returns the capacity of a bytebuf.

```
(bytebuf-capacity (bytebuf-allocate 100))  
=> 100
```

[top](#)

## bytebuf-from-string

```
(bytebuf-from-string s encoding)
```

Converts a string to a bytebuf using an optional encoding. The encoding defaults to :UTF-8

```
(bytebuf-from-string "abcdef" :UTF-8)  
=> [97 98 99 100 101 102]
```

[top](#)

## bytebuf-get-byte

```
(bytebuf-get-byte buf)  
(bytebuf-get-byte buf pos)
```

Reads a byte from the buffer. Without a pos reads from the current position and increments the position by one. With a position reads the byte from that position.

```
(-> (bytebuf-allocate 4)
    (bytebuf-put-byte! 1)
    (bytebuf-put-byte! 2)
    (bytebuf-get-byte 0))
=> 11
```

[top](#)

## bytebuf-get-double

```
(bytebuf-get-double buf)
(bytebuf-get-double buf pos)
```

Reads a double from the buffer. Without a pos reads from the current position and increments the position by eight. With a position reads the double from that position.

```
(-> (bytebuf-allocate 16)
    (bytebuf-put-double! 20.0)
    (bytebuf-put-double! 40.0)
    (bytebuf-get-double 0))
=> 20.0
```

[top](#)

## bytebuf-get-float

```
(bytebuf-get-float buf)
(bytebuf-get-float buf pos)
```

Reads a float from the buffer. Without a pos reads from the current position and increments the position by four. With a position reads the float from that position.

```
(-> (bytebuf-allocate 16)
    (bytebuf-put-float! 20.0)
    (bytebuf-put-float! 40.0)
    (bytebuf-get-float 0))
=> 20.0
```

[top](#)

## bytebuf-get-int

```
(bytebuf-get-int buf)
(bytebuf-get-int buf pos)
```

Reads an integer from the buffer. Without a pos reads from the current position and increments the position by four. With a position reads the integer from that position.

```
(-> (bytebuf-allocate 8)
    (bytebuf-put-int! 11)
    (bytebuf-put-int! 21)
    (bytebuf-get-int 0))
=> 11
```

[top](#)

## bytebuf-get-long

```
(bytebuf-get-long buf)
(bytebuf-get-long buf pos)
```

Reads a long from the buffer. Without a pos reads from the current position and increments the position by eight. With a position reads the long from that position.

```
(> (bytebuf-allocate 16)
  (bytebuf-put-long! 20)
  (bytebuf-put-long! 40)
  (bytebuf-get-long 0))
=> 20
```

[top](#)

## bytebuf-limit

```
(bytebuf-limit buf)
```

Returns the limit of a bytebuf.

```
(bytebuf-limit (bytebuf-allocate 100))
=> 100
```

[top](#)

## bytebuf-pos

```
(bytebuf-pos buf)
```

Returns the buffer's current position.

```
(bytebuf-pos (bytebuf-allocate 10))
=> 0
```

[top](#)

## bytebuf-pos!

```
(bytebuf-pos! buf pos)
```

Sets the buffer's position.

```
(> (bytebuf-allocate 10)
  (bytebuf-pos! 4)
  (bytebuf-put-byte! 1)
  (bytebuf-pos! 8)
  (bytebuf-put-byte! 2))
=> [0 0 0 0 1 0 0 0 2 0]
```

## bytebuf-put-buf!

```
(bytebuf-put-buf! dst src src-offset length)
```

This method transfers bytes from the src to the dst buffer at the current position, and then increments the position by length.

```
(-> (bytebuf-allocate 10)
    (bytebuf-pos! 4)
    (bytebuf-put-buf! (bytebuf [1 2 3]) 0 2))
=> [0 0 0 0 1 2 0 0 0 0]
```

## bytebuf-put-byte!

```
(bytebuf-put-byte! buf b)
```

Writes a byte to the buffer at the current position, and then increments the position by one.

```
(-> (bytebuf-allocate 4)
    (bytebuf-put-byte! 1)
    (bytebuf-put-byte! 2))
=> [1 2 0 0]
```

## bytebuf-put-double!

```
(bytebuf-put-double! buf d)
```

Writes a double (8 bytes) to buffer at the current position, and then increments the position by eight.

```
(-> (bytebuf-allocate 16)
    (bytebuf-put-double! 64.0)
    (bytebuf-put-double! 200.0))
=> [64 80 0 0 0 0 0 0 64 105 0 0 0 0 0 0]
```

## bytebuf-put-float!

```
(bytebuf-put-float! buf d)
```

Writes a float (4 bytes) to buffer at the current position, and then increments the position by four.

```
(-> (bytebuf-allocate 8)
    (bytebuf-put-float! 64.0)
    (bytebuf-put-float! 200.0))
=> [66 128 0 0 67 72 0 0]
```

## bytebuf-put-int!

```
(bytebuf-put-int! buf i)
```

Writes an integer (4 bytes) to buffer at the current position, and then increments the position by four.

```
(-> (bytebuf-allocate 8)
     (bytebuf-put-int! 4I)
     (bytebuf-put-int! 8I))
=> [0 0 0 4 0 0 0 8]
```

## bytebuf-put-long!

```
(bytebuf-put-long! buf l)
```

Writes a long (8 bytes) to buffer at the current position, and then increments the position by eight.

```
(-> (bytebuf-allocate 16)
     (bytebuf-put-long! 4)
     (bytebuf-put-long! 8))
=> [0 0 0 0 0 0 0 4 0 0 0 0 0 0 0 8]
```

## bytebuf-sub

```
(bytebuf-sub x start) (bytebuf-sub x start end)
```

Returns a byte buffer of the items in buffer from start (inclusive) to end (exclusive). If end is not supplied, defaults to (count bytebuffer)

```
(bytebuf-sub (bytebuf [1 2 3 4 5 6]) 2)
=> [3 4 5 6]
```

```
(bytebuf-sub (bytebuf [1 2 3 4 5 6]) 4)
=> [5 6]
```

## bytebuf-to-list

```
(bytebuf-to-list buf)
```

Returns the bytebuf as lazy list of integers

```
(doall (bytebuf-to-list (bytebuf [97 98 99])))
=> (97I 98I 99I)
```

## bytebuf-to-string

```
(bytebuf-to-string buf encoding)
```

Converts a bytebuf to a string using an optional encoding. The encoding defaults to :UTF-8

```
(bytebuf-to-string (bytebuf [97 98 99]) :UTF-8)
=> "abc"
```

## bytebuf?

```
(bytebuf? x)
```

Returns true if x is a bytebuf

```
(bytebuf? (bytebuf [1 2]))
=> true
```

```
(bytebuf? [1 2])
=> false
```

```
(bytebuf? nil)
=> false
```

## callstack

```
(callstack)
```

Returns the current callstack.

```
(do
  (defn f1 [x] (f2 x))
  (defn f2 [x] (f3 x))
  (defn f3 [x] (f4 x))
  (defn f4 [x] (callstack))
  (f1 100))
=> [{:fn-name "callstack" :file "example" :line 18 :col 18} {:fn-name "user/f4" :file "example" :line 17 :col 18}
{:fn-name "user/f3" :file "example" :line 16 :col 18} {:fn-name "user/f2" :file "example" :line 15 :col 18}
{:fn-name "user/f1" :file "example" :line 19 :col 5}]
```

## case

```
(case expr & clauses)
```

Takes an expression and a set of clauses. Each clause takes the form of test-constant result-expr



```
(case (+ 1 9)
  10 :ten
  20 :twenty
  30 :thirty
  :dont-know)
=> :ten
```

## SEE ALSO

### [cond](#)

Takes a set of test/expr pairs. It evaluates each test one at a time. If a test returns logical true, cond evaluates and returns the ...

### [condp](#)

Takes a binary predicate, an expression, and a set of clauses.

[top](#)

## cast

(cast class object)

Casts a Java object

```
(do
  (import :java.awt.image.BufferedImage)
  (import :java.awt.Graphics)

  ;; cast the graphics context to 'java.awt.Graphics' instead of the
  ;; implicit cast to 'java.awt.Graphics2D' as Venice is doing
  (let [img (. :BufferedImage :new 40 40 1)
        gd (cast :Graphics (. img :createGraphics))]
    (. gd :fillOval 10 20 5 5)
    img))
=> BufferedImage@2ed94a8b: type = 1 DirectColorModel: rmask=ff0000 gmask=ff00 bmask=ff amask=0
IntegerInterleavedRaster: width = 40 height = 40 #Bands = 3 xOff = 0 yOff = 0 dataOffset[0] 0
```

[top](#)

## ceil

(ceil x)

Returns the largest integer that is greater than or equal to x

```
(ceil 1.4)
=> 2.0

(ceil -1.4)
=> -1.0

(ceil 1.23M)
=> 2.00M

(ceil -1.23M)
=> -1.00M
```

[top](#)

## char

```
(char c)
```

Converts a number or s single char string to a char.

```
(char 65)
```

```
=> "A"
```

```
(char "A")
```

```
=> "A"
```

```
(long (char "A"))
```

```
=> 65
```

```
(str/join (map char [65 66 67 68]))
```

```
=> "ABCD"
```

[top](#)

## char?

```
(char? s)
```

Returns true if s is a char.

```
(char? (char "x"))
```

```
=> true
```

[top](#)

## charset-default-encoding

```
(charset-default-encoding)
```

Returns the default charset of this Java virtual machine.

```
(charset-default-encoding)
```

```
=> :UTF-8
```

[top](#)

## cidr/end-inet-addr

```
(cidr/end-inet-addr cidr)
```

Returns the end inet address of a CIDR IP block.

```
(cidr/end-inet-addr "222.192.0.0/11")
```

```
=> /222.223.255.255
```

```
(cidr/end-inet-addr "2001:0db8:85a3:08d3:1319:8a2e:0370:7347/64")
```

```
=> /2001:db8:85a3:8d3:ffff:ffff:ffff:ffff
```

```
(cidr/end-inet-addr (cidr/parse "222.192.0.0/11"))  
=> /222.223.255.255
```

[top](#)

## cidr/in-range?

```
(cidr/in-range? ip cidr)
```

Returns true if the ip adress is within the ip range of the cidr else false. ip may be a string or a :java.net.InetAddress, cidr may be a string or a CIDR Java object obtained from 'cidr/parse'.

```
(cidr/in-range? "222.220.0.0" "222.220.0.0/11")  
=> true
```

```
(cidr/in-range? (cidr/inet-addr "222.220.0.0") "222.220.0.0/11")  
=> true
```

```
(cidr/in-range? "222.220.0.0" (cidr/parse "222.220.0.0/11"))  
=> true
```

[top](#)

## cidr/inet-addr

```
(cidr/inet-addr addr)
```

Converts a stringified IPv4 or IPv6 to a Java InetAddress.

```
(cidr/inet-addr "222.192.0.0")  
=> /222.192.0.0
```

```
(cidr/inet-addr "2001:0db8:85a3:08d3:1319:8a2e:0370:7347")  
=> /2001:db8:85a3:8d3:1319:8a2e:370:7347
```

[top](#)

## cidr/inet-addr-from-bytes

```
(cidr/inet-addr-bytes addr)
```

Converts a IPv4 or IPv6 byte address (a vector of unsigned integers) to a Java InetAddress.

```
(cidr/inet-addr-from-bytes [222I 192I 12I 0I])  
=> /222.192.12.0
```

```
(cidr/inet-addr-from-bytes [32I 1I 13I 184I 133I 163I 8I 211I 19I 25I 138I 46I 3I 112I 115I 71I])  
=> /2001:db8:85a3:8d3:1319:8a2e:370:7347
```

[top](#)

## cidr/inet-addr-to-bytes

```
(cidr/inet-addr-to-bytes addr)
```

Converts a stringified IPv4/IPv6 address or a Java InetAddress to an InetAddress byte vector.

```
(cidr/inet-addr-to-bytes "222.192.12.0")  
=> [222I 192I 12I 0I]
```

```
(cidr/inet-addr-to-bytes "2001:0db8:85a3:08d3:1319:8a2e:0370:7347")  
=> [32I 1I 13I 184I 133I 163I 8I 211I 19I 25I 138I 46I 3I 112I 115I 71I]
```

```
(cidr/inet-addr-to-bytes (cidr/inet-addr "222.192.0.0"))  
=> [222I 192I 0I 0I]
```

[top](#)

## cidr/insert

```
(cidr/insert trie cidr value)
```

Insert a new CIDR / value relation into trie. Works with IPv4 and IPv6. Please keep IPv4 and IPv6 CIDRs in different tries.

```
(do  
  (let [trie (cidr/trie)]  
    (cidr/insert trie  
                  (cidr/parse "192.16.10.0/24")  
                  "Germany")  
    (cidr/lookup trie "192.16.10.15")))  
=> "Germany"
```

[top](#)

## cidr/lookup

```
(cidr/lookup trie ip)
```

Lookup the associated value of a CIDR in the trie. A cidr "192.16.10.0/24" or an inet address "192.16.10.15" can be passed as ip.

```
(do  
  (let [trie (cidr/trie)]  
    (cidr/insert trie  
                  (cidr/parse "192.16.10.0/24")  
                  "Germany")  
    (cidr/lookup trie "192.16.10.15")))  
=> "Germany"
```

[top](#)

## cidr/lookup-reverse

```
(cidr/lookup-reverse trie ip)
```

Reverse lookup a CIDR in the trie given an IP address

```
(do
  (let [trie (cidr/trie)]
    (cidr/insert trie
      (cidr/parse "192.16.10.0/24")
      "Germany")
    (cidr/lookup-reverse trie "192.16.10.15")))
=> 192.16.10.0/24: [/192.16.10.0 .. /192.16.10.255]
```

[top](#)

## cidr/parse

```
(cidr/parse cidr)
```

Parses CIDR IP blocks to an IP address range. Supports both IPv4 and IPv6.

```
(cidr/parse "222.192.0.0/11")
=> 222.192.0.0/11: [/222.192.0.0 .. /222.223.255.255]

(cidr/parse "2001:0db8:85a3:08d3:1319:8a2e:0370:7347/64")
=> 2001:0db8:85a3:08d3:1319:8a2e:0370:7347/64: [/2001:db8:85a3:8d3:0:0:0:0 .. /2001:db8:85a3:8d3:ffff:ffff:ffff:ffff]
```

[top](#)

## cidr/size

```
(cidr/size trie)
```

Returns the size of the trie.

```
(do
  (let [trie (cidr/trie)]
    (cidr/insert trie
      (cidr/parse "192.16.10.0/24")
      "Germany")
    (cidr/size trie)))
=> 1
```

[top](#)

## cidr/start-inet-addr

```
(cidr/start-inet-addr cidr)
```

Returns the start inet address of a CIDR IP block.

```
(cidr/start-inet-addr "222.192.0.0/11")
=> /222.192.0.0

(cidr/start-inet-addr "2001:0db8:85a3:08d3:1319:8a2e:0370:7347/64")
=> /2001:db8:85a3:8d3:0:0:0:0

(cidr/start-inet-addr (cidr/parse "222.192.0.0/11"))
=> /222.192.0.0
```

## cidr/trie

(cidr/trie)

Create a new mutable concurrent CIDR trie.

```
(do
  (let [trie (cidr/trie)]
    (cidr/insert trie
      (cidr/parse "192.16.10.0/24")
      "Germany")
    (cidr/lookup trie "192.16.10.15")))
=> "Germany"
```

## class

(class name)

Returns the Java class for the given name. Throws an exception if the class is not found.

```
(class :java.util.ArrayList)
=> class java.util.ArrayList
```

### SEE ALSO

[class-of](#)

Returns the Java class of a value.

[class-name](#)

Returns the Java class name of a class.

[class-version](#)

Returns the major version of a Java class.

## class-name

(class-name class)

Returns the Java class name of a class.

```
(class-name (class :java.util.ArrayList))
=> "java.util.ArrayList"
```

### SEE ALSO

[class](#)

Returns the Java class for the given name. Throws an exception if the class is not found.

[class-of](#)

Returns the Java class of a value.

#### [class-version](#)

Returns the major version of a Java class.

[top](#)

## class-of

```
(class-of x)
```

Returns the Java class of a value.

```
(class-of 100)
=> class com.github.jlangch.venice.impl.types.VncLong

(class-of (. :java.awt.Point :new 10 10))
=> class java.awt.Point
```

### SEE ALSO

#### [class](#)

Returns the Java class for the given name. Throws an exception if the class is not found.

#### [class-name](#)

Returns the Java class name of a class.

#### [class-version](#)

Returns the major version of a Java class.

[top](#)

## class-version

```
(class-version class)
```

Returns the major version of a Java class.

Java major versions:

- Java 8 uses major version 52
- Java 9 uses major version 53
- Java 10 uses major version 54
- Java 11 uses major version 55
- Java 12 uses major version 56
- Java 13 uses major version 57
- Java 14 uses major version 58
- Java 15 uses major version 59

```
(class-version :com.github.jlangch.venice.Venice)
=> 52
```

### SEE ALSO

#### [class](#)

Returns the Java class for the given name. Throws an exception if the class is not found.

#### [class-of](#)

Returns the Java class of a value.

#### [class-name](#)

Returns the Java class name of a class.

top

## classloader

(classloader)  
(classloader type)

Returns the classloader.

```
;; Returns the current classloader
(classloader)
=> class sun.misc.Launcher$AppClassLoader

;; Returns the system classloader
(classloader :system)
=> sun.misc.Launcher$AppClassLoader@4e0e2f2a

;; Returns the classloader which loaded the Venice classes
(classloader :application)
=> sun.misc.Launcher$AppClassLoader@4e0e2f2a

;; Returns the thread-context classloader
(classloader :thread-context)
=> sun.misc.Launcher$AppClassLoader@4e0e2f2a
```

### SEE ALSO

[class](#)

Returns the Java class for the given name. Throws an exception if the class is not found.

[classloader-of](#)

Returns the classloader of a value or a Java class.

top

## classloader-of

(classloader-of x)

Returns the classloader of a value or a Java class.

Note:

Some Java VM implementations may use 'null' to represent the bootstrap class loader. This method will return 'nil' in such implementations if this class was loaded by the bootstrap class loader.

```
(classloader-of (class :java.awt.Point))
=> nil

(classloader-of (. :java.awt.Point :new 10 10))
=> nil

(classloader-of (class-of "abcdef"))
=> sun.misc.Launcher$AppClassLoader@4e0e2f2a

(classloader-of "abcdef")
=> sun.misc.Launcher$AppClassLoader@4e0e2f2a
```



## SEE ALSO

### [class](#)

Returns the Java class for the given name. Throws an exception if the class is not found.

### [classloader](#)

Returns the classloader.

[top](#)

## coalesce

```
(coalesce args*)
```

Returns nil if all of its arguments are nil, otherwise it returns the first non nil argument. The arguments are evaluated lazy.

```
(coalesce)
```

```
=> nil
```

```
(coalesce 2)
```

```
=> 2
```

```
(coalesce nil 1 2)
```

```
=> 1
```

[top](#)

## coll?

```
(coll? obj)
```

Returns true if obj is a collection

```
(coll? {:a 1})
```

```
=> true
```

```
(coll? [1 2])
```

```
=> true
```

[top](#)

## comment

```
(comment & body)
```

Ignores body, yields nil

```
(comment
```

```
  (println 1)
```

```
  (println 5))
```

```
=> nil
```

[top](#)

## comp

```
(comp f*)
```

Takes a set of functions and returns a fn that is the composition of those fns. The returned fn takes a variable number of args, applies the rightmost of fns to the args, the next fn (right-to-left) to the result, etc.

```
((comp str +) 8 8 8)
=> "24"

(map (comp - (partial + 3) (partial * 2)) [1 2 3 4])
=> (-5 -7 -9 -11)

((reduce comp [(partial + 1) (partial * 2) (partial + 3)]) 100)
=> 207

(filter (comp not zero?) [0 1 0 2 0 3 0 4])
=> (1 2 3 4)

(do
  (def fifth (comp first rest rest rest rest))
  (fifth [1 2 3 4 5]))
=> 5
```

[top](#)

## compare

```
(compare x y)
```

Comparator. Returns -1, 0, or 1 when x is logically 'less than', 'equal to', or 'greater than' y. For list and vectors the longer sequence is always 'greater' regardless of its contents. For sets and maps only the size of the collection is compared.

```
(compare nil 0)
=> -1

(compare 0 nil)
=> 1

(compare 1 0)
=> 1

(compare 1 1)
=> 0

(compare 1M 2M)
=> -1

(compare 1 nil)
=> 1

(compare nil 1)
=> -1

(compare "aaa" "bbb")
=> -1
```

```
(compare [0 1 2] [0 1 2])
=> 0

(compare [0 1 2] [0 9 2])
=> -1

(compare [0 9 2] [0 1 2])
=> 1

(compare [1 2 3] [0 1 2 3])
=> -1

(compare [0 1 2] [3 4])
=> 1
```

[top](#)

## compare-and-set!

```
(compare-and-set! atom oldval newval)
```

Atomically sets the value of atom to newval if and only if the current value of the atom is identical to oldval. Returns true if set happened, else false

```
(do
  (def counter (atom 2))
  (compare-and-set! counter 2 4)
  (deref counter))
=> 4
```

### SEE ALSO

[atom](#)

Creates an atom with the initial value x.

[top](#)

## complement

```
(complement f)
```

Takes a fn f and returns a fn that takes the same arguments as f, has the same effects, if any, and returns the opposite truth value.

```
(complement even?)
=> function anonymous-5b2180ae-8e28-443b-9e23-a39299351d38 {visibility :public, ns "core"}

(filter (complement even?) '(1 2 3 4))
=> (1 3)
```

[top](#)

## concat

```
(concat coll)
```

```
(concat coll & colls)
```

Returns a collection of the concatenation of the elements in the supplied colls.

```
(concat [1 2])  
=> (1 2)
```

```
(concat [1 2] [4 5 6])  
=> (1 2 4 5 6)
```

```
(concat '(1 2))  
=> (1 2)
```

```
(concat '(1 2) [4 5 6])  
=> (1 2 4 5 6)
```

```
(concat {:a 1})  
=> ([:a 1])
```

```
(concat {:a 1} {:b 2 :c 3})  
=> ([:a 1] [:b 2] [:c 3])
```

```
(concat "abc")  
=> ("a" "b" "c")
```

```
(concat "abc" "def")  
=> ("a" "b" "c" "d" "e" "f")
```

[top](#)

## cond

```
(cond & clauses)
```

Takes a set of test/expr pairs. It evaluates each test one at a time. If a test returns logical true, cond evaluates and returns the value of the corresponding expr and doesn't evaluate any of the other tests or exprs. (cond) returns nil.

```
(let [n 5]  
  (cond  
    (< n 0) "negative"  
    (> n 0) "positive"  
    :else "zero"))  
=> "positive"
```

### SEE ALSO

#### [condp](#)

Takes a binary predicate, an expression, and a set of clauses.

#### [case](#)

Takes an expression and a set of clauses. Each clause takes the form of test-constant result-expr

[top](#)

## cond->

```
(cond-> expr & clauses)
```

Takes an expression and a set of test/form pairs. Threads `expr` (via `->`) through each form for which the corresponding test expression is true. Note that, unlike `cond` branching, `cond->` threading does not short circuit after the first true test expression.

It is useful in situations where you want selectively `assoc`, `update`, or `dissoc` something from a map.

```
(cond-> m
  (some-pred? q) (assoc :key :value))
```

```
(cond-> 1      ; we start with 1
  true inc    ; the condition is true so (inc 1) => 2
  false (* 42) ; the condition is false so the operation is skipped
  (= 2 2) (* 3)) ; (= 2 2) is true so (* 2 3) => 6
=> 6
```

## SEE ALSO

[cond->>](#)

Takes an expression and a set of test/form pairs. Threads `expr` (via `->>`) through each form for which the corresponding test expression ...

[top](#)

## cond->>

```
(cond->> expr & clauses)
```

Takes an expression and a set of test/form pairs. Threads `expr` (via `->>`) through each form for which the corresponding test expression is true. Note that, unlike `cond` branching, `cond->>` threading does not short circuit after the first true test expression.

```
(cond->> 1      ; we start with 1
  true inc    ; the condition is true so (inc 1) => 2
  false (* 42) ; the condition is false so the operation is skipped
  (= 2 2) (* 3)) ; (= 2 2) is true so (* 3 2) => 6
=> 6
```

## SEE ALSO

[cond->](#)

Takes an expression and a set of test/form pairs. Threads `expr` (via `->`) through each form for which the corresponding test expression ...

[top](#)

## condp

```
(condp pred expr & clauses)
```

Takes a binary predicate, an expression, and a set of clauses.

Each clause can take the form of either:

```
test-expr result-expr
test-expr :>> result-fn
```

Note `:>>` is an ordinary keyword.

For each clause, `(pred test-expr expr)` is evaluated. If it returns logical true, the clause is a match. If a binary clause matches, the `result-expr` is returned, if a ternary clause matches, its `result-fn`, which must be a unary function, is called with the result of the predicate as its argument, the result of that call being the return value of `condp`. A single default expression can follow the clauses, and its value will be returned if no clause matches. If no default expression is provided and no clause matches, a `VncException` is thrown.

```
(condp some [1 2 3 4]
  #{0 6 7} :>> inc
  #{4 5 9} :>> dec
  #{1 2 3} :>> #(* % 10))
=> 3
```

```
(condp some [-10 -20 0 10]
  pos? 1
  neg? -1
  (constantly true) 0)
=> 1
```

## SEE ALSO

### [cond](#)

Takes a set of test/expr pairs. It evaluates each test one at a time. If a test returns logical true, cond evaluates and returns the ...

### [case](#)

Takes an expression and a set of clauses. Each clause takes the form of test-constant result-expr

[top](#)

## conj

```
(conj)
(conj x)
(conj coll x)
(conj coll x & xs)
```

Returns a new collection with the x, xs 'added'. (conj nil item) returns (item). For list, vectors and ordered maps the values are added at the end. For all other sets and maps the position is undefined.

```
(conj [1 2 3] 4)
=> [1 2 3 4]
```

```
(conj [1 2 3] 4 5)
=> [1 2 3 4 5]
```

```
(conj [1 2 3] [4 5])
=> [1 2 3 [4 5]]
```

```
(conj '(1 2 3) 4)
=> (1 2 3 4)
```

```
(conj '(1 2 3) 4 5)
=> (1 2 3 4 5)
```

```
(conj '(1 2 3) '(4 5))
=> (1 2 3 (4 5))
```

```
(conj (set 1 2 3) 4)
=> #{1 2 3 4}
```

```
(conj {:a 1 :b 2} [:c 3])
=> {:a 1 :b 2 :c 3}
```

```
(conj {:a 1 :b 2} {:c 3})
=> {:a 1 :b 2 :c 3}
```

```
(conj {:a 1 :b 2} (map-entry :c 3))
=> {:a 1 :b 2 :c 3}
```

```
(conj)
```

```
=> []
```

```
(conj 4)
```

```
=> 4
```

## SEE ALSO

[cons](#)

Returns a new collection where x is the first element and coll is the rest

[into](#)

Returns a new coll consisting of to coll with all of the items offrom coll conjoined.

[top](#)

## conj!

```
(conj!)
```

```
(conj! x)
```

```
(conj! coll x)
```

```
(conj! coll x & xs)
```

Returns a new mutable collection with the x, xs 'added'. (conj! nil item) returns (item). For mutable list the values are added at the end. For all mutable sets and maps the position is undefined.

```
(conj! (mutable-list 1 2 3) 4)
```

```
=> (1 2 3 4)
```

```
(conj! (mutable-list 1 2 3) 4 5)
```

```
=> (1 2 3 4 5)
```

```
(conj! (mutable-list 1 2 3) '(4 5))
```

```
=> (1 2 3 (4 5))
```

```
(conj! (mutable-set 1 2 3) 4)
```

```
=> #{1 2 3 4}
```

```
(conj! (mutable-map :a 1 :b 2) [:c 3])
```

```
=> {:a 1 :b 2 :c 3}
```

```
(conj! (mutable-map :a 1 :b 2) {:c 3})
```

```
=> {:a 1 :b 2 :c 3}
```

```
(conj! (mutable-map :a 1 :b 2) (map-entry :c 3))
```

```
=> {:a 1 :b 2 :c 3}
```

```
(conj!)
```

```
=> ()
```

```
(conj! 4)
```

```
=> 4
```

[top](#)

## cons

```
(cons x coll)
```

Returns a new collection where x is the first element and coll is the rest

```
(cons 1 '(2 3 4 5 6))
=> (1 2 3 4 5 6)

(cons 1 nil)
=> (1)

(cons [1 2] [4 5 6])
=> [[1 2] 4 5 6]

(cons 3 (set 1 2))
=> #{1 2 3}

(cons {:c 3} {:a 1 :b 2})
=> {:a 1 :b 2 :c 3}

(cons (map-entry :c 3) {:a 1 :b 2})
=> {:a 1 :b 2 :c 3}

; cons a value to a lazy sequence
(->> (cons -1 (lazy-seq 0 #(+ % 1)))
      (take 5)
      (doall))
=> (-1 0 1 2 3)

; recursive lazy sequence (fibonacci example)
(do
  (defn fib
    ([ ] (fib 1 1))
    ([a b] (cons a (fn [] (fib b (+ a b))))))

    (doall (take 6 (fib))))
=> (1 1 2 3 5 8)
```

## SEE ALSO

[conj](#)

Returns a new collection with the x, xs 'added'. (conj nil item) returns (item). For list, vectors and ordered maps the values are ...

[top](#)

## cons!

(cons! x coll)

Adds x to the mutable coll

```
(cons! 1 (mutable-list 2 3))
=> (1 2 3)

(cons! 3 (mutable-set 1 2))
=> #{1 2 3}

(cons! {:c 3} (mutable-map :a 1 :b 2))
=> {:a 1 :b 2 :c 3}

(cons! (map-entry :c 3) (mutable-map :a 1 :b 2))
=> {:a 1 :b 2 :c 3}
```



## constantly

```
(constantly x)
```

Returns a function that takes any number of arguments and returns always the value x.

```
(do
  (def fix (constantly 10))
  (fix 1 2 3)
  (fix 1)
  (fix ))
=> 10
```

### SEE ALSO

[repeat](#)

Returns a lazy sequence of x values or a collection with the value x repeated n times.

[repeatedly](#)

Takes a function of no args, presumably with side effects, and returns a collection of n calls to it

[dotimes](#)

Repeatedly executes body with name bound to integers from 0 through n-1.

## contains?

```
(contains? coll key)
```

Returns true if key is present in the given collection, otherwise returns false.

```
(contains? #{:a :b} :a)
=> true
```

```
(contains? {:a 1 :b 2} :a)
=> true
```

```
(contains? [10 11 12] 1)
=> true
```

```
(contains? [10 11 12] 5)
=> false
```

```
(contains? "abc" 1)
=> true
```

```
(contains? "abc" 5)
=> false
```

## COS

```
(cos x)
```

`cos x`

```
(cos 1)
=> 0.5403023058681398

(cos 1.23)
=> 0.3342377271245026

(cos 1.23M)
=> 0.3342377271245026
```

[top](#)

## count

`(count coll)`

Returns the number of items in the collection. `(count nil)` returns 0. Also works on strings, and Java Collections

```
(count {:a 1 :b 2})
=> 2

(count [1 2])
=> 2

(count "abc")
=> 3
```

[top](#)

## cpus

`(cpus)`

Returns the number of available processors or number of hyperthreads if the CPU supports hyperthreads.

```
(cpus)
=> 8
```

[top](#)

## crypt/decrypt

`(crypt/decrypt algorithm passphrase & options)`

Returns a new function to decrypt a string or a bytebuf given the algorithm and passphrase. If a string is passed it is base64 decoded, decrypted, and returned as string. If a bytebuf is passed the decrypted bytebuf is returned.

Supported algorithms: "DES", "3DES", "AES256"

Options:  
:url-safe enabled

The boolean option directs the base64 decoder to decode standard or URL safe base64 encoded strings. If enabled (true) the base64 decoder will convert '-' and '\_' characters back to '+' and '/' before decoding. Defaults to false.

```
(do
  (load-module :crypt)
  (def decrypt (crypt/encrypt "3DES" "secret" :url-safe true))
  (decrypt "ndmW1NLsDHA") ; => "hello"
  (decrypt "KPYjndkZ8vM") ; => "world"
  (decrypt (bytebuf [234 220 237 189 12 176 242 147])))

=> [192 19 255 241 144 162 159 77 53 176 196 254 163 194 211 219]
```

[top](#)

## crypt/encrypt

(crypt/encrypt algorithm passphrase & options)

Returns a new function to encrypt a string or a bytebuf given the algorithm and passphrase. If a string is passed it is encrypted and returned as a base64 encoded string. If a bytebuf is passed the encryped bytebuf is returned.

Supported algorithms: "DES", "3DES", "AES256"

Options:

:url-safe enabled

The boolean option directs the base64 encoder to emit standard or URL safe base64 enoded strings. If enabled (true) the base64 encoder will emit '-' and '\_' instead of the usual '+' and '/' characters. Defaults to false. Note: no padding is added when encoding using the URL-safe alphabet.

```
(do
  (load-module :crypt)
  (def encrypt (crypt/encrypt "3DES" "secret" :url-safe true))
  (encrypt "hello") ; => "ndmW1NLsDHA"
  (encrypt "world") ; => "KPYjndkZ8vM"
  (encrypt (bytebuf [1 2 3 4 5])))

=> [234 220 237 189 12 176 242 147]
```

[top](#)

## crypt/md5-hash

(crypt/md5-hash data)

Hashes a string or a bytebuf using MD5.

Note: MD5 is not safe any more use PBKDF2.

```
(> (crypt/md5-hash "hello world")
  (str/bytebuf-to-hex :upper))
```

```
=> "5EB63BBBE01EEED093CB22BB8F5ACDC3"
```

[top](#)

## crypt/pbkdf2-hash

```
(crypt/pbkdf2-hash text salt)
(crypt/pbkdf2-hash text salt iterations key-length)
```

Hashes a string using PBKDF2. iterations default to 1000, key-length defaults to 256.

```
(-> (crypt/pbkdf2-hash "hello world" "-salt-")
    (str/bytebuf-to-hex :upper))
```

```
=> "54F2B4411E8817C2A0743B2A7DD7EAE5AA3F748D1DDCE00766380914AFFE995"
```

```
(-> (crypt/pbkdf2-hash "hello world" "-salt-" 1000 256)
    (str/bytebuf-to-hex :upper))
```

```
=> "54F2B4411E8817C2A0743B2A7DD7EAE5AA3F748D1DDCE00766380914AFFE995"
```

[top](#)

## crypt/sha1-hash

```
(crypt/sha1-hash data)
(crypt/sha1-hash data salt)
```

Hashes a string or a bytebuf using SHA1 with an optional salt.

```
(-> (crypt/sha1-hash "hello world")
    (str/bytebuf-to-hex :upper))
```

```
=> "2AAE6C35C94FCFB415DBE95F408B9CE91EE846ED"
```

```
(-> (crypt/sha1-hash "hello world" "-salt-")
    (str/bytebuf-to-hex :upper))
```

```
=> "90AECEDB9423CC9BC5BB7CBAFB88380BE5745B3D"
```

[top](#)

## crypt/sha512-hash

```
(crypt/sha512-hash data)
(crypt/sha512-hash data salt)
```

Hashes a string or a bytebuf using SHA512 with an optional salt.

```
(-> (crypt/sha512-hash "hello world")
    (str/bytebuf-to-hex :upper))
```

```
=>
"309ECC489C12D6EB4CC40F50C902F2B4D0ED77EE511A7C7A9BCD3CA86D4CD86F989DD35BC5FF499670DA34255B45B0CFD830E81F605DC7DC55"
```

```
(-> (crypt/sha512-hash "hello world" "-salt-")
    (str/bytebuf-to-hex :upper))
```

```
=>
"316EBB70239D9480E91089D5D5BC6428879DF6E5CFB651B39D7AFC27DFF259418105C6D78F307FC6197531FBD37C4E8103095F186B19FC33C93"
```

[top](#)

## csv/read

(csv/read source & options)

Reads CSV-data from a source. The source may be a a string, a bytebuf, a file, a Java InputStream, or a Java Reader.

Options:

- :encoding enc - used when reading from a binary data source  
e.g. :encoding :utf-8, defaults to :utf-8
- :separator val - e.g. ",", defaults to a comma
- :quote val - e.g. "\"", defaults to a double quote

```
(csv/read "1,\"ab\",false")
=> (("1" "ab" "false"))

(csv/read "1:::'ab':false" :separator ":" :quote "'")
=> (("1" nil nil "ab" "false"))
```

[top](#)

## csv/write

(csv/write writer records & options)

Writes data to a writer in CSV format. The writer is a Java java.io.Writer

Options:

- :separator val - e.g. ",", defaults to a comma
- :quote val - e.g. "\"", defaults to a double quote
- :newline val (:lf (default) or :cr+lf)

```
(let [file (io/file "test.csv")
      fs (. :java.io.FileOutputStream :new file)]
  (try-with [writer (. :java.io.OutputStreamWriter :new fs "utf-8")]
    (csv/write writer [[1 "AC" false] [2 "WS" true]])))
```

[top](#)

## csv/write-str

(csv/write-str records & options)

Writes data to a string in CSV format.

Options:

- :separator val - e.g. ",", defaults to a comma
- :quote val - e.g. "\"", defaults to a double quote
- :newline val (:lf (default) or :cr+lf)

```
(csv/write-str [[1 "AC" false] [2 "WS" true]])
=> "1,AC,false\n2,WS,true"

(csv/write-str [[1 "AC" false] [2 "WS, '-1'" true]]
  :quote ""
  :separator ","
  :newline :cr+lf)
=> "1,AC,false\r\n2,'WS, '-1'',true"
```

[top](#)

## current-time-millis

```
(current-time-millis)
```

Returns the current time in milliseconds.

```
(current-time-millis)
=> 1609431738082
```

### SEE ALSO

[nano-time](#)

Returns the current value of the running Java Virtual Machine's high-resolution time source, in nanoseconds.

[top](#)

## cycle

```
(cycle coll)
```

Returns a lazy (infinite!) sequence of repetitions of the items in coll.

```
(doall (take 5 (cycle [1 2])))
=> (1 2 1 2 1)
```

### SEE ALSO

[repeat](#)

Returns a lazy sequence of x values or a collection with the value x repeated n times.

[repeatedly](#)

Takes a function of no args, presumably with side effects, and returns a collection of n calls to it

[dotimes](#)

Repeatedly executes body with name bound to integers from 0 through n-1.

[constantly](#)

Returns a function that takes any number of arguments and returns always the value x.

[top](#)

## dec

```
(dec x)
```

Decrements the number x

```
(dec 10)
```

```
=> 9
```

```
(dec 10I)
```

```
=> 9I
```

```
(dec 10.1)
```

```
=> 9.1
```

```
(dec 10.12M)
```

```
=> 9.12M
```

[top](#)

## dec/add

```
(dec/add x y scale rounding-mode)
```

Adds two decimals and scales the result. rounding-mode is one of (:CEILING, :DOWN, :FLOOR, :HALF\_DOWN, :HALF\_EVEN, :HALF\_UP, :UNNECESSARY, :UP)

```
(dec/add 2.44697M 1.79882M 3 :HALF_UP)
```

```
=> 4.246M
```

[top](#)

## dec/div

```
(dec/div x y scale rounding-mode)
```

Divides x by y and scales the result. rounding-mode is one of (:CEILING, :DOWN, :FLOOR, :HALF\_DOWN, :HALF\_EVEN, :HALF\_UP, :UNNECESSARY, :UP)

```
(dec/div 2.44697M 1.79882M 5 :HALF_UP)
```

```
=> 1.36032M
```

[top](#)

## dec/mul

```
(dec/mul x y scale rounding-mode)
```

Multiplies two decimals and scales the result. rounding-mode is one of (:CEILING, :DOWN, :FLOOR, :HALF\_DOWN, :HALF\_EVEN, :HALF\_UP, :UNNECESSARY, :UP)

```
(dec/mul 2.44697M 1.79882M 5 :HALF_UP)
```

```
=> 4.40166M
```

[top](#)

## dec/scale

(dec/scale x scale rounding-mode)

Scales a decimal. rounding-mode is one of (:CEILING, :DOWN, :FLOOR, :HALF\_DOWN, :HALF\_EVEN, :HALF\_UP, :UNNECESSARY, :UP)

```
(dec/scale 2.44697M 0 :HALF_UP)
=> 2M
```

```
(dec/scale 2.44697M 1 :HALF_UP)
=> 2.4M
```

```
(dec/scale 2.44697M 2 :HALF_UP)
=> 2.45M
```

```
(dec/scale 2.44697M 3 :HALF_UP)
=> 2.447M
```

```
(dec/scale 2.44697M 10 :HALF_UP)
=> 2.4469700000M
```

[top](#)

## dec/sub

(dec/sub x y scale rounding-mode)

Subtract y from x and scales the result. rounding-mode is one of (:CEILING, :DOWN, :FLOOR, :HALF\_DOWN, :HALF\_EVEN, :HALF\_UP, :UNNECESSARY, :UP)

```
(dec/sub 2.44697M 1.79882M 3 :HALF_UP)
=> 0.648M
```

[top](#)

## decimal

(decimal x) (decimal x scale rounding-mode)

Converts to decimal. rounding-mode is one of (:CEILING, :DOWN, :FLOOR, :HALF\_DOWN, :HALF\_EVEN, :HALF\_UP, :UNNECESSARY, :UP)

```
(decimal 2)
=> 2M
```

```
(decimal 2 3 :HALF_UP)
=> 2.000M
```

```
(decimal 2.5787 3 :HALF_UP)
=> 2.579M
```

```
(decimal 2.5787M 3 :HALF_UP)
=> 2.579M
```

```
(decimal "2.5787" 3 :HALF_UP)
=> 2.579M
```



```
(decimal nil)
=> 0M
```

[top](#)

## decimal?

```
(decimal? n)
```

Returns true if n is a decimal

```
(decimal? 4.0M)
=> true
```

```
(decimal? 4.0)
=> false
```

```
(decimal? 3)
=> false
```

```
(decimal? 3I)
=> false
```

[top](#)

## dedupe

```
(dedupe coll)
```

Returns a collection with all consecutive duplicates removed. Returns a stateful transducer when no collection is provided.

```
(dedupe [1 2 2 2 3 4 4 2 3])
=> [1 2 3 4 2 3]
```

```
(dedupe '(1 2 2 2 3 4 4 2 3))
=> (1 2 3 4 2 3)
```

[top](#)

## def

```
(def name expr)
```

Creates a global variable.

```
(def x 5)
=> user/x
```

```
(def sum (fn [x y] (+ x y)))
=> user/sum
```

SEE ALSO

## [def](#)

Creates a global variable.

## [defonce](#)

Creates a global variable that can not be overwritten

[top](#)

# def-dynamic

```
(def-dynamic name expr)
```

Creates a dynamic variable that starts off as a global variable and can be bound with 'binding' to a new value on the local thread.

```
(do
  (def-dynamic x 100)
  (println x)
  (binding [x 200]
    (println x))
  (println x)))
100
200
100
=> nil
```

## SEE ALSO

## [def](#)

Creates a global variable.

## [defonce](#)

Creates a global variable that can not be overwritten

[top](#)

# defmacro

```
(defmacro name [params*] body)
```

Macro definition

```
(defmacro unless [pred a b]
  `(if (not ~pred) ~a ~b))
=> macro user/unless {visibility :public, ns "user"}
```

## SEE ALSO

## [macroexpand](#)

If form represents a macro form, returns its expansion, else returns form.

## [macroexpand-all](#)

Recursively expands all macros in the form.

[top](#)

# defmethod

```
(defmethod multifn-name dispatch-val & fn-tail)
```

Creates a new method for a multimethod associated with a dispatch-value.

```
(do
  ;;defmulti with dispatch function
  (defmulti salary (fn [amount] (amount :t)))

  ;;defmethod provides a function implementation for a particular value
  (defmethod salary "com" [amount] (+ (:b amount) (/ (:b amount) 2)))
  (defmethod salary "bon" [amount] (+ (:b amount) 99))
  (defmethod salary :default [amount] (:b amount))

  [(salary {:t "com" :b 1000})
   (salary {:t "bon" :b 1000})
   (salary {:t "xxx" :b 1000})]
)
=> [1500 1099 1000]
```

#### SEE ALSO

[defmulti](#)

Creates a new multimethod with the associated dispatch function.

[top](#)

## defmulti

```
(defmulti name dispatch-fn)
```

Creates a new multimethod with the associated dispatch function.

```
(do
  ;;defmulti with dispatch function
  (defmulti salary (fn[amount] (amount :t)))

  ;;defmethod provides a function implementation for a particular value
  (defmethod salary "com" [amount] (+ (:b amount) (/ (:b amount) 2)))
  (defmethod salary "bon" [amount] (+ (:b amount) 99))
  (defmethod salary :default [amount] (:b amount))

  [(salary {:t "com" :b 1000})
   (salary {:t "bon" :b 1000})
   (salary {:t "xxx" :b 1000})]
)
=> [1500 1099 1000]
```

#### SEE ALSO

[defmethod](#)

Creates a new method for a multimethod associated with a dispatch-value.

[top](#)

## defn

```
(defn name [args*] condition-map? expr*)
```

```
(defn name ([args*] condition-map? expr*)+)
```

Same as (def name (fn name [args\*] condition-map? expr\*)) or (def name (fn name ([args\*] condition-map? expr\*)+))

```
(defn sum [x y] (+ x y))  
=> user/sum
```

```
(defn sum [x y] { :pre [> x 0] } (+ x y))  
=> user/sum
```

## SEE ALSO

### [defn-](#)

Same as defn, yielding non-public def

### [fn](#)

Defines an anonymous function.

### [def](#)

Creates a global variable.

[top](#)

## defn-

```
(defn- name [args*] condition-map? expr*)  
(defn- name ([args*] condition-map? expr*)+)
```

Same as defn, yielding non-public def

```
(defn- sum [x y] (+ x y))  
=> user/sum
```

## SEE ALSO

### [defn](#)

Same as (def name (fn name [args\*] condition-map? expr\*)) or (def name (fn name ([args\*] condition-map? expr\*)+))

### [fn](#)

Defines an anonymous function.

### [def](#)

Creates a global variable.

[top](#)

## defonce

```
(defonce name expr)
```

Creates a global variable that can not be overwritten

```
(defonce x 5)  
=> user/x
```

## SEE ALSO

### [defonce](#)

Creates a global variable that can not be overwritten

#### [def-dynamic](#)

Creates a dynamic variable that starts off as a global variable and can be bound with 'binding' to a new value on the local thread.

[top](#)

## deftype

```
(deftype name fields)
(deftype name fields validator)
```

Defines a new custom type for the name with the fields.

```
(do
  (ns foo)
  (deftype :complex [real :long, imaginary :long])
  ; explicitly creating a custom type value
  (def x (. :complex 100 200))
  ; Venice implicitly creates a builder function
  ; suffixed with a '.'
  (def y (complex. 200 300))
  ; ... and a type check function
  (complex? y)
  y)
=> {:custom-type* :foo/complex :real 200 :imaginary 300}

(do
  (ns foo)
  (deftype :complex [real :long, imaginary :long])
  (def x (complex. 100 200))
  (type x))
=> :foo/complex

(do
  (ns foo)
  (deftype :complex
    [real :long, imaginary :long]
    (fn [t]
      (assert (pos? (:real t)) "real must be positive")
      (assert (pos? (:imaginary t)) "imaginary must be positive"))))
  (def x (complex. 100 200))
  [(:real x) (:imaginary x)])
=> [100 200]

(do
  (ns foo)
  (deftype :named [name :string, value :any])
  (def x (named. "count" 200))
  (def y (named. "seq" [1 2]))
  [x y])
=> [{:custom-type* :foo/named :name "count" :value 200} {:custom-type* :foo/named :name "seq" :value [1 2]}]
```

### SEE ALSO

#### [deftype?](#)

Returns true if type is a custom type else false.

#### [deftype-of](#)

Defines a new custom type wrapper based on a base type.

#### [deftype-or](#)

Defines a new custom or type.

`::`  
Instantiates a custom type.

[top](#)

## deftype-of

```
(deftype-of name base-type)
(deftype-of name base-type validator)
```

Defines a new custom type wrapper based on a base type.

```
(do
  (ns foo)
  (deftype-of :email-address :string)
  ; explicitly creating a wrapper type value
  (def x (. :email-address "foo@foo.org"))
  ; Venice implicitly creates a builder function
  ; suffixed with a '.'
  (def y (email-address. "foo@foo.org"))
  ; ... and a type check function
  (email-address? y)
  y)
=> "foo@foo.org"

(do
  (ns foo)
  (deftype-of :email-address :string)
  (str "Email: " (email-address. "foo@foo.org")))
=> "Email: foo@foo.org"

(do
  (ns foo)
  (deftype-of :email-address :string)
  (def x (email-address. "foo@foo.org"))
  [(type x) (supertype x)])
=> [:foo/email-address :core/string]

(do
  (ns foo)
  (deftype-of :email-address
    :string
    str/valid-email-addr?)
  (email-address. "foo@foo.org"))
=> "foo@foo.org"

(do
  (ns foo)
  (deftype-of :contract-id :long)
  (contract-id. 100000))
=> 100000

(do
  (ns foo)
  (deftype-of :my-long :long)
  (+ 10 (my-long. 100000)))
=> 100010
```

SEE ALSO

## deftype

Defines a new custom type for the name with the fields.

## deftype?

Returns true if type is a custom type else false.

## deftype-or

Defines a new custom or type.

..

Instantiates a custom type.

[top](#)

## deftype-or

(deftype-or name val\*)

Defines a new custom or type.

```
(do
  (ns foo)
  (deftype-or :color :red :green :blue)
  ; explicitly creating a wrapper type value
  (def x (. :color :red))
  ; Venice implicitly creates a builder function
  ; suffixed with a '.'
  (def y (color. :red))
  ; ... and a type check function
  (color? y)
  y)
=> "red"

(do
  (ns foo)
  (deftype-or :digit 0 1 2 3 4 5 6 7 8 9)
  (digit. 1))
=> 1

(do
  (ns foo)
  (deftype-or :long-or-double :long :double)
  (long-or-double. 1000))
=> 1000
```

[top](#)

## deftype?

(deftype? type)

Returns true if type is a custom type else false.

```
(do
  (ns foo)
  (deftype :complex [real :long, imaginary :long])
  (deftype? :complex))
=> true
```

```
(do
  (ns foo)
  (deftype-of :email-address :string)
  (deftype? :email-address))
=> true

(do
  (ns foo)
  (deftype :complex [real :long, imaginary :long])
  (def x (complex. 100 200))
  (deftype? (type x)))
=> true
```

## SEE ALSO

### [deftype](#)

Defines a new custom type for the name with the fields.

### [deftype-of](#)

Defines a new custom type wrapper based on a base type.

### [deftype-or](#)

Defines a new custom or type.

### [..:](#)

Instantiates a custom type.

[top](#)

## delay

```
(delay & body)
```

Takes a body of expressions and yields a Delay object that will invoke the body only the first time it is forced (with force or deref/@), and will cache the result and return it on all subsequent force calls.

```
(do
  (def x (delay (println "working...") 100))
  (deref x))
working...
=> 100
```

## SEE ALSO

### [deref](#)

Dereferences an atom, a future or a promise object. When applied to an atom, returns its current state. When applied to a future, will ...

### [force](#)

If x is a Delay, returns its value, else returns x

### [realized?](#)

Returns true if a value has been produced for a promise, delay, or future.

[top](#)

## delay?

```
(delay? x)
```

Returns true if x is a Delay created with delay



```
(do
  (def x (delay (println "working...") 100))
  (delay? x))
=> true
```

[top](#)

## deliver

```
(deliver ref value)
```

Delivers the supplied value to the promise, releasing any pending derefs. A subsequent call to deliver on a promise will have no effect.

```
(do
  (def p (promise))
  (deliver p 10)
  (deliver p 20)
  @p)
=> 10
```

### SEE ALSO

#### [promise](#)

Returns a promise object that can be read with deref, and set, once only, with deliver. Calls to deref prior to delivery will block, ...

#### [realized?](#)

Returns true if a value has been produced for a promise, delay, or future.

[top](#)

## deref

```
(deref x)
(deref x timeout-ms timeout-val)
```

Dereferences an atom, a future or a promise object. When applied to an atom, returns its current state. When applied to a future, will block if computation not complete. The variant taking a timeout can be used for futures and will return timeout-val if the timeout (in milliseconds) is reached before a value is available. If a future is deref'd and the waiting thread is interrupted the futures are cancelled.

```
(do
  (def counter (atom 10))
  (deref counter))
=> 10
```

```
(do
  (def counter (atom 10))
  @counter)
=> 10
```

```
(do
  (defn task [] 100)
  (let [f (future task)]
    (deref f)))
=> 100
```

```
(do
```

```
(defn task [] 100)
(let [f (future task)]
  @f))
=> 100

(do
  (defn task [] 100)
  (let [f (future task)]
    (deref f 300 :timeout)))
=> 100

(do
  (def x (delay (println "working...") 100))
  @x)
working...
=> 100

(do
  (def p (promise))
  (deliver p 10)
  @p)
=> 10

(do
  (def x (agent 100))
  @x)
=> 100

(do
  (def counter (volatile 10))
  @counter)
=> 10
```

[top](#)

## deref?

```
(deref? x)
```

Returns true if x is dereferencable.

```
(deref? (atom 10))
=> true
```

```
(deref? (delay 100))
=> true
```

```
(deref? (promise))
=> true
```

```
(deref? (future (fn [] 10)))
=> true
```

```
(deref? (volatile 100))
=> true
```

```
(deref? (agent 100))
=> true
```

```
(deref? (just 100))
=> true
```

## difference

```
(difference s1)
(difference s1 s2)
(difference s1 s2 & sets)
```

Return a set that is the first set without elements of the remaining sets

```
(difference (set 1 2 3))
=> #{1 2 3}

(difference (set 1 2) (set 2 3))
=> #{1}

(difference (set 1 2) (set 1) (set 1 4) (set 3))
=> #{2}
```

### SEE ALSO

#### [union](#)

Return a set that is the union of the input sets

#### [intersection](#)

Return a set that is the intersection of the input sets

#### [cons](#)

Returns a new collection where x is the first element and coll is the rest

#### [conj](#)

Returns a new collection with the x, xs 'added'. (conj nil item) returns (item). For list, vectors and ordered maps the values are ...

#### [disj](#)

Returns a new set with the x, xs removed.

## disj

```
(disj set x)
(disj set x & xs)
```

Returns a new set with the x, xs removed.

```
(disj (set 1 2 3) 3)
=> #{1 2}
```

## dissoc

```
(dissoc coll key)
(dissoc coll key & ks)
```

Returns a new coll of the same type, that does not contain a mapping for key(s)

```
(dissoc {:a 1 :b 2 :c 3} :b)
=> {:a 1 :c 3}
```

```
(dissoc {:a 1 :b 2 :c 3} :c :b)
=> {:a 1}
```

```
(dissoc [1 2 3] 0)
=> [2 3]
```

[top](#)

## dissoc!

```
(dissoc! coll key)
(dissoc! coll key & ks)
```

Dissociates keys from a mutable map, returns the map

```
(dissoc! (mutable-map :a 1 :b 2 :c 3) :b)
=> {:a 1 :c 3}
```

```
(dissoc! (mutable-map :a 1 :b 2 :c 3) :c :b)
=> {:a 1}
```

```
(dissoc! (mutable-vector 1 2 3) 0)
=> [2 3]
```

### SEE ALSO

[assoc!](#)

Associates key/vals with a mutable map, returns the map

[top](#)

## dissoc-in

```
(dissoc-in m ks)
```

Dissociates an entry in a nested associative structure, where ks is a sequence of keys and returns a new nested structure.

```
(do
  (def users [ {:name "James" :age 26}
                {:name "John" :age 43} ])
  (dissoc-in users [1]))
=> [{:name "James" :age 26}]
```

```
(do
  (def users [ {:name "James" :age 26}
                {:name "John" :age 43} ])
  (dissoc-in users [1 :age]))
=> [{:name "James" :age 26} {:name "John"}]
```

[top](#)

## distinct

```
(distinct coll)
```

Returns a collection with all duplicates removed. Returns a stateful transducer when no collection is provided.

```
(distinct [1 2 3 4 2 3 4])  
=> [1 2 3 4]
```

```
(distinct '(1 2 3 4 2 3 4))  
=> (1 2 3 4)
```

[top](#)

## do

```
(do exprs)
```

Evaluates the expressions in order and returns the value of the last.

```
(do (println "Test...") (+ 1 1))  
Test...  
=> 2
```

[top](#)

## doall

```
(doall coll)  
(doall n coll)
```

When lazy sequences are produced doall can be used to force any effects and realize the lazy sequence.

```
(->> (lazy-seq #(rand-long 100))  
      (take 4)  
      (doall))  
=> (42 73 98 5)  
  
(->> (lazy-seq #(rand-long 100))  
      (doall 4))  
=> (60 98 46 10)
```

[top](#)

## dobench

```
(dobench count expr)
```

Runs the expr count times in the most effective way and returns a list of elapsed nanoseconds for each invocation. It's main purpose is supporting benchmark test.

```
(dobench 10 (+ 1 1))  
=> (2622 517 472 224 211 237 207 207 207 232)
```

[top](#)

## doc

```
(doc x)
```

Prints documentation for a var or special form given x as its name. Prints the definition of custom types.

Displays the source of a module if x is a module: (doc :ansi)

```
(doc +)
```

```
(doc def)
```

```
(do
  (deftype :complex [real :long, imaginary :long])
  (doc :complex))
```

[top](#)

## docoll

```
(docoll f coll)
```

Applies f to the items of the collection presumably for side effects. Returns nil.

```
(docoll #(println %) [1 2 3 4])
1
2
3
4
=> nil

(docoll
  (fn [[k v]] (println (pr-str k v))))
{:a 1 :b 2 :c 3 :d 4})
:a 1
:b 2
:c 3
:d 4
=> nil
```

[top](#)

## dorun

```
(dorun count expr)
```

Runs the expr count times in the most effective way. It's main purpose is supporting benchmark test. Returns the expression result of the first invocation.

```
(dorun 10 (+ 1 1))
=> 2
```

[top](#)

# doseq

```
(doseq seq-exprs & body)
```

Repeatedly executes body (presumably for side-effects) with bindings and filtering as provided by "list-comp". Does not retain the head of the sequence. Returns nil.

Supported modifiers are: :when predicate

```
(doseq [x (range 10)] (print x))
```

```
0123456789
```

```
=> nil
```

```
(doseq [x (range 10)] (print x) (print "-"))
```

```
0-1-2-3-4-5-6-7-8-9-
```

```
=> nil
```

```
(doseq [x (range 5)] (print (* x 2)))
```

```
02468
```

```
=> nil
```

```
(doseq [x (range 10) :when (odd? x)] (print x))
```

```
13579
```

```
=> nil
```

```
(doseq [x (range 10) :when (odd? x)] (print (* x 2)))
```

```
26101418
```

```
=> nil
```

```
(doseq [x (seq "abc") y [0 1 2]] (print (pr-str [x y])))
```

```
["a" 0] ["a" 1] ["a" 2] ["b" 0] ["b" 1] ["b" 2] ["c" 0] ["c" 1] ["c" 2]
```

```
=> nil
```

## SEE ALSO

[list-comp](#)

List comprehension. Takes a vector of one or more binding-form or collection-expr pairs, each followed by zero or more modifiers, and ...

[dotimes](#)

Repeatedly executes body with name bound to integers from 0 through n-1.

[top](#)

# dotimes

```
(dotimes bindings & body)
```

Repeatedly executes body with name bound to integers from 0 through n-1.

```
(dotimes [n 3] (println (str "n is " n)))
```

```
n is 0
```

```
n is 1
```

```
n is 2
```

```
=> nil
```

## SEE ALSO

[repeat](#)

Returns a lazy sequence of x values or a collection with the value x repeated n times.

### [repeatedly](#)

Takes a function of no args, presumably with side effects, and returns a collection of n calls to it

### [doseq](#)

Repeatedly executes body (presumably for side-effects) with bindings and filtering as provided by "list-comp". Does not retain the ...

### [list-comp](#)

List comprehension. Takes a vector of one or more binding-form or collection-expr pairs, each followed by zero or more modifiers, and ...

[top](#)

## doto

```
(doto x & forms)
```

Evaluates x then calls all of the methods and functions with the value of x supplied at the front of the given arguments. The forms are evaluated in order. Returns x.

```
(doto (. :java.util.HashMap :new)
      (. :put :a 1)
      (. :put :b 2))
=> {"a" 1 "b" 2}
```

[top](#)

## double

```
(double x)
```

Converts to double

```
(double 1)
=> 1.0

(double nil)
=> 0.0

(double false)
=> 0.0

(double true)
=> 1.0

(double 1.2)
=> 1.2

(double 1.2M)
=> 1.2

(double "1.2")
=> 1.2
```

[top](#)

## double-array



```
(double-array coll)
(double-array len)
(double-array len init-val)
```

Returns an array of Java primitive doubles containing the contents of coll or returns an array with the given length and optional init value

```
(double-array '(1.0 2.0 3.0))
=> [1.0, 2.0, 3.0]

(double-array '(1I 2 3.2 3.56M))
=> [1.0, 2.0, 3.2, 3.56]

(double-array 10)
=> [0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0]

(double-array 10 42.0)
=> [42.0, 42.0, 42.0, 42.0, 42.0, 42.0, 42.0, 42.0, 42.0, 42.0]
```

[top](#)

## double?

```
(double? n)
```

Returns true if n is a double

```
(double? 4.0)
=> true

(double? 3)
=> false

(double? 3I)
=> false

(double? 3.0M)
=> false

(double? true)
=> false

(double? nil)
=> false

(double? {})
=> false
```

[top](#)

## drop

```
(drop n coll)
```

Returns a collection of all but the first n items in coll. Returns a stateful transducer when no collection is provided.

```
(drop 3 [1 2 3 4 5])
=> [4 5]

(drop 10 [1 2 3 4 5])
=> []
```

[top](#)

## drop-while

```
(drop-while predicate coll)
```

Returns a list of the items in coll starting from the first item for which (predicate item) returns logical false. Returns a stateful transducer when no collection is provided.

```
(drop-while neg? [-2 -1 0 1 2 3])
=> [0 1 2 3]
```

[top](#)

## empty

```
(empty coll)
```

Returns an empty collection of the same category as coll, or nil

```
(empty {:a 1})
=> {}
```

```
(empty [1 2])
=> []
```

```
(empty '(1 2))
=> ()
```

[top](#)

## empty-to-nil

```
(empty-to-nil x)
```

Returns nil if x is empty

```
(empty-to-nil "")
=> nil
```

```
(empty-to-nil [])
=> nil
```

```
(empty-to-nil '())
=> nil
```

```
(empty-to-nil {})
=> nil
```

## empty?

```
(empty? x)
```

Returns true if x is empty. Accepts strings, collections and bytebufs.

```
(empty? {})
```

```
=> true
```

```
(empty? [])
```

```
=> true
```

```
(empty? '())
```

```
=> true
```

```
(empty? "")
```

```
=> true
```

## entries

```
(entries m)
```

Returns a collection of the map's entries.

```
(entries {:a 1 :b 2 :c 3})
```

```
=> ([:a 1] [:b 2] [:c 3])
```

```
(let [e (entries {:a 1 :b 2 :c 3})]
```

```
  (println (map key e))
```

```
  (println (map val e)))
```

```
(:a :b :c)
```

```
(1 2 3)
```

```
=> nil
```

```
;; compare to 'into'
```

```
(let [e (into [] {:a 1 :b 2 :c 3})]
```

```
  (println (map first e))
```

```
  (println (map second e)))
```

```
(:a :b :c)
```

```
(1 2 3)
```

```
=> nil
```

### SEE ALSO

[map](#)

Applies f to the set of first items of each coll, followed by applying f to the set of second items in each coll, until any one of the ...

[key](#)

Returns the key of the map entry.

[val](#)

Returns the val of the map entry.

[keys](#)

Returns a collection of the map's keys.

## vals

Returns a collection of the map's values.

## map-entry

Creates a new map entry

[top](#)

# eval

```
(eval form)
```

Evaluates the form data structure (not text!) and returns the result.

```
(eval '(let [a 10] (+ 3 4 a)))  
=> 17
```

```
(eval (list + 1 2 3))  
=> 6
```

```
(let [s "(+ 2 x)" x 10]  
  (eval (read-string s)))  
=> 12
```

## SEE ALSO

### read-string

Reads from s

[top](#)

# even?

```
(even? n)
```

Returns true if n is even, throws an exception if n is not an integer

```
(even? 4)  
=> true
```

```
(even? 3)  
=> false
```

```
(even? (int 3))  
=> false
```

[top](#)

# every-pred

```
(every-pred p1 & p)
```

Takes a set of predicates and returns a function f that returns true if all of its composing predicates return a logical true value against all of its arguments, else it returns false. Note that f is short-circuiting in that it will stop execution on the first argument that triggers a logical false result against the original predicates.

```
((every-pred number?) 1)
=> true

((every-pred number?) 1 2)
=> true

((every-pred number? even?) 2 4 6)
=> true
```

[top](#)

## every?

(every? pred coll)

Returns true if the predicate is true for all collection items, false otherwise.

```
(every? number? nil)
=> false

(every? number? [])
=> false

(every? number? [1 2 3 4])
=> true

(every? number? [1 2 3 :a])
=> false

(every? #(>= % 10) [10 11 12])
=> true
```

[top](#)

## exists-class?

(exists-class? name)

Returns true the Java class for the given name exists otherwise returns false.

```
(exists-class? :java.util.ArrayList)
=> true
```

[top](#)

## false?

(false? x)

Returns true if x is false, false otherwise

```
(false? true)
=> false

(false? false)
=> true

(false? nil)
=> false

(false? 0)
=> false

(false? (== 1 2))
=> true
```

## SEE ALSO

### [true?](#)

Returns true if x is true, false otherwise

### [not](#)

Returns true if x is logical false, false otherwise.

[top](#)

## filter

```
(filter predicate coll)
```

Returns a collection of the items in coll for which (predicate item) returns logical true. Returns a transducer when no collection is provided.

```
(filter even? [1 2 3 4 5 6 7])
=> (2 4 6)

(filter #(even? (val %)) {:a 1 :b 2})
=> ([:b 2])

(filter even? #{1 2 3})
=> (2)
```

## SEE ALSO

### [map](#)

Applies f to the set of first items of each coll, followed by applying f to the set of second items in each coll, until any one of the ...

### [reduce](#)

f should be a function of 2 arguments. If val is not supplied, returns the result of applying f to the first 2 items in coll, then ...

[top](#)

## filter-k

```
(filter-k f map)
```

Returns a map with entries for which the predicate (f key) returns logical true. f is a function with one arguments.

```
(filter-kv #(= % :a) {:a 1 :b 2 :c 3})  
=> {:a 1}
```

[top](#)

## filter-kv

```
(filter-kv f map)
```

Returns a map with entries for which the predicate (f key value) returns logical true. f is a function with two arguments.

```
(filter-kv (fn [k v] (= k :a)) {:a 1 :b 2 :c 3})  
=> {:a 1}
```

```
(filter-kv (fn [k v] (= v 2)) {:a 1 :b 2 :c 3})  
=> {:b 2}
```

[top](#)

## find

```
(find map key)
```

Returns the map entry for key, or nil if key not present.

```
(find {:a 1 :b 2} :b)  
=> [:b 2]
```

```
(find {:a 1 :b 2} :z)  
=> nil
```

[top](#)

## first

```
(first coll)
```

Returns the first element of coll or nil if coll is nil or empty.

```
(first nil)  
=> nil
```

```
(first [])  
=> nil
```

```
(first [1 2 3])  
=> 1
```

```
(first '())  
=> nil
```

```
(first '(1 2 3))  
=> 1
```

```
(first "abc")  
=> "a"
```

[top](#)

## flatten

```
(flatten coll)
```

Takes any nested combination of collections (lists, vectors, etc.) and returns their contents as a single, flat sequence. (flatten nil) returns an empty list. Returns a transducer when no collection is provided.

```
(flatten [])  
=> []
```

```
(flatten [[1 2 3] [4 [5 6]] [7 [8 [9]]]])  
=> [1 2 3 4 5 6 7 8 9]
```

```
(flatten [1 2 {:a 3 :b [4 5 6]}])  
=> [1 2 {:a 3 :b [4 5 6]}]
```

```
(flatten (seq {:a 1 :b 2}))  
=> (:a 1 :b 2)
```

[top](#)

## float-array

```
(float-array coll)  
(float-array len)  
(float-array len init-val)
```

Returns an array of Java primitive floats containing the contents of coll or returns an array with the given length and optional init value

```
(float-array '(1.0 2.0 3.0))  
=> [1.0, 2.0, 3.0]
```

```
(float-array '(1I 2 3.2 3.56M))  
=> [1.0, 2.0, 3.2000000047683716, 3.559999942779541]
```

```
(float-array 10)  
=> [0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0]
```

```
(float-array 10 42.0)  
=> [42.0, 42.0, 42.0, 42.0, 42.0, 42.0, 42.0, 42.0, 42.0, 42.0]
```

[top](#)

## floor

```
(floor x)
```

Returns the largest integer that is less than or equal to x



```
(floor 1.4)
=> 1.0

(floor -1.4)
=> -2.0

(floor 1.23M)
=> 1.00M

(floor -1.23M)
=> -2.00M
```

[top](#)

## flush

```
(flush)
(flush os)
```

Without arg flushes the output stream that is the current value of `*out*`. With arg flushes the passed output stream.  
Returns `nil`.

```
(flush)
=> nil

(flush *out*)
=> nil

(flush *err*)
=> nil
```

[top](#)

## fn

```
(fn name? [params*] condition-map? expr*)
```

Defines an anonymous function.

```
(do (def sum (fn [x y] (+ x y))) (sum 2 3))
=> 5
```

```
(map (fn double [x] (* 2 x)) (range 1 5))
=> (2 4 6 8)
```

```
(map #(* 2 %) (range 1 5))
=> (2 4 6 8)
```

```
(map #(* 2 %1) (range 1 5))
=> (2 4 6 8)
```

```
;; anonymous function with two params, the second is destructured
(reduce (fn [m [k v]] (assoc m v k)) {} {:b 2 :a 1 :c 3})
=> {1 :a 2 :b 3 :c}
```

```
;; defining a pre-condition
(do
```

```
(def square-root
  (fn [x]
    { :pre [(>= x 0)] }
    (. :java.lang.Math :sqrt x)))
(square-root 4))
=> 2.0

;; higher-order function
(do
  (def discount
    (fn [percentage]
      { :pre [(and (>= percentage 0) (<= percentage 100))] }
        (fn [price] (- price (* price percentage 0.01)))))
    ((discount 50) 300))
=> 150.0
```

## SEE ALSO

### defn

Same as (def name (fn name [args\*] condition-map? expr\*)) or (def name (fn name ([args\*] condition-map? expr\*)))

### defn-

Same as defn, yielding non-public def

### def

Creates a global variable.

top

## fn?

```
(fn? x)
```

Returns true if x is a function

```
(do
  (def sum (fn [x] (+ 1 x)))
  (fn? sum))
=> true
```

top

## fnil

```
(fnil f x)
(fnil f x y)
(fnil f x y z)
```

Takes a function f, and returns a function that calls f, replacing a nil first argument to f with the supplied value x. Higher arity versions can replace arguments in the second and third positions (y, z). Note that the function f can take any number of arguments, not just the one(s) being nil-patched.

```
((fnil + 10) nil)
=> 10

((fnil + 10) nil 1)
=> 11

((fnil + 10) nil 1 2)
```

```

=> 13

((fnil + 10) 20 1 2)
=> 23

((fnil + 10) nil 1 2 3 4)
=> 20

((fnil + 1000 100) nil nil)
=> 1100

((fnil + 1000 100) 2000 nil 1)
=> 2101

((fnil + 1000 100) nil 200 1 2)
=> 1203

((fnil + 1000 100) nil nil 1 2 3 4)
=> 1110

```

top

## force

```
(force x)
```

If x is a Delay, returns its value, else returns x

```

(do
  (def x (delay (println "working...") 100))
  (force x))
working...
=> 100

```

### SEE ALSO

#### [delay](#)

Takes a body of expressions and yields a Delay object that will invoke the body only the first time it is forced (with force or deref/@), ...

#### [deref](#)

Dereferences an atom, a future or a promise object. When applied to an atom, returns its current state. When applied to a future, will ...

#### [realized?](#)

Returns true if a value has been produced for a promise, delay, or future.

top

## formal-type

```
(formal-type object)
```

Returns the formal type of a Java object

```

(do
  (import :java.awt.image.BufferedImage)
  (import :java.awt.Graphics)

  ;; cast the graphics context to 'java.awt.Graphics' instead of the
  ;; implicit cast to 'java.awt.Graphics2D' as Venice is doing

```

```
(let [img (. :BufferedImage :new 40 40 1)
      gd (cast :Graphics (. img :createGraphics))]
  (formal-type gd)))
=> :java.awt.Graphics
```

[top](#)

## format-micro-time

```
(format-micro-time time)
(format-micro-time time & options)
```

Formats a time given in microseconds as long or double.

Options:

:precision p - e.g :precision 4 (defaults to 3)

```
(format-micro-time 203)
=> "203μs"
```

```
(format-micro-time 20389.0 :precision 2)
=> "0.02ms"
```

```
(format-micro-time 20389 :precision 2)
=> "0.02ms"
```

```
(format-micro-time 20389 :precision 0)
=> "0ms"
```

```
(format-micro-time 20386766)
=> "20.387s"
```

```
(format-micro-time 20386766 :precision 2)
=> "20.39s"
```

```
(format-micro-time 20386766 :precision 6)
=> "20.386766s"
```

### SEE ALSO

[format-milli-time](#)

Formats a time given in milliseconds as long or double.

[format-nano-time](#)

Formats a time given in nanoseconds as long or double.

[top](#)

## format-milli-time

```
(format-milli-time time)
(format-milli-time time & options)
```

Formats a time given in milliseconds as long or double.

Options:

:precision p - e.g :precision 4 (defaults to 3)

```
(format-milli-time 203)
=> "203ms"

(format-milli-time 20389.0 :precision 2)
=> "20.39s"

(format-milli-time 20389 :precision 2)
=> "20.39s"

(format-milli-time 20389 :precision 0)
=> "20s"
```

## SEE ALSO

### [format-micro-time](#)

Formats a time given in microseconds as long or double.

### [format-nano-time](#)

Formats a time given in nanoseconds as long or double.

[top](#)

## format-nano-time

```
(format-nano-time time)
(format-nano-time time & options)
```

Formats a time given in nanoseconds as long or double.

Options:

:precision p - e.g :precision 4 (defaults to 3)

```
(format-nano-time 203)
=> "203ns"

(format-nano-time 20389.0 :precision 2)
=> "20.39µs"

(format-nano-time 20389 :precision 2)
=> "20.39µs"

(format-nano-time 20389 :precision 0)
=> "20µs"

(format-nano-time 203867669)
=> "203.868ms"

(format-nano-time 20386766988 :precision 2)
=> "20.39s"

(format-nano-time 20386766988 :precision 6)
=> "20.386767s"
```

## SEE ALSO

### [format-milli-time](#)

Formats a time given in milliseconds as long or double.

### [format-micro-time](#)

Formats a time given in microseconds as long or double.

## fourth

```
(fourth coll)
```

Returns the fourth element of coll.

```
(fourth nil)
=> nil
```

```
(fourth [])
=> nil
```

```
(fourth [1 2 3 4 5])
=> 4
```

```
(fourth '())
=> nil
```

```
(fourth '(1 2 3 4 5))
=> 4
```

## frequencies

```
(frequencies coll)
```

Returns a map from distinct items in coll to the number of times they appear.

```
(frequencies [:a :b :a :a])
=> {:a 3 :b 1}
```

```
;; Turn a frequency map back into a coll.
(mapcat (fn [[x n]] (repeat n x)) {:a 2 :b 1 :c 3})
=> (:a :a :b :c :c :c)
```

## future

```
(future fn)
```

Takes a function without arguments and yields a future object that will invoke the function in another thread, and will cache the result and return it on all subsequent calls to deref. If the computation has not yet finished, calls to deref will block, unless the variant of deref with timeout is used. Thread local vars will be inherited by the future child thread. Changes of the child's thread local vars will not be seen on the parent.

```
(do
  (def wait (fn [] (do (sleep 300) 100)))
  (let [f (future wait)]
    (deref f)))
=> 100
```

```

(do
  (def wait (fn [x] (do (sleep 300) (+ x 100))))
  (let [f (future (partial wait 10))]
    (deref f)))
=> 110

;; demonstrates the use of thread locals with futures
(do
  ;; parent thread locals
  (binding [a 10 b 20]
    ;; future with child thread locals
    (let [f (future (fn [] (binding [b 90] {:a a :b b})))
      {:child @f :parent {:a a :b b}})])
=> {:parent {:a 10 :b 20} :child {:a 10 :b 90}}

```

## SEE ALSO

### [deref](#)

Dereferences an atom, a future or a promise object. When applied to an atom, returns its current state. When applied to a future, will ...

### [realized?](#)

Returns true if a value has been produced for a promise, delay, or future.

### [future-done?](#)

Returns true if f is a Future is done otherwise false

### [future-cancel](#)

Cancels the future

### [future-cancelled?](#)

Returns true if f is a Future is cancelled otherwise false

### [futures-fork](#)

Creates a list of count futures. The worker factory is single argument function that gets the worker index (0..count-1) as argument ...

### [futures-wait](#)

Waits for all futures to get terminated. If the waiting thread is interrupted the futures are cancelled.

[top](#)

## future-cancel

```
(future-cancel f)
```

Cancels the future

```

(do
  (def wait (fn [] (do (sleep 400) 100)))
  (let [f (future wait)]
    (sleep 50)
    (printf "After 50ms: cancelled=%b\n" (future-cancelled? f))
    (future-cancel f)
    (sleep 100)
    (printf "After 150ms: cancelled=%b\n" (future-cancelled? f))))
After 50ms: cancelled=false
After 150ms: cancelled=true
=> nil

```

## SEE ALSO

### [future](#)

Takes a function without arguments and yields a future object that will invoke the function in another thread, and will cache the result ...

### [future-done?](#)

Returns true if f is a Future is done otherwise false

### [future-cancelled?](#)

Returns true if f is a Future is cancelled otherwise false

[top](#)

## future-cancelled?

```
(future-cancelled? f)
```

Returns true if f is a Future is cancelled otherwise false

```
(future-cancelled? (future (fn [] 100)))  
=> false
```

### SEE ALSO

#### [future](#)

Takes a function without arguments and yields a future object that will invoke the function in another thread, and will cache the result ...

#### [future-done?](#)

Returns true if f is a Future is done otherwise false

#### [future-cancel](#)

Cancels the future

[top](#)

## future-done?

```
(future-done? f)
```

Returns true if f is a Future is done otherwise false

```
(do  
  (def wait (fn [] (do (sleep 200) 100)))  
  (let [f (future wait)]  
    (sleep 50)  
    (printf "After 50ms: done=%b\n" (future-done? f))  
    (sleep 300)  
    (printf "After 300ms: done=%b\n" (future-done? f))))  
After 50ms: done=false  
After 300ms: done=true  
=> nil
```

### SEE ALSO

#### [future](#)

Takes a function without arguments and yields a future object that will invoke the function in another thread, and will cache the result ...

#### [realized?](#)

Returns true if a value has been produced for a promise, delay, or future.

#### [future-cancel](#)

Cancels the future

#### [future-cancelled?](#)

Returns true if f is a Future is cancelled otherwise false



## future?

```
(future? f)
```

Returns true if f is a Future otherwise false

```
(future? (future (fn [] 100)))  
=> true
```

## futures-fork

```
(futures-fork count worker-factory-fn)
```

Creates a list of count futures. The worker factory is single argument function that gets the worker index (0..count-1) as argument and returns a worker function. Returns a list with the created futures.

```
(do  
  (def mutex 0)  
  (defn log [& xs]  
    (locking mutex (println (apply str xs))))  
  (defn factory [n]  
    (fn [] (log "Worker" n)))  
  (apply futures-wait (futures-fork 3 factory)))  
Worker0  
Worker1  
Worker2  
=> nil
```

### SEE ALSO

#### [future](#)

Takes a function without arguments and yields a future object that will invoke the function in another thread, and will cache the result ...

#### [futures-wait](#)

Waits for all futures to get terminated. If the waiting thread is interrupted the futures are cancelled.

## futures-wait

```
(futures-wait & futures)
```

Waits for all futures to get terminated. If the waiting thread is interrupted the futures are cancelled.

```
(do  
  (def mutex 0)  
  (defn log [& xs]  
    (locking mutex (println (apply str xs))))  
  (defn factory [n]  
    (fn [] (log "Worker" n)))  
  (apply futures-wait (futures-fork 3 factory)))
```

```
Worker0
Worker1
Worker2
=> nil
```

## SEE ALSO

### [future](#)

Takes a function without arguments and yields a future object that will invoke the function in another thread, and will cache the result ...

### [futures-fork](#)

Creates a list of count futures. The worker factory is single argument function that gets the worker index (0..count-1) as argument ...

top

## gc

```
(gc)
```

Run the Java garbage collector. Runs the finalization methods of any objects pending finalization prior to the GC.

```
(gc)
=> nil
```

top

## gensym

```
(gensym)
(gensym prefix)
```

Generates a symbol.

```
(gensym)
=> G__21362
```

```
(gensym "prefix_")
=> prefix_21389
```

top

## get

```
(get map key)
(get map key not-found)
```

Returns the value mapped to key, not-found or nil if key not present.

```
(get {:a 1 :b 2} :b)
=> 2
```

```
;; keywords act like functions on maps
(:b {:a 1 :b 2})
=> 2
```

## get-in

```
(get-in m ks)
(get-in m ks not-found)
```

Returns the value in a nested associative structure, where `ks` is a sequence of keys. Returns `nil` if the key is not present, or the not-found value if supplied.

```
(get-in {:a 1 :b {:c 2 :d 3}} [:b :c])
=> 2

(get-in [:a :b :c] [0])
=> :a

(get-in [:a :b [:c :d :e]] [2 1])
=> :d

(get-in {:a 1 :b {:c [4 5 6]}} [:b :c 1])
=> 5
```

## gradle/task

```
(gradle/task name & options)
(gradle/task name out-fn & options)
(gradle/task name out-fn err-fn throw-ex & options)
```

Runs a gradle task

```
(gradle/with-home "/Users/foo/Documents/Tools/gradle-5.6.2"
                  "/Users/foo/Documents/Projects/my-project"
  (gradle/task compile)
  (gradle/task compile "--warning-mode=all" "--stacktrace")
  (gradle/task compile println)
  (gradle/task compile println println true)
  (gradle/task compile println println true "--stacktrace"))
```

## gradle/version

```
(gradle/version)
```

Returns the Gradle version

```
(gradle/with-home "/Users/foo/Documents/Tools/gradle-5.6.2"
                  "/Users/foo/Documents/Projects/my-project"
  (gradle/version))
```

## gradle/with-home

```
(with-home gradle-dir proj-dir & forms)
```

Sets the Gradle home and the project directory for all subsequent forms.

```
(gradle/with-home "/Users/foo/Documents/Tools/gradle-5.6.2"
                  "/Users/foo/Documents/Projects/my-project"
  (gradle/version))
```

[top](#)

## group-by

```
(group-by f coll)
```

Returns a map of the elements of coll keyed by the result of f on each element. The value at each key will be a vector of the corresponding elements, in the order they appeared in coll.

```
(group-by count ["a" "as" "asd" "aa" "asdf" "qwer"])
=> {1 ["a"] 2 ["as" "aa"] 3 ["asd"] 4 ["asdf" "qwer"]}

(group-by odd? (range 10))
=> {false [0 2 4 6 8] true [1 3 5 7 9]}

(group-by identity (seq "abracadabra"))
=> {"a" ["a" "a" "a" "a" "a" "a"] "b" ["b" "b"] "r" ["r" "r"] "c" ["c"] "d" ["d"]}
```

[top](#)

## halt-when

```
(halt-when pred)
(halt-when pred retf)
```

Returns a transducer that ends transduction when pred returns true for an input. When retf is supplied it must be a fn of 2 arguments - it will be passed the (completed) result so far and the input that triggered the predicate, and its return value (if it does not throw an exception) will be the return value of the transducer. If retf is not supplied, the input that triggered the predicate will be returned. If the predicate never returns true the transduction is unaffected.

```
(do
  (def xf (comp (halt-when #(== % 10)) (filter odd?)))
  (transduce xf conj [1 2 3 4 5 6 7 8 9]))
=> [1 3 5 7 9]

(do
  (def xf (comp (halt-when #(> % 5)) (filter odd?)))
  (transduce xf conj [1 2 3 4 5 6 7 8 9]))
=> 6
```

[top](#)

## hash-map

```
(hash-map & keyvals)
(hash-map map)
```

Creates a new hash map containing the items.

```
(hash-map :a 1 :b 2)
=> {:a 1 :b 2}
```

```
(hash-map (sorted-map :a 1 :b 2))
=> {:a 1 :b 2}
```

[top](#)

## hash-map?

```
(hash-map? obj)
```

Returns true if obj is a hash map

```
(hash-map? (hash-map :a 1 :b 2))
=> true
```

[top](#)

## hexdump/hexdump

```
(hexdump & opts)
```

Prints a hexdump of the given argument to \*out\*. Optionally supply byte offset (:offset, default: 0) and size (:size, default: :all) arguments. Can create hexdump from a collection of values, a bytebuf, a java.io.File, or a string representing a path to a file.

```
(hexdump/hexdump (range 1000))

(hexdump/hexdump (range 10000) :offset 9000 :size 256)

(hexdump/hexdump "./img.png")

(hexdump/hexdump "./img.png" :offset 0 :size 64)
```

[top](#)

## highlight

```
(highlight form)
```

Syntax highlighting. Reads the form and returns a list of (token, token-class) tuples.

Token classes:

```
:comment      ; ....
:whitespaces  " ", "\n", " \n"

:string       "lorem", """"lorem""""
```

:number	100, 100I, 100.0, 100.23M
:constant	nil, true, false
:keyword	:alpha
:symbol	alpha
:symbol-special-form	def, loop, ...
:symbol-function-name	+, println, ...
:quote	'
:quasi-quote	`
:unquote	~
:unquote-splicing	~@
:meta	^private, ^{:arglist '() :doc "..."} @
:at	@
:hash	#
:brace-begin	{
:brace-end	}
:bracket-begin	[
:bracket-end	]
:parenthesis-begin	(
:parenthesis-end	)
:unknown	anything that could not be classified

```

(highlight "(+ 10 20)")
=> (((" :parenthesis-begin) ("+" :symbol-function-name) (" " :whitespaces) ("10" :number) (" " :whitespaces) ("20" :number) (")" :parenthesis-end))

(highlight "(if (= 1 2) true false)")
=> (((" :parenthesis-begin) ("if" :symbol-special-form) (" " :whitespaces) ((" :parenthesis-begin) ("=" :symbol-function-name) (" " :whitespaces) ("1" :number) (" " :whitespaces) ("2" :number) (")" :parenthesis-end) (" " :whitespaces) ("true" :constant) (" " :whitespaces) ("false" :constant) (")" :parenthesis-end))

```

top

# host-address

(host-address)

Returns this host's ip address.

```

(host-address)
=> "127.0.0.1"

```

SEE ALSO

[host-name](#)  
Returns this host's name.

top

# host-name

(host-name)

Returns this host's name.

```
(host-name)
=> "saturn.local"
```

## SEE ALSO

[host-address](#)

Returns this host's ip address.

[top](#)

## identity

```
(identity x)
```

Returns its argument.

```
(identity 4)
=> 4
```

```
(filter identity [1 2 3 nil 4 false true 1234])
=> (1 2 3 4 true 1234)
```

[top](#)

## if

```
(if test then else)
(if test then)
```

Evaluates test. If logical true, evaluates and returns then expression, otherwise else expression, if supplied, else nil.

```
(if (< 10 20) "yes" "no")
=> "yes"
```

```
(if true "yes")
=> "yes"
```

```
(if false "yes")
=> nil
```

## SEE ALSO

[if-not](#)

Evaluates test. If logical false, evaluates and returns then expression, otherwise else expression, if supplied, else nil.

[when](#)

Evaluates test. If logical true, evaluates body in an implicit do.

[top](#)

## if-let

```
(if-let bindings then)
(if-let bindings then else)
```

bindings is a vector with 2 elements: binding-form test.  
If test is true, evaluates then with binding-form bound to the value of test, if not, yields else

```
(if-let [value (* 100 2)]  
  (str "The expression is true. value=" value)  
  (str "The expression is false."))  
=> "The expression is true. value=200"
```

## SEE ALSO

[when-let](#)

bindings is a vector with 2 elements: binding-form test.

[top](#)

## if-not

```
(if-not test then else)  
(if-not test then)
```

Evaluates test. If logical false, evaluates and returns then expression, otherwise else expression, if supplied, else nil.

```
(if-not (== 1 2) 100 0)  
=> 100  
  
(if-not false 100)  
=> 100  
  
(if-not true 100)  
=> nil
```

## SEE ALSO

[if](#)

Evaluates test. If logical true, evaluates and returns then expression, otherwise else expression, if supplied, else nil.

[when-not](#)

Evaluates test. If logical false, evaluates body in an implicit do.

[top](#)

## import

```
(import class)
```

Imports a Java class. Imports are bound to the current namespace.

```
(do  
  (import :java.lang.Math)  
  (. :Math :max 2 10))  
=> 10  
  
(do  
  (ns alpha)  
  (import :java.lang.Math)  
  (println "alpha:" (any? #(== % :java.lang.Math) (imports))))
```



```
(ns beta)
(println "beta:" (any? #(== % :java.lang.Math) (imports)))

(ns alpha)
(println "alpha:" (any? #(== % :java.lang.Math) (imports)))
)
alpha: true
beta: false
alpha: true
=> nil
```

## SEE ALSO

### [imports](#)

List the registered imports for the current namespace.

[top](#)

## imports

```
(imports)
```

List the registered imports for the current namespace.

```
(do
  (import :java.lang.Math)
  (imports))
=> (:com.github.jlangch.venice.VncException :com.github.jlangch.venice.impl.ValueException :java.lang.Exception
:java.lang.IllegalArgumentException :java.lang.Math :java.lang.NullPointerException :java.lang.RuntimeException
:java.lang.Throwable)
```

## SEE ALSO

### [import](#)

Imports a Java class. Imports are bound to the current namespace.

[top](#)

## inc

```
(inc x)
```

Increments the number x

```
(inc 10)
=> 11

(inc 10I)
=> 11I

(inc 10.1)
=> 11.1

(inc 10.12M)
=> 11.12M
```

[top](#)

## instance?

```
(instance? type x)
```

Returns true if x is an instance of the given type

```
(instance? :long 500)
```

```
=> true
```

```
(instance? :java.math.BigInteger 500)
```

```
=> false
```

### SEE ALSO

[type](#)

Returns the type of x.

[supertype](#)

Returns the super type of x.

[top](#)

## int

```
(int x)
```

Converts to int

```
(int 1)
```

```
=> 1I
```

```
(int nil)
```

```
=> 0I
```

```
(int false)
```

```
=> 0I
```

```
(int true)
```

```
=> 1I
```

```
(int 1.2)
```

```
=> 1I
```

```
(int 1.2M)
```

```
=> 1I
```

```
(int "1")
```

```
=> 1I
```

```
(int (char "A"))
```

```
=> 65I
```

[top](#)

## int-array

```
(int-array coll)
(int-array len)
(int-array len init-val)
```

Returns an array of Java primitive ints containing the contents of coll or returns an array with the given length and optional init value

```
(int-array '(1I 2I 3I))
=> [1I, 2I, 3I]

(int-array '(1I 2 3.2 3.56M))
=> [1I, 2I, 3I, 3I]

(int-array 10)
=> [0I, 0I, 0I, 0I, 0I, 0I, 0I, 0I, 0I, 0I]

(int-array 10 42I)
=> [42I, 42I, 42I, 42I, 42I, 42I, 42I, 42I, 42I, 42I]
```

[top](#)

## int?

```
(int? n)
```

Returns true if n is an int

```
(int? 4I)
=> true

(int? 4)
=> false

(int? 3.1)
=> false

(int? true)
=> false

(int? nil)
=> false

(int? {})
=> false
```

[top](#)

## interleave

```
(interleave c1 c2)
(interleave c1 c2 & colls)
```

Returns a collection of the first item in each coll, then the second etc.  
Supports lazy sequences as long at least one collection is not a lazy sequence.

```
(interleave [:a :b :c] [1 2])
=> (:a 1 :b 2)
```

```
(interleave [:a :b :c] (lazy-seq 1 #(+ % 1)))
=> (:a 1 :b 2 :c 3)
```

[top](#)

## interpose

```
(interpose sep coll)
```

Returns a collection of the elements of coll separated by sep.

```
(interpose ", " [1 2 3])
=> (1 ", " 2 ", " 3)
```

```
(apply str (interpose ", " [1 2 3]))
=> "1, 2, 3"
```

[top](#)

## intersection

```
(intersection s1)
(intersection s1 s2)
(intersection s1 s2 & sets)
```

Return a set that is the intersection of the input sets

```
(intersection (set 1))
=> #{1}
```

```
(intersection (set 1 2) (set 2 3))
=> #{2}
```

```
(intersection (set 1 2) (set 3 4))
=> #{} 
```

### SEE ALSO

#### [union](#)

Return a set that is the union of the input sets

#### [difference](#)

Return a set that is the first set without elements of the remaining sets

#### [cons](#)

Returns a new collection where x is the first element and coll is the rest

#### [conj](#)

Returns a new collection with the x, xs 'added'. (conj nil item) returns (item). For list, vectors and ordered maps the values are ...

#### [disj](#)

Returns a new set with the x, xs removed.

[top](#)

## into

```
(into)
(into to)
(into to from)
```

Returns a new coll consisting of to coll with all of the items offrom coll conjoined.

```
(into (sorted-map) [ [:a 1] [:c 3] [:b 2] ])
=> {:a 1 :b 2 :c 3}

(into (sorted-map) [ {:a 1} {:c 3} {:b 2} ])
=> {:a 1 :b 2 :c 3}

(into (sorted-map) [(map-entry :b 2) (map-entry :c 3) (map-entry :a 1)])
=> {:a 1 :b 2 :c 3}

(into (sorted-map) {:b 2 :c 3 :a 1})
=> {:a 1 :b 2 :c 3}

(into [] {1 2, 3 4})
=> [[1 2] [3 4]]

(into '() '(1 2 3))
=> (3 2 1)

(into [1 2 3] '(4 5 6))
=> [1 2 3 4 5 6]

(into '() (bytebuf [0 1 2]))
=> (0 1 2)

(into [] (bytebuf [0 1 2]))
=> [0 1 2]

(into '() "abc")
=> ("a" "b" "c")

(into [] "abc")
=> ["a" "b" "c"]

(do
  (into (. :java.util.concurrent.CopyOnWriteArrayList :new)
    (doto (. :java.util.ArrayList :new)
      (. :add 3)
      (. :add 4))))

=> (3 4)

(do
  (into (. :java.util.concurrent.CopyOnWriteArrayList :new)
    '(3 4)))

=> (3 4)
```

[top](#)

## io/await-for

(io/await-for timeout time-unit file & modes)

Blocks the current thread until the file has been created, deleted, or modified according to the passed modes {:created, :deleted, :modified}, or the timeout has elapsed. Returns logical false if returning due to timeout,

logical true otherwise.  
Supported time units are: {:milliseconds, :seconds, :minutes, :hours, :days}

```
(io/await-for 10 :seconds "/tmp/data.json" :created)
```

## SEE ALSO

[io/watch-dir](#)

Watch a directory for changes, and call the function event-fn when it does. Calls the optional failure-fn if errors occur. On closing ...

[top](#)

## io/buffered-reader

```
(io/buffered-reader is encoding?)  
(io/buffered-reader rdr)
```

Creates a `BufferedReader` from an `InputStream` `is` with optional encoding (defaults to `:utf-8`), from a `Reader` or from a string.

```
(do  
  (import :java.io.ByteArrayInputStream)  
  (let [data (byte-array [108 105 110 101 32 49 10 108 105 110 101 32 50])  
        is (. :ByteArrayInputStream :new data)  
        rd (io/buffered-reader is :utf-8)]  
    (println (. rd :readLine))  
    (println (. rd :readLine))))  
line 1  
line 2  
=> nil  
  
(do  
  (let [rd (io/buffered-reader "1\n2\n3\n4")]  
    (println (. rd :readLine))  
    (println (. rd :readLine))))  
1  
2  
=> nil
```

## SEE ALSO

[io/buffered-writer](#)

Creates a `BufferedWriter` from an `OutputStream` `os` with optional encoding (defaults to `:utf-8`) or from a `Writer`.

[top](#)

## io/buffered-writer

```
(io/buffered-writer os encoding?)  
(io/buffered-writer wr)
```

Creates a `BufferedWriter` from an `OutputStream` `os` with optional encoding (defaults to `:utf-8`) or from a `Writer`.

## SEE ALSO

[io/buffered-reader](#)

Creates a `BufferedReader` from an `InputStream` `is` with optional encoding (defaults to `:utf-8`), from a `Reader` or from a string.

## io/classpath-resource?

```
(io/classpath-resource? name)
```

Returns true if the classpath resource exists otherwise false.

```
(io/classpath-resource? "org/foo/images/foo.png")
```

## io/close-watcher

```
(io/close-watcher watcher)
```

Closes a watcher created from 'io/watch-dir'.

### SEE ALSO

[io/watch-dir](#)

Watch a directory for changes, and call the function event-fn when it does. Calls the optional failure-fn if errors occur. On closing ...

## io/copy-file

```
(io/copy-file source dest & options)
```

Copies source to dest. Returns nil or throws IOException. Source must be a file or a string (file path), dest must be a file, a string (file path), or an OutputStream.

Options:

:replace true/false - e.g if true replace an existing file, defaults to false

### SEE ALSO

[io/move-file](#)

Moves source to target. Returns nil or throws IOException. Source and target must be a file or a string (file path).

[io/delete-file](#)

Deletes one or multiple files. Silently skips delete if the file does not exist. If f is a directory the directory must be empty. f ...

[io/copy-stream](#)

Copies input stream to an output stream. Returns nil or throws IOException. Input and output must be a java.io.InputStream and java.io.Outpu ...

## io/copy-stream

```
(io/copy-file in-stream out-stream)
```

Copies input stream to an output stream. Returns nil or throws IOException. Input and output must be a java.io.InputStream and java.io.OutputStream.

#### SEE ALSO

[io/copy-file](#)

Copies source to dest. Returns nil or throws IOException. Source must be a file or a string (file path), dest must be a file, a string ...

top

## io/default-charset

(io/default-charset)

Returns the default charset.

top

## io/delete-file

(io/delete-file f & files)

Deletes one or multiple files. Silently skips delete if the file does not exist. If f is a directory the directory must be empty. f must be a file or a string (file path)

#### SEE ALSO

[io/delete-file-tree](#)

Deletes a file or a directory with all its content. Silently skips delete if the file or directory does not exist. f must be a file ...

[io/delete-file-on-exit](#)

Deletes a file f on JVM exit. f must be a file or a string (file path).

[io/copy-file](#)

Copies source to dest. Returns nil or throws IOException. Source must be a file or a string (file path), dest must be a file, a string ...

[io/move-file](#)

Moves source to target. Returns nil or throws IOException. Source and target must be a file or a string (file path).

top

## io/delete-file-on-exit

(io/delete-file-on-exit f)

Deletes a file f on JVM exit. f must be a file or a string (file path).

#### SEE ALSO

[io/delete-file](#)

Deletes one or multiple files. Silently skips delete if the file does not exist. If f is a directory the directory must be empty. f ...

[io/delete-file-tree](#)

Deletes a file or a directory with all its content. Silently skips delete if the file or directory does not exist. f must be a file ...

top



## io/delete-file-tree

```
(io/delete-file-tree f & files)
```

Deletes a file or a directory with all its content. Silently skips delete if the file or directory does not exist. `f` must be a file or a string (file path)

### SEE ALSO

[io/delete-file](#)

Deletes one or multiple files. Silently skips delete if the file does not exist. If `f` is a directory the directory must be empty. `f` ...

[io/delete-file-on-exit](#)

Deletes a file `f` on JVM exit. `f` must be a file or a string (file path).

[top](#)

## io/download

```
(io/download uri & options)
```

Downloads the content from the `uri` and reads it as text (string) or binary (bytebuf).

Options:

```
:binary true/false - e.g :binary true, defaults to false
:user-agent agent  - e.g :user-agent "Mozilla", defaults to nil
:encoding enc      - e.g :encoding :utf-8, defaults to :utf-8
:conn-timeout val  - e.g :conn-timeout 10000,
                    connection timeout in milli seconds.
                    0 is interpreted as an infinite timeout.
:read-timeout val  - e.g :read-timeout 10000,
                    read timeout in milli seconds.
                    0 is interpreted as an infinite timeout.
:progress-fn fn    - a progress function that takes 2 args
                    [1] progress (0..100%)
                    [2] status {:start :progress :end :failed}
```

If the server returns a 403 (access denied) sending a user-agent may fool the website.

[top](#)

## io/exists-dir?

```
(io/exists-dir? f)
```

Returns true if the file `f` exists and is a directory. `f` must be a file or a string (file path).

```
(io/exists-dir? (io/file "/temp"))
=> false
```

### SEE ALSO

[io/exists-file?](#)

Returns true if the file `f` exists. `f` must be a file or a string (file path).

## io/exists-file?

```
(io/exists-file? f)
```

Returns true if the file `f` exists. `f` must be a file or a string (file path).

```
(io/exists-file? "/tmp/test.txt")  
=> false
```

### SEE ALSO

[io/exists-dir?](#)

Returns true if the file `f` exists and is a directory. `f` must be a file or a string (file path).

## io/file

```
(io/file path)  
(io/file parent child)  
(io/file parent child & children)
```

Returns a `java.io.File` from file path, or from a parent path and one or multiple children. The path and parent may be a file or a string (file path), child and children must be strings.

```
(io/file "/tmp/test.txt")  
=> /tmp/test.txt  
  
(io/file "/temp" "test.txt")  
=> /temp/test.txt  
  
(io/file "/temp" "test" "test.txt")  
=> /temp/test/test.txt  
  
(io/file (io/file "/temp") "test" "test.txt")  
=> /temp/test/test.txt  
  
(io/file (. :java.io.File :new "/tmp/test.txt"))  
=> /tmp/test.txt
```

### SEE ALSO

[io/file-name](#)

Returns the name of the file `f` as a string. `f` must be a file or a string (file path).

[io/file-parent](#)

Returns the parent file of the file `f`. `f` must be a file or a string (file path).

[io/file-path](#)

Returns the path of the file `f` as a string. `f` must be a file or a string (file path).

[io/file-absolute-path](#)

Returns the absolute path of the file `f`. `f` must be a file or a string (file path).

[io/file-canonical-path](#)

Returns the canonical path of the file `f`. `f` must be a file or a string (file path).

## io/file-absolute-path

```
(io/file-absolute-path f)
```

Returns the absolute path of the file `f`. `f` must be a file or a string (file path).

```
(io/file-absolute-path (io/file "/tmp/test/x.txt"))  
=> "/tmp/test/x.txt"
```

### SEE ALSO

[io/file-path](#)

Returns the path of the file `f` as a string. `f` must be a file or a string (file path).

[io/file-canonical-path](#)

Returns the canonical path of the file `f`. `f` must be a file or a string (file path).

[io/file](#)

Returns a `java.io.File` from file path, or from a parent path and one or multiple children. The path and parent may be a file or a string ...

## io/file-can-execute?

```
(io/file-can-execute? f)
```

Returns true if the file or directory `f` exists and can be executed. `f` must be a file or a string (file path).

```
(io/file-can-execute? "/tmp/test.txt")
```

### SEE ALSO

[io/file-can-read?](#)

Returns true if the file or directory `f` exists and can be read. `f` must be a file or a string (file path).

[io/file-can-write?](#)

Returns true if the file or directory `f` exists and can be written. `f` must be a file or a string (file path).

[io/file-hidden?](#)

Returns true if the file or directory `f` exists and is hidden. `f` must be a file or a string (file path).

## io/file-can-read?

```
(io/file-can-read? f)
```

Returns true if the file or directory `f` exists and can be read. `f` must be a file or a string (file path).

```
(io/file-can-read? "/tmp/test.txt")
```

### SEE ALSO

[io/file-can-write?](#)

Returns true if the file or directory `f` exists and can be written. `f` must be a file or a string (file path).

### [io/file-can-execute?](#)

Returns true if the file or directory `f` exists and can be executed. `f` must be a file or a string (file path).

### [io/file-hidden?](#)

Returns true if the file or directory `f` exists and is hidden. `f` must be a file or a string (file path).

[top](#)

## io/file-can-write?

```
(io/file-can-write? f)
```

Returns true if the file or directory `f` exists and can be written. `f` must be a file or a string (file path).

```
(io/file-can-write? "/tmp/test.txt")
```

### SEE ALSO

#### [io/file-can-read?](#)

Returns true if the file or directory `f` exists and can be read. `f` must be a file or a string (file path).

#### [io/file-can-execute?](#)

Returns true if the file or directory `f` exists and can be executed. `f` must be a file or a string (file path).

#### [io/file-hidden?](#)

Returns true if the file or directory `f` exists and is hidden. `f` must be a file or a string (file path).

[top](#)

## io/file-canonical-path

```
(io/file-canonical-path f)
```

Returns the canonical path of the file `f`. `f` must be a file or a string (file path).

```
(io/file-canonical-path (io/file "/tmp/test/../x.txt"))  
=> "/private/tmp/x.txt"
```

### SEE ALSO

#### [io/file-path](#)

Returns the path of the file `f` as a string. `f` must be a file or a string (file path).

#### [io/file-absolute-path](#)

Returns the absolute path of the file `f`. `f` must be a file or a string (file path).

#### [io/file](#)

Returns a `java.io.File` from file path, or from a parent path and one or multiple children. The path and parent may be a file or a string ...

[top](#)

## io/file-ext?

```
(io/file-ext? f ext)
```

Returns true if the file `f` has the extension `ext`. `f` must be a file or a string (file path).

```
(io/file-ext? "/tmp/test/x.txt" "txt")
=> true

(io/file-ext? (io/file "/tmp/test/x.txt") ".txt")
=> true
```

[top](#)

## io/file-hidden?

```
(io/file-hidden? f)
```

Returns true if the file or directory `f` exists and is hidden. `f` must be a file or a string (file path).

```
(io/file-hidden? "/tmp/test.txt")
```

### SEE ALSO

[io/file-can-read?](#)

Returns true if the file or directory `f` exists and can be read. `f` must be a file or a string (file path).

[io/file-can-write?](#)

Returns true if the file or directory `f` exists and can be written. `f` must be a file or a string (file path).

[io/file-can-execute?](#)

Returns true if the file or directory `f` exists and can be executed. `f` must be a file or a string (file path).

[top](#)

## io/file-last-modified

```
(io/file-last-modified f)
```

Returns the last modification time (a Java `LocalDateTime`) of `f` or `nil` if `f` does not exist. `f` must be a file or a string (file path).

```
(io/file-last-modified "/tmp/test.txt")
```

### SEE ALSO

[io/file-can-read?](#)

Returns true if the file or directory `f` exists and can be read. `f` must be a file or a string (file path).

[io/file-can-write?](#)

Returns true if the file or directory `f` exists and can be written. `f` must be a file or a string (file path).

[io/file-can-execute?](#)

Returns true if the file or directory `f` exists and can be executed. `f` must be a file or a string (file path).

[top](#)

## io/file-name

```
(io/file-name f)
```

Returns the name of the file `f` as a string. `f` must be a file or a string (file path).

```
(io/file-name (io/file "/tmp/test/x.txt"))  
=> "x.txt"
```

#### SEE ALSO

[io/file-parent](#)

Returns the parent file of the file *f*. *f* must be a file or a string (file path).

[io/file](#)

Returns a java.io.File from file path, or from a parent path and one or multiple children. The path and parent may be a file or a string ...

[top](#)

## io/file-parent

```
(io/file-parent f)
```

Returns the parent file of the file *f*. *f* must be a file or a string (file path).

```
(io/file-path (io/file-parent (io/file "/tmp/test/x.txt")))  
=> "/tmp/test"
```

#### SEE ALSO

[io/file-name](#)

Returns the name of the file *f* as a string. *f* must be a file or a string (file path).

[io/file](#)

Returns a java.io.File from file path, or from a parent path and one or multiple children. The path and parent may be a file or a string ...

[top](#)

## io/file-path

```
(io/file-path f)
```

Returns the path of the file *f* as a string. *f* must be a file or a string (file path).

```
(io/file-path (io/file "/tmp/test/x.txt"))  
=> "/tmp/test/x.txt"
```

#### SEE ALSO

[io/file-absolute-path](#)

Returns the absolute path of the file *f*. *f* must be a file or a string (file path).

[io/file-canonical-path](#)

Returns the canonical path of the file *f*. *f* must be a file or a string (file path).

[io/file](#)

Returns a java.io.File from file path, or from a parent path and one or multiple children. The path and parent may be a file or a string ...

[top](#)

## io/file-size

```
(io/file-size f)
```

Returns the size of the file `f`. `f` must be a file or a string (file path).

```
(io/file-size "/tmp/test.txt")
```

## SEE ALSO

[io/file](#)

Returns a `java.io.File` from file path, or from a parent path and one or multiple children. The path and parent may be a file or a string ...

[top](#)

## io/file?

```
(io/file? x)
```

Returns true if `x` is a `java.io.File`.

```
(io/file? (io/file "/tmp/test.txt"))  
=> true
```

[top](#)

## io/gzip

```
(io/gzip f)
```

`gzipt f`. `f` may be a file, a string (file path), a bytebuf or an `InputStream`. Returns a bytebuf.

```
(->> (io/gzip "a.txt")  
    (io/spit "a.gz"))  
  
(io/gzip (bytebuf-from-string "abcdef" :utf-8))
```

## SEE ALSO

[io/gzip?](#)

Returns true if `f` is a gzipped file. `f` may be a file, a string (file path), a bytebuf, or an `InputStream`

[io/ungzip](#)

`ungzipt f`. `f` may be a file, a string (file path), a bytebuf, or an `InputStream`. Returns a bytebuf.

[io/zip](#)

Creates a zip containing the entries. An entry is given by a name and data. The entry data may be nil, a bytebuf, a file, a string ...

[io/spit](#)

Opens file `f`, writes content, and then closes `f`. `f` may be a file or a string (file path). The content may be a string or a bytebuf.

[top](#)

## io/gzip-to-stream

```
(io/gzip f os)
```

`gzipt f` to the `OutputStream` `os`. `f` may be a file, a string (file path), a bytebuf, or an `InputStream`.

```
(do
  (import :java.io.ByteArrayOutputStream)
  (try-with [os (. :ByteArrayOutputStream :new)]
    (-> (bytebuf-from-string "abcdef" :utf-8)
      (io/gzip-to-stream os))
    (-> (. os :toByteArray)
      (io/ungzip)
      (bytebuf-to-string :utf-8))))
=> "abcdef"
```

#### SEE ALSO

[io/gzip](#)

gzipt f. f may be a file, a string (file path), a bytebuf or an InputStream. Returns a bytebuf.

[top](#)

## io/gzip?

```
(io/gzip? f)
```

Returns true if f is a gzipped file. f may be a file, a string (file path), a bytebuf, or an InputStream

```
(-> (io/gzip (bytebuf-from-string "abc" :utf-8)) (io/gzip?))
=> true
```

#### SEE ALSO

[io/gzip](#)

gzipt f. f may be a file, a string (file path), a bytebuf or an InputStream. Returns a bytebuf.

[top](#)

## io/internet-avail?

```
(io/internet-avail?)
(internet-avail? url)
```

Checks if an internet connection is present for a given url. Defaults to URL <http://www.google.com>.

```
(io/internet-avail? "http://www.google.com")
```

[top](#)

## io/list-file-tree

```
(io/list-file-tree dir)
(io/list-file-tree dir filter-fn)
```

Lists all files in a directory tree. dir must be a file or a string (file path). filter-fn is an optional filter that filters the files found. The filter gets a java.io.File as argument. Returns files as java.io.File



```
(io/list-file-tree "/tmp")
```

```
(io/list-file-tree "/tmp" #(io/file-ext? % ".log"))
```

## SEE ALSO

[io/list-files](#)

Lists files in a directory. `dir` must be a file or a string (file path). `filter-fn` is an optional filter that filters the files found.

[io/list-files-glob](#)

Lists all files in a directory that match the glob pattern. `dir` must be a file or a string (file path). Returns files as `java.io.File`

[top](#)

## io/list-files

```
(io/list-files dir)
(io/list-files dir filter-fn)
```

Lists files in a directory. `dir` must be a file or a string (file path). `filter-fn` is an optional filter that filters the files found. The filter gets a `java.io.File` as argument. Returns files as `java.io.File`

```
(io/list-files "/tmp")
```

```
(io/list-files "/tmp" #(io/file-ext? % ".log"))
```

## SEE ALSO

[io/list-file-tree](#)

Lists all files in a directory tree. `dir` must be a file or a string (file path). `filter-fn` is an optional filter that filters the files ...

[io/list-files-glob](#)

Lists all files in a directory that match the glob pattern. `dir` must be a file or a string (file path). Returns files as `java.io.File`

[top](#)

## io/list-files-glob

```
(io/list-files-glob dir glob)
```

Lists all files in a directory that match the glob pattern. `dir` must be a file or a string (file path). Returns files as `java.io.File`

Globbing patterns:

<code>*.txt</code>	Matches a path that represents a file name ending in <code>.txt</code>
<code>*.*</code>	Matches file names containing a dot
<code>*.{txt,xml}</code>	Matches file names ending with <code>.txt</code> or <code>.xml</code>
<code>foo.?</code>	Matches file names starting with <code>foo.</code> and a single character extension
<code>/home/*/</code>	Matches <code>/home/gus/data</code> on UNIX platforms
<code>/home/**</code>	Matches <code>/home/gus</code> and <code>/home/gus/data</code> on UNIX platforms
<code>C:\\*</code>	Matches <code>C:\foo</code> and <code>C:\bar</code> on the Windows platform (note that the backslash is escaped)

```
(io/list-files-glob "." "sample*.txt")
```

## SEE ALSO

[io/list-files](#)

Lists files in a directory. `dir` must be a file or a string (file path). `filter-fn` is an optional filter that filters the files found.

## [io/list-file-tree](#)

Lists all files in a directory tree. dir must be a file or a string (file path). filter-fn is an optional filter that filters the files ...

[top](#)

## [io/load-classpath-resource](#)

```
(io/load-classpath-resource name)
```

Loads a classpath resource. Returns a bytebuf

```
(io/load-classpath-resource "org/foo/images/foo.png")
```

[top](#)

## [io/mime-type](#)

```
(io/mime-type file)
```

Returns the mime-type for the file if available else nil.

```
(io/mime-type "document.pdf")  
=> "application/pdf"
```

```
(io/mime-type (io/file "document.pdf"))  
=> "application/pdf"
```

[top](#)

## [io/mkdir](#)

```
(io/mkdir dir)
```

Creates the directory. dir must be a file or a string (file path).

### SEE ALSO

[io/mkdirs](#)

Creates the directory including any necessary but nonexistent parent directories. dir must be a file or a string (file path).

[top](#)

## [io/mkdirs](#)

```
(io/mkdirs dir)
```

Creates the directory including any necessary but nonexistent parent directories. dir must be a file or a string (file path).

### SEE ALSO

[io/mkdir](#)

Creates the directory. `dir` must be a file or a string (file path).

top

## io/move-file

`(io/move-file source target)`

Moves `source` to `target`. Returns `nil` or throws `IOException`. Source and `target` must be a file or a string (file path).

### SEE ALSO

[io/copy-file](#)

Copies `source` to `dest`. Returns `nil` or throws `IOException`. Source must be a file or a string (file path), `dest` must be a file, a string ...

[io/delete-file](#)

Deletes one or multiple files. Silently skips delete if the file does not exist. If `f` is a directory the directory must be empty. `f` ...

top

## io/slurp

`(io/slurp f & options)`

Reads the content of file `f` as text (string) or binary (bytebuf). `f` may be a file, a string file path, a Java `InputStream`, or a Java `Reader`.

Options:

`:binary true/false` - e.g `:binary true`, defaults to `false`  
`:encoding enc` - e.g `:encoding :utf-8`, defaults to `:utf-8`

### SEE ALSO

[io/slurp-lines](#)

Read all lines from `f`. `f` may be a file, a string file path, a Java `InputStream`, or a Java `Reader`.

[io/slurp-stream](#)

Slurps binary or string data from a Java `InputStream` `is`. Supports the option `:binary` to either slurp binary or string data. For string ...

[io/spit](#)

Opens file `f`, writes content, and then closes `f`. `f` may be a file or a string (file path). The content may be a string or a bytebuf.

top

## io/slurp-lines

`(io/slurp-lines f & options)`

Read all lines from `f`. `f` may be a file, a string file path, a Java `InputStream`, or a Java `Reader`.

Options:

`:encoding enc` - e.g `:encoding :utf-8`, defaults to `:utf-8`

### SEE ALSO

### [io/slurp](#)

Reads the content of file *f* as text (string) or binary (bytebuf). *f* may be a file, a string file path, a Java InputStream, or a Java Reader.

### [io/slurp-stream](#)

Slurps binary or string data from a Java InputStream *is*. Supports the option `:binary` to either slurp binary or string data. For string ...

### [io/spit](#)

Opens file *f*, writes content, and then closes *f*. *f* may be a file or a string (file path). The content may be a string or a bytebuf.

[top](#)

## io/slurp-stream

```
(io/slurp-stream is & options)
```

Slurps binary or string data from a Java InputStream *is*. Supports the option `:binary` to either slurp binary or string data. For string data an optional encoding can be specified.

Options:

- `:binary true/false` - e.g `:binary true`, defaults to `false`
- `:encoding enc` - e.g `:encoding :utf-8`, defaults to `:utf-8`

```
(do
  (import :java.io.FileInputStream)
  (let [file (io/temp-file "test-", ".txt")]
    (io/delete-file-on-exit file)
    (io/spit file "123456789" :append true)
    (try-with [is (. :FileInputStream :new file)]
      (io/slurp-stream is :binary false)))
  )
=> "123456789"
```

### SEE ALSO

#### [io/slurp](#)

Reads the content of file *f* as text (string) or binary (bytebuf). *f* may be a file, a string file path, a Java InputStream, or a Java Reader.

#### [io/slurp-lines](#)

Read all lines from *f*. *f* may be a file, a string file path, a Java InputStream, or a Java Reader.

#### [io/spit](#)

Opens file *f*, writes content, and then closes *f*. *f* may be a file or a string (file path). The content may be a string or a bytebuf.

[top](#)

## io/spit

```
(io/spit f content & options)
```

Opens file *f*, writes content, and then closes *f*. *f* may be a file or a string (file path). The content may be a string or a bytebuf.

Options:

- `:append true/false` - e.g `:append true`, defaults to `false`
- `:encoding enc` - e.g `:encoding :utf-8`, defaults to `:utf-8`

### SEE ALSO

#### [io/spit-stream](#)

Writes content (string or bytebuf) to the Java OutputStream os. If content is of type string an optional encoding (defaults to UTF-8) ...

#### [io/slurp](#)

Reads the content of file f as text (string) or binary (bytebuf). f may be a file, a string file path, a Java InputStream, or a Java Reader.

#### [io/slurp-lines](#)

Read all lines from f. f may be a file, a string file path, a Java InputStream, or a Java Reader.

[top](#)

## io/spit-stream

(io/spit-stream os content & options)

Writes content (string or bytebuf) to the Java OutputStream os. If content is of type string an optional encoding (defaults to UTF-8) is supported. The stream can optionally be flushed after the operation.

Options:

- :flush true/false - e.g :flush true, defaults to false
- :encoding enc - e.g :encoding :utf-8, defaults to :utf-8

```
(do
  (import :java.io.FileOutputStream)
  (let [file (io/temp-file "test-", ".txt")]
    (io/delete-file-on-exit file)
    (try-with [os (. :FileOutputStream :new file)]
      (io/spit-stream os "123456789" :flush true)))
  )
=> nil
```

### SEE ALSO

#### [io/spit](#)

Opens file f, writes content, and then closes f. f may be a file or a string (file path). The content may be a string or a bytebuf.

[top](#)

## io/temp-file

(io/temp-file prefix suffix)

Creates an empty temp file with prefix and suffix.

```
(do
  (let [file (io/temp-file "test-", ".txt")]
    (io/spit file "123456789" :append true)
    (io/slurp file :binary false :remove true))
  )
=> "123456789"
```

### SEE ALSO

#### [io/temp-dir](#)

Creates a temp directory with prefix.

[top](#)

## io/tmp-dir

```
(io/tmp-dir)
```

Returns the tmp dir as a java.io.File.

```
(io/tmp-dir)
=> /var/folders/rm/pjqr5pln3db4mxh5qq1j5yh80000gn/T
```

### SEE ALSO

[io/user-dir](#)

Returns the user dir (current working dir) as a java.io.File.

[io/user-home-dir](#)

Returns the user's home dir as a java.io.File.

[io/temp-dir](#)

Creates a temp directory with prefix.

[top](#)

## io/ungzip

```
(io/ungzip f)
```

ungzips f. f may be a file, a string (file path), a bytebuf, or an InputStream. Returns a bytebuf.

```
(> (bytebuf-from-string "abcdef" :utf-8)
  (io/gzip)
  (io/ungzip))
=> [97 98 99 100 101 102]
```

### SEE ALSO

[io/gzip](#)

gzipt f. f may be a file, a string (file path), a bytebuf or an InputStream. Returns a bytebuf.

[io/gzip?](#)

Returns true if f is a gzipped file. f may be a file, a string (file path), a bytebuf, or an InputStream

[io/ungzip-to-stream](#)

ungzips a bytebuf returning an InputStream to read the deflated data from.

[top](#)

## io/ungzip-to-stream

```
(io/ungzip-to-stream buf)
```

ungzips a bytebuf returning an InputStream to read the deflated data from.

```
(> (bytebuf-from-string "abcdef" :utf-8)
  (io/gzip)
  (io/ungzip-to-stream)
  (io/slurp-stream :binary false :encoding :utf-8))
=> "abcdef"
```

## SEE ALSO

[io/gzip](#)

`gzip` `f`. `f` may be a file, a string (file path), a bytebuf or an `InputStream`. Returns a bytebuf.

[top](#)

## io/unzip

```
(io/unzip f entry-name)
```

Unzips an entry from zip `f` the entry's data as a bytebuf. `f` may be a bytebuf, a file, a string (file path) or an `InputStream`.

```
(> (io/zip "a.txt" (bytebuf-from-string "abcdef" :utf-8))
  (io/unzip "a.txt"))
=> [97 98 99 100 101 102]
```

## SEE ALSO

[io/zip](#)

Creates a zip containing the entries. An entry is given by a name and data. The entry data may be nil, a bytebuf, a file, a string ...

[io/zip?](#)

Returns true if `f` is a zipped file. `f` may be a file, a string (file path), a bytebuf, or an `InputStream`

[top](#)

## io/unzip-all

```
(io/unzip-all f)
```

Unzips all entries of the zip `f` returning a map with the entry names as key and the entry data as bytebuf values. `f` may be a bytebuf, a file, a string (file path) or an `InputStream`.

```
(> (io/zip "a.txt" (bytebuf-from-string "abc" :utf-8)
        "b.txt" (bytebuf-from-string "def" :utf-8)
        "c.txt" (bytebuf-from-string "ghi" :utf-8))
  (io/unzip-all))
=> {"a.txt" [97 98 99] "b.txt" [100 101 102] "c.txt" [103 104 105]}
```

## SEE ALSO

[io/unzip-to-dir](#)

Unzips `f` to a directory. `f` may be a file, a string (file path), a bytebuf, or an `InputStream`.

[io/unzip-nth](#)

Unzips the `nth` (zero.based) entry of the zip `f` returning its data as a bytebuf. `f` may be a bytebuf, a file, a string (file path) or ...

[io/unzip-first](#)

Unzips the first entry of the zip `f` returning its data as a bytebuf. `f` may be a bytebuf, a file, a string (file path) or an `InputStream`.

[io/zip](#)

Creates a zip containing the entries. An entry is given by a name and data. The entry data may be nil, a bytebuf, a file, a string ...

[io/zip?](#)

Returns true if `f` is a zipped file. `f` may be a file, a string (file path), a bytebuf, or an `InputStream`

## io/unzip-first

```
(io/unzip-first zip)
```

Unzips the first entry of the zip `f` returning its data as a `bytebuf`. `f` may be a `bytebuf`, a file, a string (file path) or an `InputStream`.

```
(-> (io/zip "a.txt" (bytebuf-from-string "abc" :utf-8)
           "b.txt" (bytebuf-from-string "def" :utf-8))
    (io/unzip-first))
=> [97 98 99]
```

### SEE ALSO

[io/unzip-to-dir](#)

Unzips `f` to a directory. `f` may be a file, a string (file path), a `bytebuf`, or an `InputStream`.

[io/unzip-nth](#)

Unzips the `nth` (zero.based) entry of the zip `f` returning its data as a `bytebuf`. `f` may be a `bytebuf`, a file, a string (file path) or ...

[io/unzip-all](#)

Unzips all entries of the zip `f` returning a map with the entry names as key and the entry data as `bytebuf` values. `f` may be a `bytebuf`, ...

[io/zip](#)

Creates a zip containing the entries. An entry is given by a name and data. The entry data may be `nil`, a `bytebuf`, a file, a string ...

[io/zip?](#)

Returns true if `f` is a zipped file. `f` may be a file, a string (file path), a `bytebuf`, or an `InputStream`

## io/unzip-nth

```
(io/unzip-nth zip n)
```

Unzips the `nth` (zero.based) entry of the zip `f` returning its data as a `bytebuf`. `f` may be a `bytebuf`, a file, a string (file path) or an `InputStream`.

```
(-> (io/zip "a.txt" (bytebuf-from-string "abc" :utf-8)
           "b.txt" (bytebuf-from-string "def" :utf-8)
           "c.txt" (bytebuf-from-string "ghi" :utf-8))
    (io/unzip-nth 1))
=> [100 101 102]
```

### SEE ALSO

[io/unzip-to-dir](#)

Unzips `f` to a directory. `f` may be a file, a string (file path), a `bytebuf`, or an `InputStream`.

[io/unzip-first](#)

Unzips the first entry of the zip `f` returning its data as a `bytebuf`. `f` may be a `bytebuf`, a file, a string (file path) or an `InputStream`.

[io/unzip-all](#)

Unzips all entries of the zip `f` returning a map with the entry names as key and the entry data as `bytebuf` values. `f` may be a `bytebuf`, ...

[io/zip](#)

Creates a zip containing the entries. An entry is given by a name and data. The entry data may be `nil`, a `bytebuf`, a file, a string ...

[io/zip?](#)



Returns true if f is a zipped file. f may be a file, a string (file path), a bytebuf, or an InputStream

[top](#)

## io/unzip-to-dir

```
(io/unzip-to-dir f dir)
```

Unzips f to a directory. f may be a file, a string (file path), a bytebuf, or an InputStream.

```
(-> (io/zip "a.txt" (bytebuf-from-string "abc" :utf-8)
          "b.txt" (bytebuf-from-string "def" :utf-8)
          "c.txt" (bytebuf-from-string "ghi" :utf-8))
    (io/unzip-to-dir "."))
```

### SEE ALSO

[io/unzip](#)

Unzips an entry from zip f the entry's data as a bytebuf. f may be a bytebuf,

[io/unzip-nth](#)

Unzips the nth (zero.based) entry of the zip f returning its data as a bytebuf. f may be a bytebuf, a file, a string (file path) or ...

[io/unzip-first](#)

Unzips the first entry of the zip f returning its data as a bytebuf. f may be a bytebuf, a file, a string (file path) or an InputStream.

[io/unzip-all](#)

Unzips all entries of the zip f returning a map with the entry names as key and the entry data as bytebuf values. f may be a bytebuf, ...

[io/zip](#)

Creates a zip containing the entries. An entry is given by a name and data. The entry data may be nil, a bytebuf, a file, a string ...

[io/zip?](#)

Returns true if f is a zipped file. f may be a file, a string (file path), a bytebuf, or an InputStream

[top](#)

## io/uri-stream

```
(io/uri-stream uri)
```

Returns a Java InputStream from the uri.

```
(-> (io/uri-stream "https://www.w3schools.com/xml/books.xml")
    (io/slurp-stream :binary false :encoding :utf-8))
```

[top](#)

## io/user-dir

```
(io/user-dir)
```

Returns the user dir (current working dir) as a java.io.File.

### SEE ALSO

[io/tmp-dir](#)

Returns the tmp dir as a java.io.File.

[io/user-home-dir](#)

Returns the user's home dir as a java.io.File.

[top](#)

## io/user-home-dir

```
(io/user-home-dir)
```

Returns the user's home dir as a java.io.File.

### SEE ALSO

[io/user-dir](#)

Returns the user dir (current working dir) as a java.io.File.

[io/tmp-dir](#)

Returns the tmp dir as a java.io.File.

[top](#)

## io/watch-dir

```
(io/watch-dir dir event-fn)
(io/watch-dir dir event-fn failure-fn)
(io/watch-dir dir event-fn failure-fn termination-fn)
```

Watch a directory for changes, and call the function event-fn when it does. Calls the optional failure-fn if errors occur. On closing the watcher termination-fn is called.

event-fn is a two argument function that receives the path and mode {:created, :deleted, :modified} of the changed file.

failure-fn is a two argument function that receives the watch dir and the failure exception.

termination-fn is a one argument function receives the watch dir.

Returns a watcher that is actively watching a directory. The watcher is a resource which should be closed with io/close-watcher.

```
(do
  (defn log [msg] (locking log (println msg)))

  (let [w (io/watch-dir "/tmp" #(log (str %1 " " %2)))]
    (sleep 30 :seconds)
    (io/close-watcher w)))
```

### SEE ALSO

[io/await-for](#)

Blocks the current thread until the file has been created, deleted, or modified according to the passed modes {:created, :deleted, ...}

[top](#)

## io/wrap-is-with-buffered-reader

```
(io/wrap-is-with-buffered-reader is encoding?)
```

Wraps an `InputStream` `is` with a `BufferedReader` using an optional encoding (defaults to `:utf-8`).

```
(do
  (import :java.io.ByteArrayInputStream)
  (let [data (byte-array [108 105 110 101 32 49 10 108 105 110 101 32 50])
        is (. :ByteArrayInputStream :new data)
        rd (io/wrap-is-with-buffered-reader is :utf-8)]
    (println (. rd :readLine))
    (println (. rd :readLine))))
line 1
line 2
=> nil
```

## SEE ALSO

[io/buffered-reader](#)

Creates a `BufferedReader` from an `InputStream` `is` with optional encoding (defaults to `:utf-8`), from a `Reader` or from a string.

[top](#)

## io/wrap-os-with-buffered-writer

`(io/wrap-os-with-buffered-writer os encoding?)`

Wraps an `OutputStream` `os` with a `BufferedWriter` using an optional encoding (defaults to `:utf-8`).

```
(do
  (import :java.io.ByteArrayOutputStream)
  (let [os (. :ByteArrayOutputStream :new)
        wr (io/wrap-os-with-buffered-writer os :utf-8)]
    (. wr :write "line 1")
    (. wr :newLine)
    (. wr :write "line 2")
    (. wr :flush)
    (. os :toByteArray)))
=> [108 105 110 101 32 49 10 108 105 110 101 32 50]
```

## SEE ALSO

[io/wrap-os-with-print-writer](#)

Wraps an `OutputStream` `os` with a `PrintWriter` using an optional encoding (defaults to `:utf-8`).

[top](#)

## io/wrap-os-with-print-writer

`(io/wrap-os-with-print-writer os encoding?)`

Wraps an `OutputStream` `os` with a `PrintWriter` using an optional encoding (defaults to `:utf-8`).

```
(do
  (import :java.io.ByteArrayOutputStream)
  (let [os (. :ByteArrayOutputStream :new)
        wr (io/wrap-os-with-print-writer os :utf-8)]
    (. wr :println "line 1")
    (. wr :println "line 2"))
```

```
(. wr :flush)
(. os :toByteArray)))
=> [108 105 110 101 32 49 10 108 105 110 101 32 50 10]
```

## SEE ALSO

[io/wrap-os-with-buffered-writer](#)

Wraps an OutputStream os with a BufferedWriter using an optional encoding (defaults to :utf-8).

top

## io/zip

(io/zip & entries)

Creates a zip containing the entries. An entry is given by a name and data. The entry data may be nil, a bytebuf, a file, a string (file path), or an InputStream. An entry name with a trailing '/' creates a directory. Returns the zip as bytebuf.

```
; single entry
(->> (io/zip "a.txt" (bytebuf-from-string "abc" :utf-8))
      (io/spit "test.zip"))

; multiple entries
(->> (io/zip "a.txt" (bytebuf-from-string "abc" :utf-8)
          "b.txt" (bytebuf-from-string "def" :utf-8)
          "c.txt" (bytebuf-from-string "ghi" :utf-8))
      (io/spit "test.zip"))

; multiple entries with subdirectories
(->> (io/zip "a.txt" (bytebuf-from-string "abc" :utf-8)
          "x/b.txt" (bytebuf-from-string "def" :utf-8)
          "x/y/c.txt" (bytebuf-from-string "ghi" :utf-8))
      (io/spit "test.zip"))

; empty directory z/
(->> (io/zip "a.txt" (bytebuf-from-string "abc" :utf-8)
          "z/" nil)
      (io/spit "test.zip"))
```

## SEE ALSO

[io/unzip](#)

Unzips an entry from zip f the entry's data as a bytebuf. f may be a bytebuf,

[io/gzip](#)

gzips f. f may be a file, a string (file path), a bytebuf or an InputStream. Returns a bytebuf.

[io/spit](#)

Opens file f, writes content, and then closes f. f may be a file or a string (file path). The content may be a string or a bytebuf.

[io/zip-list](#)

List the content of a the zip f. f may be a bytebuf, a file, a string (file path), or an InputStream.

[io/zip-list-entry-names](#)

Returns a list of the zip's entry names.

[io/zip-file](#)

Zips files. The zip-file may be a file, a string (file path) or an OutputStream.

[io/zip-append](#)

Appends entries to an existing zip file f. Overwrites existing entries. An entry is given by a name and data. The entry data may be ...

## [io/zip-remove](#)

Remove entries from a zip file f.

[top](#)

## io/zip-append

(io/zip-append f & entries)

Appends entries to an existing zip file f. Overwrites existing entries. An entry is given by a name and data. The entry data may be nil, a bytebuf, a file, a string (file path), or an InputStream. An entry name with a trailing '/' creates a directory.

```
(let [data (bytebuf-from-string "abc" :utf-8)]
  ; create the zip with a first file
  (->> (io/zip "a.txt" data)
    (io/spit "test.zip"))
  ; add text files
  (io/zip-append "test.zip" "b.txt" data "x/c.txt" data)
  ; add an empty directory
  (io/zip-append "test.zip" "x/y/" nil))
```

### SEE ALSO

#### [io/zip-file](#)

Zips files. The zip-file may be a file, a string (file path) or an OutputStream.

#### [io/zip-remove](#)

Remove entries from a zip file f.

[top](#)

## io/zip-file

(io/zip-file options\* zip-file & files)

Zips files. The zip-file may be a file, a string (file path) or an OutputStream.

Options:

:filter-fn fn - filters the files to be added to the zip.

```
; zip files
(io/zip-file "test.zip" "a.txt" "x/b.txt")

; zip all files in a directory
(io/zip-file "test.zip" "dir")

(io/zip-file :filter-fn (fn [dir name] (str/ends-with? name ".txt"))
  "test.zip"
  "test-dir")
```

### SEE ALSO

#### [io/zip](#)

Creates a zip containing the entries. An entry is given by a name and data. The entry data may be nil, a bytebuf, a file, a string ...

[top](#)

## io/zip-list

```
(io/zip-list f & options)
```

List the content of a the zip f. f may be a bytebuf, a file, a string (file path), or an InputStream.

Options:

:verbose true/false - e.g :verbose true, defaults to false

```
(io/zip-list "test-file.zip")
```

```
(io/zip-list "test-file.zip" :verbose true)
```

### SEE ALSO

[io/zip-list-entry-names](#)

Returns a list of the zip's entry names.

[io/zip](#)

Creates a zip containing the entries. An entry is given by a name and data. The entry data may be nil, a bytebuf, a file, a string ...

[io/unzip](#)

Unzips an entry from zip f the entry's data as a bytebuf. f may be a bytebuf,

[top](#)

## io/zip-list-entry-names

```
(io/zip-list-entry-names)
```

Returns a list of the zip's entry names.

```
(io/zip-list-entry-names "test-file.zip")
```

### SEE ALSO

[io/zip-list](#)

List the content of a the zip f. f may be a bytebuf, a file, a string (file path), or an InputStream.

[io/zip](#)

Creates a zip containing the entries. An entry is given by a name and data. The entry data may be nil, a bytebuf, a file, a string ...

[io/unzip](#)

Unzips an entry from zip f the entry's data as a bytebuf. f may be a bytebuf,

[top](#)

## io/zip-remove

```
(io/zip-remove f & entry-names)
```

Remove entries from a zip file f.

```
; remove files from zip
```

```
(io/zip-remove "test.zip" "x/a.txt" "x/b.txt")
```

```
; remove directory from zip
```

```
(io/zip-remove "test.zip" "x/y/")
```

## SEE ALSO

### [io/zip-file](#)

Zips files. The zip-file may be a file, a string (file path) or an OutputStream.

### [io/zip-append](#)

Appends entries to an existing zip file *f*. Overwrites existing entries. An entry is given by a name and data. The entry data may be ...

[top](#)

## io/zip?

```
(io/zip? f)
```

Returns true if *f* is a zipped file. *f* may be a file, a string (file path), a bytebuf, or an InputStream

```
(-> (io/zip "a" (bytebuf-from-string "abc" :utf-8)) (io/zip?))  
=> true
```

## SEE ALSO

### [io/zip](#)

Creates a zip containing the entries. An entry is given by a name and data. The entry data may be nil, a bytebuf, a file, a string ...

[top](#)

## java-enumeration-to-list

```
(java-enumeration-to-list e)
```

Converts a Java enumeration to a list

[top](#)

## java-iterator-to-list

```
(java-iterator-to-list e)
```

Converts a Java iterator to a list

[top](#)

## java-major-version

```
(java-major-version)
```

Returns the Java major version (8, 9, 11, ...).

```
(java-major-version)  
=> 8
```

## SEE ALSO

### [java-version](#)

Returns the Java VM version (1.8.0\_252, 11.0.7, ...)

### [java-version-info](#)

Returns the Java VM version info.

[top](#)

## java-obj?

```
(java-obj? obj)
```

Returns true if obj is a Java object

```
(java-obj? (. :java.math.BigInteger :new "0"))  
=> true
```

[top](#)

## java-source-location

```
(java-source-location class)
```

Returns the path of the source location of a class (fully qualified class name).

```
(java-source-location :com.github.jlangch.venice.Venice)
```

[top](#)

## java-unwrap-optional

```
(java-unwrap-optional val)
```

Unwraps a Java :java.util.Optional to its contained value or nil

[top](#)

## java-version

```
(java-version)
```

Returns the Java VM version (1.8.0\_252, 11.0.7, ...)

```
(java-version)  
=> "1.8.0_275"
```

## SEE ALSO

### [java-major-version](#)

Returns the Java major version (8, 9, 11, ...).



## java-version-info

Returns the Java VM version info.

top

## java-version-info

(java-version-info)

Returns the Java VM version info.

(java-version-info)

```
=> {:version "1.8.0_275" :vendor "AdoptOpenJDK" :vm-version "25.275-b01" :vm-name "OpenJDK 64-Bit Server VM" :
vm-vendor "AdoptOpenJDK"}
```

### SEE ALSO

#### [java-version](#)

Returns the Java VM version (1.8.0\_252, 11.0.7, ...)

#### [java-major-version](#)

Returns the Java major version (8, 9, 11, ...).

top

## java/javadoc

(javadoc class-or-object)

Opens a browser window displaying the javadoc for argument.

(java/javadoc :java.lang.String)

top

## json/pretty-print

(json/pretty-print s)

Pretty prints a JSON string

```
(json/pretty-print (json/write-str {:a 100 :b 100}))
=> "{\n  \"a\": 100,\n  \"b\": 100\n}"
```

### SEE ALSO

#### [json/write-str](#)

Writes the val to a JSON string.

#### [json/read-str](#)

Reads a JSON string and returns it as a Venice datatype.

#### [json/spit](#)

Spits the JSON converted val to the output.

#### [json/slurp](#)

Slurps a JSON string from the input and returns it as a Venice datatype.

[top](#)

## json/read-str

(json/read-str s & options)

Reads a JSON string and returns it as a Venice datatype.

Options are:

**:key-fn** fn

Single-argument function called on JSON property names;  
return value will replace the property names in the output.  
Default is 'identity', use 'keyword' to get keyword  
properties.

**:value-fn** fn

Function to transform values in JSON objects in  
the output. For each JSON property, value-fn is called with  
two arguments: the property name (transformed by key-fn) and  
the value. The return value of value-fn will replace the value  
in the output. The default value-fn returns the value unchanged.

**:decimal** boolean

If true use BigDecimal for decimal numbers instead of Double.  
Default is false.

```
(json/read-str (json/write-str {:a 100 :b 100}))
```

```
=> {"a" 100 "b" 100}
```

```
(json/read-str (json/write-str {:a 100 :b 100}) :key-fn keyword)
```

```
=> {:a 100 :b 100}
```

```
(json/read-str (json/write-str {:a 100 :b 100})
```

```
      :value-fn (fn [k v] (if (== "a" k) (inc v) v)))
```

```
=> {"a" 101 "b" 100}
```

### SEE ALSO

[json/write-str](#)

Writes the val to a JSON string.

[json/spit](#)

Spits the JSON converted val to the output.

[json/slurp](#)

Slurps a JSON string from the input and returns it as a Venice datatype.

[json/pretty-print](#)

Pretty prints a JSON string

[top](#)

## json/slurp

(json/slurp in & options)

Slurps a JSON string from the input and returns it as a Venice datatype.

in maybe a file, a Java InputStream, or a Java Reader.

Options are:

`:key-fn fn`

Single-argument function called on JSON property names;  
return value will replace the property names in the output.  
Default is 'identity', use 'keyword' to get keyword  
properties.

`:value-fn fn`

Function to transform values in JSON objects in  
the output. For each JSON property, value-fn is called with  
two arguments: the property name (transformed by key-fn) and  
the value. The return value of value-fn will replace the value  
in the output. The default value-fn returns the value unchanged.

`:decimal boolean`

If true use BigDecimal for decimal numbers instead of Double.  
Default is false.

`:encoding enc` - e.g `:encoding :utf-8`, defaults to `:utf-8`

```
(let [json (json/write-str {:a 100 :b 100})
      data (bytebuf-from-string json :utf-8)
      in (. :java.io.ByteArrayInputStream :new data)]
  (str (json/slurp in)))
=> "{a 100 b 100}"
```

## SEE ALSO

[json/write-str](#)

Writes the val to a JSON string.

[json/read-str](#)

Reads a JSON string and returns it as a Venice datatype.

[json/spit](#)

Spits the JSON converted val to the output.

[json/pretty-print](#)

Pretty prints a JSON string

[top](#)

## json/spit

(json/spit out val & options)

Spits the JSON converted val to the output.  
out maybe a file, a Java OutputStream, or a Java Writer.

Options are:

`:pretty boolean`

Enables/disables pretty printing.  
Defaults to false.

`:decimal-as-double boolean`

If true emit a decimal as double else as string.  
Defaults to false.

`:encoding enc` - e.g `:encoding :utf-8`, defaults to `:utf-8`

```
(let [out (. :java.io.ByteArrayOutputStream :new)]
  (json/spit out {:a 100 :b 100 :c [10 20 30]})
  (. out :flush)
  (. :java.lang.String :new (. out :toByteArray) "utf-8"))
=> "{\a\":100,\b\":100,\c\":[10,20,30]}"
```

## SEE ALSO

### [json/write-str](#)

Writes the val to a JSON string.

### [json/read-str](#)

Reads a JSON string and returns it as a Venice datatype.

### [json/slurp](#)

Slurps a JSON string from the input and returns it as a Venice datatype.

### [json/pretty-print](#)

Pretty prints a JSON string

[top](#)

## json/write-str

```
(json/write-str val & options)
```

Writes the val to a JSON string.

Options are:

- `:pretty` boolean
  - Enables/disables pretty printing.
  - Defaults to false.
- `:decimal-as-double` boolean
  - If true emit a decimal as double else as string.
  - Defaults to false.

```
(json/write-str {:a 100 :b 100})
```

```
=> "{\"a\":100,\"b\":100}"
```

```
(json/write-str {:a 100 :b 100} :pretty true)
```

```
=> "{\n  \"a\": 100,\n  \"b\": 100\n}"
```

### SEE ALSO

#### [json/read-str](#)

Reads a JSON string and returns it as a Venice datatype.

#### [json/spit](#)

Spits the JSON converted val to the output.

#### [json/slurp](#)

Slurps a JSON string from the input and returns it as a Venice datatype.

#### [json/pretty-print](#)

Pretty prints a JSON string

[top](#)

## just

```
(just x)
```

Creates a wrapped x, that is dereferenceable

```
(just 10)
```

```
=> (just 10)
```

```
(just "10")
```

```
=> (just "10")

(deref (just 10))
=> 10
```

[top](#)

## just?

```
(just? x)
```

Returns true if x is of type just

```
(just? (just 1))
=> true
```

[top](#)

## juxt

```
(juxt f)
(juxt f g)
(juxt f g h)
(juxt f g h & fs)
```

Takes a set of functions and returns a fn that is the juxtaposition of those fns. The returned fn takes a variable number of args, and returns a vector containing the result of applying each fn to the args (left-to-right).

```
((juxt a b c) x) => [(a x) (b x) (c x)]
```

```
((juxt first last) '(1 2 3 4))
=> [1 4]
```

```
(do
  (defn index-by [coll key-fn]
    (into {} (map (juxt key-fn identity) coll)))

  (index-by [{:id 1 :name "foo"}
             {:id 2 :name "bar"}
             {:id 3 :name "baz"}]
            :id))
=> {1 {:name "foo" :id 1} 2 {:name "bar" :id 2} 3 {:name "baz" :id 3}}
```

[top](#)

## keep

```
(keep f coll)
```

Returns a sequence of the non-nil results of (f item). Note, this means false return values will be included. f must be free of side-effects. Returns a transducer when no collection is provided.

```
(keep even? (range 1 4))
=> (false true false)
```

```
(keep (fn [x] (if (odd? x) x)) (range 4))
=> (1 3)

(keep #{3 5 7} '(1 3 5 7 9))
=> (3 5 7)
```

[top](#)

## key

```
(key e)
```

Returns the key of the map entry.

```
(key (find {:a 1 :b 2} :b))
=> :b
```

```
(key (first (entries {:a 1 :b 2 :c 3})))
=> :a
```

### SEE ALSO

[map](#)

Applies f to the set of first items of each coll, followed by applying f to the set of second items in each coll, until any one of the ...

[entries](#)

Returns a collection of the map's entries.

[val](#)

Returns the val of the map entry.

[keys](#)

Returns a collection of the map's keys.

[top](#)

## keys

```
(keys map)
```

Returns a collection of the map's keys.

Please note that the functions 'keys' and 'vals' applied to the same map are not guaranteed not return the keys and vals in the same order!

To achieve this, keys and vals can be calculated based on the map's entry list:

```
(let [e (entries {:a 1 :b 2 :c 3})]
  (println (map key e))
  (println (map val e)))
```

```
(keys {:a 1 :b 2 :c 3})
=> (:a :b :c)
```

### SEE ALSO

[vals](#)

Returns a collection of the map's values.

[entries](#)

Returns a collection of the map's entries.

## map

Applies `f` to the set of first items of each coll, followed by applying `f` to the set of second items in each coll, until any one of the ...

[top](#)

## keyword

(keyword name)

Returns a keyword from the given name

```
(keyword "a")  
=> :a
```

```
(keyword :a)  
=> :a
```

[top](#)

## keyword?

(keyword? x)

Returns true if `x` is a keyword

```
(keyword? (keyword "a"))  
=> true
```

```
(keyword? :a)  
=> true
```

```
(keyword? nil)  
=> false
```

```
(keyword? 'a)  
=> false
```

[top](#)

## kira/escape-html

(kira/escape-html val)  
(kira/escape-html val f)

Returns a HTML escaped string. If the passed data is not of type string it will be converted first to a string using the 'str' function.  
An optional function `f` transforms the value before being converted to a string and HTML escaped.

```
(do  
  (ns test)  
  (load-module :kira)  
  
  (println (kira/eval "<div><%= (kira/escape-html formula) %></div>"  
    { :formula "x > 100" })))
```

```
(defn format [t] (time/format t "yyyy-MM-dd"))
(println (kira/eval "<div><%= (kira/escape-html date test/format) %></div>"
                   { :date (time/local-date 2000 8 1) })))

<div>x &gt; 100</div>
<div>2000-08-01</div>
=> nil
```

## SEE ALSO

[kira/escape-xml](#)

Returns an XML escaped string. If the passed data is not of type string it will be converted first to a string using the 'str' function.

top

## kira/escape-xml

```
(kira/escape-xml val)
(kira/escape-xml val f)
```

Returns an XML escaped string. If the passed data is not of type string it will be converted first to a string using the 'str' function.

An optional function `f` transforms the value before being converted to a string and XML escaped.

```
(do
  (ns test)
  (load-module :kira)

  (println (kira/eval "<formula><%= (kira/escape-xml formula) %></formula>"
                     { :formula "x > 100" })))

  (defn format [t] (time/format t "yyyy-MM-dd"))
  (println (kira/eval "<date><%= (kira/escape-xml date test/format) %></date>"
                     { :date (time/local-date 2000 8 1) })))

<formula>x &gt; 100</formula>
<date>2000-08-01</date>
=> nil
```

## SEE ALSO

[kira/escape-html](#)

Returns a HTML escaped string. If the passed data is not of type string it will be converted first to a string using the 'str' function.

top

## kira/eval

```
(kira/eval source)
(kira/eval source bindings)
(kira/eval source delimiters bindings)
```

Evaluate a template using the supplied bindings. The template source may be a string, or an I/O source such as a File, Reader or InputStream.

```
(do
  (ns test)
  (load-module :kira)

  (println (kira/eval "Hello <%= name %>" { :name "Alice" })))
```



```

(kiraprintln (kira/eval "1 + 2 = <%= (+ 1 2) %>"))
(kiraprintln (kira/eval "2 + 3 = <%(print (+ 2 3)) %>"))
(kiraprintln (kira/eval "${$=x}$ + {$=y}$ = {$= (+ x y) }$"
  ["{$" "}$"]
  {:x 4 :y 5})))

(kiraprintln (kira/eval "margin: <%(if large 100 10) %>"
  { :large false })))
(kiraprintln (kira/eval "fruits: <%(doseq [f fruits] %><%= f %> <% ) %>"
  { :fruits '("apple" "peach") })))
(kiraprintln (kira/eval "fruits: <%(doseq [f fruits] %><%= f %> <% ) %>"
  { :fruits '("apple" "peach") })))

(kiraprintln (kira/eval "when: <%(when large %>is large<% ) %>"
  { :large true })))
(kiraprintln (kira/eval "if: <%(if large (do %>100<% ) (do %>1<% )) %>"
  { :large true })))

(kiraprintln (kira/eval "<div><%= (kira/escape-html formula) %></div>"
  { :formula "12 < 15" })))

```

Hello Alice  
1 + 2 = 3  
2 + 3 = 5  
4 + 5 = 9  
margin: 10  
fruits: apple peach  
fruits: apple peach  
when: is large  
if: 100  
<div>12 &lt; 15</div>  
=> nil

## SEE ALSO

### [kira/fn](#)

Compile a template into a function that takes the supplied arguments. The template source may be a string, or an I/O source such as ...

### [kira/escape-xml](#)

Returns an XML escaped string. If the passed data is not of type string it will be converted first to a string using the 'str' function.

### [kira/escape-html](#)

Returns a HTML escaped string. If the passed data is not of type string it will be converted first to a string using the 'str' function.

[top](#)

## kira/fn

```

(kira/fn args source)
(kira/fn args source delimiters)

```

Compile a template into a function that takes the supplied arguments. The template source may be a string, or an I/O source such as a File, Reader or InputStream.

```

(do
  (load-module :kira)

  (def hello (kira/fn [name] "Hello <%= name %>"))
  (println (hello "Alice"))
  (println (hello "Bob")))

```

Hello Alice  
Hello Bob  
=> nil

## SEE ALSO

[kira/eval](#)

Evaluate a template using the supplied bindings. The template source may be a string, or an I/O source such as a File, Reader or InputStream.

[kira/escape-xml](#)

Returns an XML escaped string. If the passed data is not of type string it will be converted first to a string using the 'str' function.

[kira/escape-html](#)

Returns a HTML escaped string. If the passed data is not of type string it will be converted first to a string using the 'str' function.

[top](#)

## last

```
(last coll)
```

Returns the last element of coll.

```
(last nil)
=> nil
```

```
(last [])
=> nil
```

```
(last [1 2 3])
=> 3
```

```
(last '())
=> nil
```

```
(last '(1 2 3))
=> 3
```

```
(last "abc")
=> "c"
```

[top](#)

## lazy-seq

```
(lazy-seq)
(lazy-seq f)
(lazy-seq seed f)
(lazy-seq head tail-lazy-seq)
```

Creates a new lazy sequence.

```
(lazy-seq)
  empty lazy sequence
```

```
(lazy-seq f)
  (theoretically) infinitely lazy sequence using a repeatedly
  invoked supplier function for each next value. The sequence
  ends if the supplier returns nil.
```

```
(lazy-seq seed f)
  (theoretically) infinitely lazy sequence with a seed value
```

and a function to calculate the next value based on the previous.

(lazy-seq head tail-lazy-seq)

Constructs lazy sequence of a head element and a lazy sequence tail supplier.

; empty lazy sequence

```
(->> (lazy-seq)
      (doall))
=> ()
```

; lazy sequence with a supplier function producing random longs

```
(->> (lazy-seq rand-long)
      (take 4)
      (doall))
=> (461744028256076559 2357942286093378576 2027637248487231173 5949775514977198723)
```

; lazy sequence with a constant value

```
(->> (lazy-seq (constantly 5))
      (take 4)
      (doall))
=> (5 5 5 5)
```

; lazy sequence with a seed value and a supplier function

; producing of all positive numbers (1, 2, 3, 4, ...)

```
(->> (lazy-seq 1 inc)
      (take 10)
      (doall))
=> (1 2 3 4 5 6 7 8 9 10)
```

; producing of all positive even numbers (2, 4, 6, ...)

```
(->> (lazy-seq 2 #(+ % 2))
      (take 10)
      (doall))
=> (2 4 6 8 10 12 14 16 18 20)
```

; lazy sequence with a mapping

```
(->> (lazy-seq 1 (fn [x] (do (println "realized" x)
                             (inc x))))
      (take 10)
      (map #(* 10 %))
      (take 2)
      (doall))
realized 1
=> (10 20)
```

; lazy sequence from a head element and a tail lazy

; sequence

```
(->> (cons -1 (lazy-seq 0 #(+ % 1)))
      (take 5)
      (doall))
=> (-1 0 1 2 3)
```

; finite lazy sequence from a vector

```
(->> (lazy-seq [1 2 3 4])
      (doall))
=> (1 2 3 4)
```

; finite lazy sequence with a supplier function that

; returns nil to terminate the sequence

```
(do
  (def counter (atom 5))
  (defn generate []
```

```
(swap! counter dec)
(if (pos? @counter) @counter nil))
(doall (lazy-seq generate)))
=> (4 3 2 1)
```

[top](#)

## lazy-seq?

```
(lazy-seq? obj)
```

Returns true if obj is a lazyseq

```
(lazy-seq? (lazy-seq rand-long))
=> true
```

[top](#)

## let

```
(let [bindings*] exprs*)
```

Evaluates the expressions and binds the values to symbols in the new local context.

```
(let [x 1] x)
=> 1
```

;; destructured map

```
(let [{:keys [width height title ]
      :or {width 640 height 500}
      :as styles}
      {:width 1000 :title "Title"}]
  (println "width: " width)
  (println "height: " height)
  (println "title: " title)
  (println "styles: " styles))
```

width: 1000

height: 500

title: Title

styles: {:width 1000 :title Title}

=> nil

[top](#)

## list

```
(list & items)
```

Creates a new list containing the items.

```
(list)
=> ()
```

```
(list 1 2 3)
=> (1 2 3)
```

```
(list 1 2 3 [:a :b])  
=> (1 2 3 [:a :b])
```

[top](#)

## list\*

```
(list* args)  
(list* a args)  
(list* a b args)  
(list* a b c args)  
(list* a b c d & more)
```

Creates a new list containing the items prepended to the rest, the last of which will be treated as a collection.

```
(list* 1 [2 3])  
=> (1 2 3)  
  
(list* 1 2 3 [4])  
=> (1 2 3 4)  
  
(list* '(1 2) 3 [4])  
=> ((1 2) 3 4)  
  
(list* nil)  
=> nil  
  
(list* nil [2 3])  
=> (nil 2 3)  
  
(list* 1 2 nil)  
=> (1 2)
```

[top](#)

## list-comp

```
(list-comp seq-exprs body-expr)
```

List comprehension. Takes a vector of one or more binding-form or collection-expr pairs, each followed by zero or more modifiers, and yields a collection of evaluations of expr.

Supported modifiers are: `:when` predicate

```
(list-comp [x (range 10)] x)  
=> (0 1 2 3 4 5 6 7 8 9)  
  
(list-comp [x (range 5)] (* x 2))  
=> (0 2 4 6 8)  
  
(list-comp [x (range 10) :when (odd? x)] x)  
=> (1 3 5 7 9)  
  
(list-comp [x (range 10) :when (odd? x)] (* x 2))  
=> (2 6 10 14 18)
```

```
(list-comp [x (seq "abc") y [0 1 2]] [x y])
=> (["a" 0] ["a" 1] ["a" 2] ["b" 0] ["b" 1] ["b" 2] ["c" 0] ["c" 1] ["c" 2])
```

## SEE ALSO

### [doseq](#)

Repeatedly executes body (presumably for side-effects) with bindings and filtering as provided by "list-comp". Does not retain the ...

### [dotimes](#)

Repeatedly executes body with name bound to integers from 0 through n-1.

[top](#)

## list?

```
(list? obj)
```

Returns true if obj is a list

```
(list? (list 1 2))
=> true
```

```
(list? '(1 2))
=> true
```

[top](#)

## load-classpath-file

```
(load-classpath-file name)
(load-classpath-file name force)
```

Sequentially read and evaluate the set of forms contained in the classpath file. The function is restricted to classpath files with the extension '.venice'.

```
(do
  (load-classpath-file "com/github/jlangch/venice/test.venice")
  (test/test-fn "hello"))
=> "test: hello"

(do
  (load-classpath-file "com/github/jlangch/venice/test.venice")
  (test/test-fn "hello")
  ; reload the classpath file
  (ns-remove test)
  (load-classpath-file "com/github/jlangch/venice/test.venice" true)
  (test/test-fn "hello"))
=> "test: hello"
```

## SEE ALSO

### [load-file](#)

Sequentially read and evaluate the set of forms contained in the file.

### [load-string](#)

Sequentially read and evaluate the set of forms contained in the string.

[top](#)

## load-file

```
(load-file file)
(load-file file force)
```

Sequentially read and evaluate the set of forms contained in the file.  
If the file can not be found on the global load paths and the sandbox permits the file is either loaded from the current working directory if it has a relative path or it is loaded from its absolute path.  
With 'force' set to false (the default) the file is only loaded once and then served from a cache. With 'force' set to true it is always loaded physically.  
The function is restricted to load files with the extension '.venice'. If the file extension is missing '.venice' will be implicitly added.  
Returns 'true' if the file has been successfully loaded and 'false' if the file has been already loaded. Throws an exception on loading error.

```
(load-file "coffee")

(load-file "coffee.venice")

(load-file "beverages/coffee")
```

### SEE ALSO

#### [load-classpath-file](#)

Sequentially read and evaluate the set of forms contained in the classpath file. The function is restricted to classpath files with ...

#### [load-string](#)

Sequentially read and evaluate the set of forms contained in the string.

[top](#)

## load-module

```
(load-module m)
(load-module m force)
```

Loads a Venice predefined extension module.  
Returns 'true' if the module has been successfully loaded and 'false' if the module has been already loaded.  
Throws an exception on loading error.

```
(load-module :math)
=> :math

(do
  (load-module :math)
  ; reload the module
  (ns-remove math)
  (load-module :math true))
=> :math
```

[top](#)

## load-resource

```
(load-resource res)
```

Loads a resource from the application archive or the `*load-path*`. Returns a `bytebuffer` or `nil` if the resource is not found in any of the two locations.

[top](#)

## load-string

`(load-string s)`

Sequentially read and evaluate the set of forms contained in the string.

```
(do
  (load-string "(def x 1)")
  (+ x 2))
=> 3
```

### SEE ALSO

#### [load-file](#)

Sequentially read and evaluate the set of forms contained in the file.

#### [load-classpath-file](#)

Sequentially read and evaluate the set of forms contained in the classpath file. The function is restricted to classpath files with ...

[top](#)

## locking

`(locking x & exprs)`

Executes `exprs` in an implicit `do`, while holding the monitor of `x`.  
Will release the monitor of `x` in all circumstances.  
Locking operates like the `synchronized` keyword in Java.

```
(do
  (def x 1)
  (locking x
    (println 100)
    (println 200)))

100
200
=> nil

;; Locks are reentrant
(do
  (def x 1)
  (locking x
    (locking x
      (println "in"))
    (println "out")))

in
out
=> nil
```

[top](#)

## log



(log x)

log x

```
(log 10)
=> 2.302585092994046
```

```
(log 10.23)
=> 2.325324579963535
```

```
(log 10.23M)
=> 2.325324579963535
```

[top](#)

## log10

(log10 x)

log10 x

```
(log10 10)
=> 1.0
```

```
(log10 10.23)
=> 1.0098756337121602
```

```
(log10 10.23M)
=> 1.0098756337121602
```

[top](#)

## long

(long x)

Converts to long

```
(long 1)
=> 1
```

```
(long nil)
=> 0
```

```
(long false)
=> 0
```

```
(long true)
=> 1
```

```
(long 1.2)
=> 1
```

```
(long 1.2M)
=> 1
```

```
(long "1")  
=> 1  
  
(long (char "A"))  
=> 65
```

[top](#)

## long-array

```
(long-array coll)  
(long-array len)  
(long-array len init-val)
```

Returns an array of Java primitive longs containing the contents of coll or returns an array with the given length and optional init value

```
(long-array '(1 2 3))  
=> [1, 2, 3]  
  
(long-array '(1I 2 3.2 3.56M))  
=> [1, 2, 3, 3]  
  
(long-array 10)  
=> [0, 0, 0, 0, 0, 0, 0, 0, 0, 0]  
  
(long-array 10 42)  
=> [42, 42, 42, 42, 42, 42, 42, 42, 42, 42]
```

[top](#)

## long?

```
(long? n)
```

Returns true if n is a long

```
(long? 4)  
=> true  
  
(long? 4I)  
=> false  
  
(long? 3.1)  
=> false  
  
(long? true)  
=> false  
  
(long? nil)  
=> false  
  
(long? {})  
=> false
```

[top](#)

## loop

```
(loop [bindings*] exprs*)
```

Evaluates the exprs and binds the bindings. Creates a recursion point with the bindings.

```
;; tail recursion
(loop [x 10]
  (when (> x 1)
    (println x)
    (recur (- x 2)))))
10
8
6
4
2
=> nil

;; tail recursion
(do
  (defn sum [n]
    (loop [cnt n acc 0]
      (if (zero? cnt)
        acc
        (recur (dec cnt) (+ acc cnt))))))
  (sum 10000))
=> 50005000
```

### SEE ALSO

[recur](#)

Evaluates the exprs and rebinds the bindings of the recursion point to the values of the exprs. The recur expression must be at the ...

[top](#)

## macro?

```
(macro? x)
```

Returns true if x is a macro

```
(macro? and)
=> true
```

[top](#)

## macroexpand

```
(macroexpand form)
```

If form represents a macro form, returns its expansion, else returns form.

To recursively expand all macros in a form use (macroexpand-all form).

```
(macroexpand '(> c (+ 3) (* 2)))
=> (* (+ c 3) 2)
```

## SEE ALSO

[defmacro](#)

Macro definition

[macroexpand-all](#)

Recursively expands all macros in the form.

[top](#)

## macroexpand-all

(macroexpand-all form)

Recursively expands all macros in the form.

```
(macroexpand-all '(and true true))
```

```
=> (let [cond__19709__auto true] (if cond__19709__auto true cond__19709__auto))
```

```
(macroexpand-all '(and true (or true false) true))
```

```
=> (let [cond__19735__auto true] (if cond__19735__auto (let [cond__19735__auto (let [cond__19736__auto true]
(if cond__19736__auto cond__19736__auto false))] (if cond__19735__auto true cond__19735__auto))
cond__19735__auto))
```

```
(macroexpand-all '(let [n 5] (cond (< n 0) -1 (> n 0) 1 :else 0)))
```

```
=> (let [n 5] (if (< n 0) -1 (if (> n 0) 1 (if :else 0 nil))))
```

## SEE ALSO

[macroexpand](#)

If form represents a macro form, returns its expansion, else returns form.

[defmacro](#)

Macro definition

[top](#)

## make-array

(make-array type len)

(make-array type dim &more-dims)

Returns an array of the given type and length

```
(str (make-array :long 5))
```

```
=> "[0, 0, 0, 0, 0]"
```

```
(str (make-array :java.lang.Long 5))
```

```
=> "[nil, nil, nil, nil, nil]"
```

```
(str (make-array :long 2 3))
```

```
=> "[[0 0 0], [0 0 0]]"
```

```
(aset (make-array :java.lang.Long 5) 3 9999)
```

```
=> [nil, nil, nil, 9999, nil]
```

[top](#)

## map

```
(map f coll colls*)
```

Applies `f` to the set of first items of each `coll`, followed by applying `f` to the set of second items in each `coll`, until any one of the `colls` is exhausted. Any remaining items in other `colls` are ignored. Returns a transducer when no collection is provided.

```
(map inc [1 2 3 4])  
=> (2 3 4 5)
```

```
(map + [1 2 3 4] [10 20 30 40])  
=> (11 22 33 44)
```

```
(map list '(1 2 3 4) '(10 20 30 40))  
=> ((1 10) (2 20) (3 30) (4 40))
```

```
(map (fn [e] [(key e) (inc (val e))]) {:a 1 :b 2})  
=> ([:a 2] [:b 3])
```

```
(map inc #{1 2 3})  
=> (2 3 4)
```

### SEE ALSO

#### [filter](#)

Returns a collection of the items in `coll` for which `(predicate item)` returns logical true. Returns a transducer when no collection is provided.

#### [reduce](#)

`f` should be a function of 2 arguments. If `val` is not supplied, returns the result of applying `f` to the first 2 items in `coll`, then ...

[top](#)

## map-entry

```
(map-entry key val)
```

Creates a new map entry

```
(map-entry :a 1)  
=> [:a 1]
```

```
(key (map-entry :a 1))  
=> :a
```

```
(val (map-entry :a 1))  
=> 1
```

```
(entries {:a 1 :b 2 :c 3})  
=> ([:a 1] [:b 2] [:c 3])
```

### SEE ALSO

#### [map-entry?](#)

Returns true if `m` is a map entry

#### [entries](#)

Returns a collection of the map's entries.

## map

Applies `f` to the set of first items of each coll, followed by applying `f` to the set of second items in each coll, until any one of the ...

## key

Returns the key of the map entry.

## val

Returns the val of the map entry.

[top](#)

## map-entry?

```
(map-entry? m)
```

Returns true if `m` is a map entry

```
(map-entry? (map-entry :a 1))  
=> true
```

```
(map-entry? (first (entries {:a 1 :b 2})))  
=> true
```

## SEE ALSO

### map-entry

Creates a new map entry

### entries

Returns a collection of the map's entries.

### map

Applies `f` to the set of first items of each coll, followed by applying `f` to the set of second items in each coll, until any one of the ...

[top](#)

## map-indexed

```
(map-indexed f coll)
```

Retruns a collection of applying `f` to 0 and the first item of coll, followed by applying `f` to 1 and the second item of coll, etc. until coll is exhausted. Returns a stateful transducer when no collection is provided.

```
(map-indexed (fn [idx val] [idx val]) [:a :b :c])  
=> ([0 :a] [1 :b] [2 :c])
```

```
(map-indexed vector [:a :b :c])  
=> ([0 :a] [1 :b] [2 :c])
```

```
(map-indexed vector "abcdef")  
=> ([0 "a"] [1 "b"] [2 "c"] [3 "d"] [4 "e"] [5 "f"])
```

```
(map-indexed hash-map [:a :b :c])  
=> ({0 :a} {1 :b} {2 :c})
```

[top](#)

## map-invert

```
(map-invert m)
```

Returns the map with the vals mapped to the keys.

```
(map-invert {:a 1 :b 2 :c 3})  
=> {1 :a 2 :b 3 :c}
```

[top](#)

## map-keys

```
(map-keys f m)
```

Applys function f to the keys of the map m.

```
(map-keys name {:a 1 :b 2 :c 3})  
=> {"a" 1 "b" 2 "c" 3}
```

[top](#)

## map-vals

```
(map-vals f m)
```

Applys function f to the values of the map m.

```
(map-vals inc {:a 1 :b 2 :c 3})  
=> {:a 2 :b 3 :c 4}  
  
(map-vals :len {:a {:col 1 :len 10} :b {:col 2 :len 20} :c {:col 3 :len 30}})  
=> {:a 10 :b 20 :c 30}
```

[top](#)

## map?

```
(map? obj)
```

Returns true if obj is a map

```
(map? {:a 1 :b 2})  
=> true
```

[top](#)

## mapcat

```
(mapcat fn & colls)
```

Returns the result of applying concat to the result of applying map to fn and colls. Thus function fn should return a collection.

```
(mapcat reverse [[3 2 1 0] [6 5 4] [9 8 7]])
=> (0 1 2 3 4 5 6 7 8 9)

(mapcat list [:a :b :c] [1 2 3])
=> (:a 1 :b 2 :c 3)

(mapcat #(remove even? %) [[1 2] [2 2] [2 3]])
=> (1 3)

(mapcat #(repeat 2 %) [1 2])
=> (1 1 2 2)

(mapcat (juxt inc dec) [1 2 3 4])
=> (2 0 3 1 4 2 5 3)

;; Turn a frequency map back into a coll.
(mapcat (fn [[x n]] (repeat n x)) {:a 2 :b 1 :c 3})
=> (:a :a :b :c :c :c)
```

[top](#)

## mapv

```
(mapv f coll colls*)
```

Returns a vector consisting of the result of applying f to the set of first items of each coll, followed by applying f to the set of second items in each coll, until any one of the colls is exhausted. Any remaining items in other colls are ignored.

```
(mapv inc [1 2 3 4])
=> [2 3 4 5]

(mapv + [1 2 3 4] [10 20 30 40])
=> [11 22 33 44]
```

[top](#)

## match?

```
(match? s regex)
```

Returns true if the string s matches the regular expression regex

```
(match? "1234" "[0-9]+")
=> true

(match? "1234ss" "[0-9]+")
=> false
```

[top](#)

## maven/download



(maven/download artefact options\*)

Downloads an artefact in the format 'group-id:artefact-id:version' from a Maven repository. Can download any combination of the jar, sources, or pom artefacts to a directory.

Options:

:jar {true,false}	download the jar, defaults to true
:sources {true,false}	download the sources, defaults to false
:pom {true,false}	download the pom, defaults to false
:dir path	download dir, defaults to "."
:repo maven-repo	a maven repo, defaults to "https://repo1.maven.org/maven2"
:silent {true,false}	if silent is true does not show a progress bar, defaults to true

```
(maven/download "org.knowm.xchart:xchart:3.6.1")
```

```
(maven/download "org.knowm.xchart:xchart:3.6.1" :sources true :pom true)
```

```
(maven/download "org.knowm.xchart:xchart:3.6.1" :dir "." :jar false :sources true)
```

```
(maven/download "org.knowm.xchart:xchart:3.6.1" :dir "." :sources true)
```

```
(maven/download "org.knowm.xchart:xchart:3.6.1" :dir "." :sources true :repo "https://repo1.maven.org/maven2")
```

```
(maven/download "org.knowm.xchart:xchart:3.6.1" :dir "." :silent false)
```

top

## maven/get

(maven/get artefact type options\*)

Downloads artefact in the format 'group-id:artefact-id:version' from a Maven repository. The artefact type 'type' is one of { :jar, :sources, :pom }. Returns the artefact as byte buffer.

Options:

:repo maven-repo	a maven repo, defaults to "https://repo1.maven.org/maven2"
:silent {true,false}	if silent is true does not show a progress bar, defaults to true

```
(maven/get "org.knowm.xchart:xchart:3.6.1" :jar)
```

```
(maven/get "org.knowm.xchart:xchart:3.6.1" :jar :silent false)
```

```
(maven/get "org.knowm.xchart:xchart:3.6.1" :sources)
```

```
(maven/get "org.knowm.xchart:xchart:3.6.1" :jar :repo "https://repo1.maven.org/maven2")
```

top

## maven/uri

(maven/uri artefact type options\*)

Returns an URI for an artefact in the format 'group-id:artefact-id:version' from a Maven repository. The artefact type 'type' is one of { :jar, :sources, :pom }

Options:

:repo maven-repo a maven repo, defaults to "https://repo1.maven.org/maven2"

```
(maven/uri "org.knowm.xchart:xchart:3.6.1" :jar)
```

```
(maven/uri "org.knowm.xchart:xchart:3.6.1" :jar :repo "https://repo1.maven.org/maven2")
```

[top](#)

## max

```
(max x)
(max x y)
(max x y & more)
```

Returns the greatest of the values

```
(max 1)
=> 1

(max 1 2)
=> 2

(max 4 3 2 1)
=> 4

(max 1I 2I)
=> 2I

(max 1.0)
=> 1.0

(max 1.0 2.0)
=> 2.0

(max 4.0 3.0 2.0 1.0)
=> 4.0

(max 1.0M)
=> 1.0M

(max 1.0M 2.0M)
=> 2.0M

(max 4.0M 3.0M 2.0M 1.0M)
=> 4.0M

(max 1.0M 2)
=> 2
```

[top](#)

## mean

```
(mean x)
(mean x y)
(mean x y & more)
```

Returns the mean value of the values

```
(mean 10 20 30)
=> 20.0

(mean 1.4 3.6)
=> 2.5

(mean 2.8M 6.4M)
=> 4.6000000000000000M
```

[top](#)

## median

(median coll)

Returns the median of the values

```
(median '(3 1 2))
=> 2.0

(median '(3 2 1 4))
=> 2.5

(median '(3.6 1.4 4.8))
=> 3.6

(median '(3.6M 1.4M 4.8M))
=> 3.6M
```

[top](#)

## memoize

(memoize f)

Returns a memoized version of a referentially transparent function.

Note:

Use memoization for expensive calculations. If used with fast calculations it has the opposite effect and can slow it down actually!

```
(do
  (def fibonacci
    (memoize
      (fn [n]
        (cond
          (<= n 0) 0
          (< n 2) 1
          :else (+ (fibonacci (- n 1)) (fibonacci (- n 2)))))))

  (time (fibonacci 25)))
Elapsed time: 3.13ms
=> 75025
```

[top](#)

## merge

(merge & maps)

Returns a map that consists of the rest of the maps conj-ed onto the first. If a key occurs in more than one map, the mapping from the latter (left-to-right) will be the mapping in the result.

```
(merge {:a 1 :b 2 :c 3} {:b 9 :d 4})  
=> {:a 1 :b 9 :c 3 :d 4}
```

```
(merge {:a 1} nil)  
=> {:a 1}
```

```
(merge nil {:a 1})  
=> {:a 1}
```

```
(merge nil nil)  
=> nil
```

[top](#)

## merge-with

(merge-with f & maps)

Returns a map that consists of the rest of the maps conj-ed onto the first. If a key occurs in more than one map, the mapping(s) from the latter (left-to-right) will be combined with the mapping in the result by calling (f val-in-result val-in-latter).

```
(merge-with + {:a 1 :b 2} {:a 9 :b 98 :c 0})  
=> {:a 10 :b 100 :c 0}
```

```
(merge-with into {:a [1] :b [2]} {:b [3 4] :c [5 6]})  
=> {:a [1] :b [2 3 4] :c [5 6]}
```

[top](#)

## meta

(meta obj)

Returns the metadata of obj, returns nil if there is no metadata.

```
(meta (vary-meta [1 2] assoc :a 1))  
=> {:a 1 :line 14 :column 28 :file "example"}
```

[top](#)

## min

```
(min x)  
(min x y)
```

(min x y & more)

Returns the smallest of the values

```
(min 1)
=> 1
```

```
(min 1 2)
=> 1
```

```
(min 4 3 2 1)
=> 1
```

```
(min 1I 2I)
=> 1I
```

```
(min 1.0)
=> 1.0
```

```
(min 1.0 2.0)
=> 1.0
```

```
(min 4.0 3.0 2.0 1.0)
=> 1.0
```

```
(min 1.0M)
=> 1.0M
```

```
(min 1.0M 2.0M)
=> 1.0M
```

```
(min 4.0M 3.0M 2.0M 1.0M)
=> 1.0M
```

```
(min 1.0M 2)
=> 1.0M
```

[top](#)

## mod

(mod n d)

Modulus of n and d.

```
(mod 10 4)
=> 2
```

```
(mod -1 5)
=> 4
```

```
(mod 10I 4I)
=> 2I
```

[top](#)

## module-name

(module-name class)

Returns the Java module name of a class.

(module-name (class :java.util.ArrayList))

## SEE ALSO

[class](#)

Returns the Java class for the given name. Throws an exception if the class is not found.

[class-name](#)

Returns the Java class name of a class.

[top](#)

## modules

(modules)

Lists the available modules

[top](#)

## mutable-list

(mutable-list & items)

Creates a new mutable threadsafe list containing the items.

(mutable-list)

=> ()

(mutable-list 1 2 3)

=> (1 2 3)

(mutable-list 1 2 3 [:a :b])

=> (1 2 3 [:a :b])

[top](#)

## mutable-list?

(mutable-list? obj)

Returns true if obj is a mutable list

(mutable-list? (mutable-list 1 2))

=> true

[top](#)

## mutable-map

```
(mutable-map & keyvals)
(mutable-map map)
```

Creates a new mutable threadsafe map containing the items.

```
(mutable-map :a 1 :b 2)
=> {:a 1 :b 2}
```

```
(mutable-map (hash-map :a 1 :b 2))
=> {:a 1 :b 2}
```

[top](#)

## mutable-map?

```
(mutable-map? obj)
```

Returns true if obj is a mutable map

```
(mutable-map? (mutable-map :a 1 :b 2))
=> true
```

[top](#)

## mutable-set

```
(mutable-set & items)
```

Creates a new mutable set containing the items.

```
(mutable-set)
=> #[]
```

```
(mutable-set nil)
=> #{nil}
```

```
(mutable-set 1)
=> #{1}
```

```
(mutable-set 1 2 3)
=> #{1 2 3}
```

```
(mutable-set [1 2] 3)
=> #{3 [1 2]}
```

[top](#)

## mutable-set?

```
(mutable-set? obj)
```

Returns true if obj is a mutable-set

```
(mutable-set? (mutable-set 1))  
=> true
```

[top](#)

## name

```
(name x)
```

Returns the name String of a string, symbol, keyword, or function/macro.

```
(name :x)  
=> "x"
```

```
(name 'x)  
=> "x"
```

```
(name "x")  
=> "x"
```

```
(name +)  
=> "+"
```

```
(do  
  (ns foo)  
  (def add +)  
  (name add))  
=> "+"
```

```
;; compare with var-name  
(var-name +)  
=> "+"
```

```
;; compare aliased function with var-name  
(do  
  (ns foo)  
  (def add +)  
  (var-name add))  
=> "add"
```

[top](#)

## namespace

```
(namespace x)
```

Returns the namespace string of a symbol, keyword, or function.

```
(namespace 'user/foo)  
=> "user"
```

```
(namespace :user/foo)  
=> "user"
```

```
(namespace +)  
=> "core"
```

```
(do
```



```
(ns foo)
(def add +)
(namespace add))
=> "core"
```

```
;; compare with var-ns
(var-ns +)
=> "core"
```

```
;; compare alias def'd function with var-ns
(do
  (ns foo)
  (def add +)
  (var-ns add))
=> "foo"
```

## SEE ALSO

[ns](#)

Opens a namespace.

[var-ns](#)

Returns the namespace of the var's symbol

[top](#)

## nano-time

```
(nano-time)
```

Returns the current value of the running Java Virtual Machine's high-resolution time source, in nanoseconds.

```
(nano-time)
=> 263151875718055
```

## SEE ALSO

[current-time-millis](#)

Returns the current time in milliseconds.

[top](#)

## neg?

```
(neg? x)
```

Returns true if x smaller than zero else false

```
(neg? -3)
=> true
```

```
(neg? 3)
=> false
```

```
(neg? (int -3))
=> true
```

```
(neg? -3.2)
```

```
=> true

(neg? -3.2M)
=> true
```

[top](#)

## negate

```
(negate x)
```

Negates x

```
(negate 10)
=> -10

(negate 10I)
=> -10I

(negate 1.23)
=> -1.23

(negate 1.23M)
=> -1.23M
```

[top](#)

## newline

```
(newline)
(newline os)
```

Without arg writes a platform-specific newline to the output stream that is the current value of \*out\*. With arg writes a newline to the passed output stream. Returns nil.

```
(newline)
=> nil

(newline *out*)
=> nil

(newline *err*)
=> nil
```

### SEE ALSO

#### [print](#)

Without output stream prints to the output stream that is the current value of \*out\*. With no args, prints the empty string. With one ...

#### [println](#)

Without output stream prints to the output stream that is the current value of \*out\* with a trailing linefeed. With no args, prints ...

#### [printf](#)

Without output stream prints formatted output as per format to the output stream that is the current value of \*out\*.

[top](#)

## nfirst

```
(nfirst coll n)
```

Returns a collection of the first n items

```
(nfirst nil 2)
```

```
=> ()
```

```
(nfirst [] 2)
```

```
=> []
```

```
(nfirst [1] 2)
```

```
=> [1]
```

```
(nfirst [1 2 3] 2)
```

```
=> [1 2]
```

```
(nfirst '() 2)
```

```
=> ()
```

```
(nfirst '(1) 2)
```

```
=> (1)
```

```
(nfirst '(1 2 3) 2)
```

```
=> (1 2)
```

```
(nfirst "abcdef" 2)
```

```
=> "ab"
```

```
(nfirst (lazy-seq 1 #(+ % 1)) 4)
```

```
=> (...)
```

[top](#)

## nil?

```
(nil? x)
```

Returns true if x is nil, false otherwise

```
(nil? nil)
```

```
=> true
```

```
(nil? 0)
```

```
=> false
```

```
(nil? false)
```

```
=> false
```

### SEE ALSO

[some?](#)

Returns true if x is not nil, false otherwise

[top](#)

## nlast

```
(nlast coll n)
```

Returns a collection of the last `n` items

```
(nlast nil 2)
=> ()

(nlast [] 2)
=> []

(nlast [1] 2)
=> [1]

(nlast [1 2 3] 2)
=> [2 3]

(nlast '() 2)
=> ()

(nlast '(1) 2)
=> (1)

(nlast '(1 2 3) 2)
=> (2 3)

(nlast "abcdef" 2)
=> "ef"
```

[top](#)

## not

```
(not x)
```

Returns true if `x` is logical false, false otherwise.

```
(not true)
=> false

(not (== 1 2))
=> true
```

### SEE ALSO

[and](#)

Ands the predicate forms

[or](#)

Ors the predicate forms

[top](#)

## not-any?

```
(not-any? pred coll)
```

Returns false if the predicate is true for at least one collection item, true otherwise

```
(not-any? number? nil)
=> true
```

```
(not-any? number? [])
=> true
```

```
(not-any? number? [1 :a :b])
=> false
```

```
(not-any? number? [1 2 3])
=> false
```

```
(not-any? #(>= % 10) [1 5 10])
=> false
```

[top](#)

## not-contains?

```
(not-contains? coll key)
```

Returns true if key is not present in the given collection, otherwise returns false.

```
(not-contains? #{:a :b} :c)
=> true
```

```
(not-contains? {:a 1 :b 2} :c)
=> true
```

```
(not-contains? [10 11 12] 1)
=> false
```

```
(not-contains? [10 11 12] 5)
=> true
```

```
(not-contains? "abc" 1)
=> false
```

```
(not-contains? "abc" 5)
=> true
```

[top](#)

## not-empty?

```
(not-empty? x)
```

Returns true if x is not empty. Accepts strings, collections and bytebufs.

```
(not-empty? {:a 1})
=> true
```

```
(not-empty? [1 2])
=> true
```

```
(not-empty? '(1 2))
=> true

(not-empty? "abc")
=> true
```

[top](#)

## not-every?

```
(not-every? pred coll)
```

Returns false if the predicate is true for all collection items, true otherwise

```
(not-every? number? nil)
=> true

(not-every? number? [])
=> true

(not-every? number? [1 2 3 4])
=> false

(not-every? number? [1 2 3 :a])
=> true

(not-every? #(>= % 10) [10 11 12])
=> false
```

[top](#)

## not-match?

```
(not-match? s regex)
```

Returns true if the string s does not match the regular expression regex

```
(not-match? "1234" "[0-9]+")
=> false

(not-match? "1234ss" "[0-9]+")
=> true
```

[top](#)

## ns

```
(ns sym)
```

Opens a namespace.

```
(do
  (ns xxx)
  (def foo 1))
```

```
(ns yyy)
(def foo 5)
(println xxx/foo foo yyy/foo))
1 5 5
=> nil
```

## SEE ALSO

### [ns-unmap](#)

Removes the mappings for the symbol from the namespace.

### [ns-remove](#)

Removes the mappings for all symbols from the namespace.

### [ns-list](#)

Lists all the symbols in the namespace ns.

### [namespace](#)

Returns the namespace string of a symbol, keyword, or function.

### [var-ns](#)

Returns the namespace of the var's symbol

[top](#)

## ns-list

```
(ns-list ns)
```

Lists all the symbols in the namespace ns.

```
(ns-list regex)
=> (regex/find regex/find-all regex/find-all-groups regex/find-group regex/find? regex/group regex/groupcount
    regex/matcher regex/matches regex/matches? regex/pattern regex/reset)
```

## SEE ALSO

### [ns](#)

Opens a namespace.

### [ns-unmap](#)

Removes the mappings for the symbol from the namespace.

### [ns-remove](#)

Removes the mappings for all symbols from the namespace.

### [namespace](#)

Returns the namespace string of a symbol, keyword, or function.

### [var-ns](#)

Returns the namespace of the var's symbol

[top](#)

## ns-remove

```
(ns-remove ns)
```

Removes the mappings for all symbols from the namespace.

```
(do
  (ns xxx)
  (def xoo 1)
  (ns yyy)
  (def yoo 1)
  (ns-remove xxx)
  (ns-remove *ns*)
  (println "ns xxx:" (ns-list xxx))
  (println "ns yyy:" (ns-list yyy)))
ns xxx: ()
ns yyy: ()
=> nil
```

## SEE ALSO

[ns](#)

Opens a namespace.

[ns-unmap](#)

Removes the mappings for the symbol from the namespace.

[ns-list](#)

Lists all the symbols in the namespace ns.

[namespace](#)

Returns the namespace string of a symbol, keyword, or function.

[var-ns](#)

Returns the namespace of the var's symbol

[top](#)

## ns-unmap

```
(ns-unmap ns sym)
```

Removes the mappings for the symbol from the namespace.

```
(do
  (ns xxx)
  (def foo 1)
  (ns-unmap xxx foo)
  (ns-unmap *ns* foo))
=> nil
```

## SEE ALSO

[ns](#)

Opens a namespace.

[ns-remove](#)

Removes the mappings for all symbols from the namespace.

[ns-list](#)

Lists all the symbols in the namespace ns.

[namespace](#)

Returns the namespace string of a symbol, keyword, or function.

[var-ns](#)

Returns the namespace of the var's symbol

[top](#)



## nth

```
(nth coll idx)
```

Returns the nth element of coll.

```
(nth nil 1)  
=> nil
```

```
(nth [1 2 3] 1)  
=> 2
```

```
(nth '(1 2 3) 1)  
=> 2
```

```
(nth "abc" 2)  
=> "c"
```

[top](#)

## number?

```
(number? n)
```

Returns true if n is a number (int, long, double, or decimal)

```
(number? 4I)  
=> true
```

```
(number? 4)  
=> true
```

```
(number? 4.0M)  
=> true
```

```
(number? 4.0)  
=> true
```

```
(number? true)  
=> false
```

```
(number? "a")  
=> false
```

[top](#)

## object-array

```
(object-array coll)  
(object-array len)  
(object-array len init-val)
```

Returns an array of Java Objects containing the contents of coll or returns an array with the given length and optional init value

```
(object-array '(1 2 3 4 5))
=> [1, 2, 3, 4, 5]

(object-array '(1 2.0 3.45M "4" true))
=> [1, 2.0, 3.45M, 4, true]

(object-array 10)
=> [nil, nil, nil, nil, nil, nil, nil, nil, nil, nil]

(object-array 10 42)
=> [42, 42, 42, 42, 42, 42, 42, 42, 42, 42]
```

[top](#)

## odd?

```
(odd? n)
```

Returns true if n is odd, throws an exception if n is not an integer

```
(odd? 3)
=> true

(odd? 4)
=> false

(odd? (int 4))
=> false
```

[top](#)

## offer!

```
(offer! queue v)
(offer! queue timeout v)
```

Offers an item to a queue with an optional timeout in milliseconds. If a timeout is given waits up to the specified wait time if necessary for space to become available. If no timeout is given returns immediately false if the queue does not have any more capacity. Returns true if the element was added to this queue, else false

```
(let [s (queue)]
  (offer! s 4)
  (offer! s 3)
  (poll! s)
  s)
=> (3)
```

### SEE ALSO

#### [queue](#)

Creates a new mutable threadsafe bounded or unbounded queue.

#### [peek](#)

For a list, same as first, for a vector, same as last, for a stack the top element

#### [poll!](#)

Polls an item from a queue with an optional timeout in milliseconds. If no timeout is given returns the item if one is available else ...

### empty?

Returns true if x is empty. Accepts strings, collections and bytebufs.

### count

Returns the number of items in the collection. (count nil) returns 0. Also works on strings, and Java Collections

top

## or

```
(or x)
(or x & next)
```

Ors the predicate forms

```
(or true false)
=> true

(or false false)
=> false
```

### SEE ALSO

#### and

Ands the predicate forms

#### not

Returns true if x is logical false, false otherwise.

top

## ordered-map

```
(ordered-map & keyvals)
(ordered-map map)
```

Creates a new ordered map containing the items.

```
(ordered-map :a 1 :b 2)
=> {:a 1 :b 2}

(ordered-map (hash-map :a 1 :b 2))
=> {:a 1 :b 2}
```

top

## ordered-map?

```
(ordered-map? obj)
```

Returns true if obj is an ordered map

```
(ordered-map? (ordered-map :a 1 :b 2))
=> true
```

## os-arch

(os-arch)

Returns the OS architecture

```
(os-arch)
=> "x86_64"
```

### SEE ALSO

[os-type](#)

Returns the OS type

[os-type?](#)

Returns true if the OS id of the type otherwise false. Type is one of :windows, :mac-osx, or :linux

[os-name](#)

Returns the OS name

[os-version](#)

Returns the OS version

## os-name

(os-name)

Returns the OS name

```
(os-name)
=> "Mac OS X"
```

### SEE ALSO

[os-type](#)

Returns the OS type

[os-type?](#)

Returns true if the OS id of the type otherwise false. Type is one of :windows, :mac-osx, or :linux

[os-arch](#)

Returns the OS architecture

[os-version](#)

Returns the OS version

## os-type

(os-type)

Returns the OS type

```
(os-type)
=> :mac-osx
```

## SEE ALSO

### [os-type?](#)

Returns true if the OS id of the type otherwise false. Type is one of :windows, :mac-osx, or :linux

### [os-arch](#)

Returns the OS architecture

### [os-name](#)

Returns the OS name

### [os-version](#)

Returns the OS version

[top](#)

## os-type?

```
(os-type? type)
```

Returns true if the OS id of the type otherwise false. Type is one of :windows, :mac-osx, or :linux

```
(os-type? :mac-osx)
=> true
```

```
(os-type? :windows)
=> false
```

## SEE ALSO

### [os-type](#)

Returns the OS type

### [os-arch](#)

Returns the OS architecture

### [os-name](#)

Returns the OS name

### [os-version](#)

Returns the OS version

[top](#)

## os-version

```
(os-version)
```

Returns the OS version

```
(os-version)
=> "10.16"
```

## SEE ALSO

### [os-type](#)

Returns the OS type

### os-type?

Returns true if the OS id of the type otherwise false. Type is one of :windows, :mac-osx, or :linux

### os-arch

Returns the OS architecture

### os-name

Returns the OS name

[top](#)

## partial

```
(partial f args*)
```

Takes a function `f` and fewer than the normal arguments to `f`, and returns a fn that takes a variable number of additional args. When called, the returned function calls `f` with `args` + additional args.

```
((partial * 2) 3)
=> 6
```

```
(map (partial * 2) [1 2 3 4])
=> (2 4 6 8)
```

```
(do
  (def hundred-times (partial * 100))
  (hundred-times 5))
=> 500
```

[top](#)

## partition

```
(partition n coll)
(partition n step coll)
(partition n step padcoll coll)
```

Returns a collection of lists of `n` items each, at offsets `step` apart. If `step` is not supplied, defaults to `n`, i. e. the partitions do not overlap. If a `padcoll` collection is supplied, use its elements as necessary to complete last partition upto `n` items. In case there are not enough padding elements, return a partition with less than `n` items. `padcoll` may be a lazy sequence

```
(partition 3 (range 7))
=> ((0 1 2) (3 4 5) (6))
```

```
(partition 3 3 (repeat 99) (range 7))
=> ((0 1 2) (3 4 5) (6 99 99))
```

```
(partition 2 3 (range 7))
=> ((0 1) (3 4) (6))
```

```
(partition 3 1 (range 7))
=> ((0 1 2) (1 2 3) (2 3 4) (3 4 5) (4 5 6) (5 6) (6))
```

```
(partition 3 6 ["a"] (range 20))
=> ((0 1 2) (6 7 8) (12 13 14) (18 19 "a"))
```

```
(partition 4 6 ["a" "b" "c" "d"] (range 20))
=> ((0 1 2 3) (6 7 8 9) (12 13 14 15) (18 19 "a" "b"))
```

## partition-by

```
(partition-by f coll)
```

Applies `f` to each value in `coll`, splitting it each time `f` returns a new value.

```
(partition-by even? [1 2 4 3 5 6])  
=> ((1) (2 4) (3 5) (6))
```

```
(partition-by identity (seq "ABBA"))  
=> (("A") ("B" "B") ("A"))
```

```
(partition-by identity [1 1 1 1 2 2 3])  
=> ((1 1 1 1) (2 2) (3))
```

## pdf/available?

```
(pdf/available?)
```

Checks if the 3rd party libraries required for generating PDFs are available.

```
(pdf/available?)
```

## pdf/check-required-libs

```
(pdf/check-required-libs)
```

Checks if the 3rd party libraries required for generating PDFs are available. Throws an exception if not.

```
(pdf/check-required-libs)
```

## pdf/copy

```
(pdf/copy pdf & page-nr)
```

Copies pages from a PDF to a new PDF. The PDF is passed as `bytebuf`. Returns the new PDF as a `bytebuf`.

```
; copy the first and second page  
(pdf/copy pdf :1 :2)
```

```
; copy the last and second last page  
(pdf/copy pdf :-1 :-2)
```

```
; copy the pages 1, 2, 6-10, and 12
(pdf/copy pdf :1 :2 :6-10 :12)
```

## SEE ALSO

### [pdf/merge](#)

Merge multiple PDFs into a single PDF. The PDFs are passed as bytebuf. Returns the new PDF as a bytebuf.

### [pdf/pages](#)

Returns the number of pages of a PDF. The PDF is passed as bytebuf.

### [pdf/watermark](#)

Adds a watermark text to the pages of a PDF. The passed PDF pdf is a bytebuf. Returns the new PDF as a bytebuf.

[top](#)

## pdf/merge

```
(pdf/merge pdfs)
```

Merge multiple PDFs into a single PDF. The PDFs are passed as bytebuf. Returns the new PDF as a bytebuf.

```
(pdf/merge pdf1 pdf2)
```

```
(pdf/merge pdf1 pdf2 pdf3)
```

## SEE ALSO

### [pdf/copy](#)

Copies pages from a PDF to a new PDF. The PDF is passed as bytebuf. Returns the new PDF as a bytebuf.

### [pdf/pages](#)

Returns the number of pages of a PDF. The PDF is passed as bytebuf.

### [pdf/watermark](#)

Adds a watermark text to the pages of a PDF. The passed PDF pdf is a bytebuf. Returns the new PDF as a bytebuf.

[top](#)

## pdf/pages

```
(pdf/pages pdf)
```

Returns the number of pages of a PDF. The PDF is passed as bytebuf.

```
(->> (str/lorem-ipsum :paragraphs 30)
      (pdf/text-to-pdf)
      (pdf/pages))
=> 3
```

## SEE ALSO

### [pdf/merge](#)

Merge multiple PDFs into a single PDF. The PDFs are passed as bytebuf. Returns the new PDF as a bytebuf.

### [pdf/copy](#)

Copies pages from a PDF to a new PDF. The PDF is passed as bytebuf. Returns the new PDF as a bytebuf.

### [pdf/watermark](#)

Adds a watermark text to the pages of a PDF. The passed PDF pdf is a bytebuf. Returns the new PDF as a bytebuf.



## pdf/render

```
(pdf/render xhtml & options)
```

Renders a PDF.

Options:

```
:base-url url      - a base url. E.g.: "classpath:/"
:resources resmap   - a resource map for dynamic resources
```

```
(pdf/render xhtml :base-url "classpath:/")
```

```
(pdf/render xhtml
  :base-url "classpath:/"
  :resources {"/chart_1.png" (chart-create :2018)
              "/chart_2.png" (chart-create :2019) })
```

### SEE ALSO

[pdf/text-to-pdf](#)

Creates a PDF from simple text. The tool process line-feeds '\n' and form-feeds. To start a new page just insert a form-feed marker ...

## pdf/text-to-pdf

```
(pdf/text-to-pdf text & options)
```

Creates a PDF from simple text. The tool process line-feeds '\n' and form-feeds. To start a new page just insert a form-feed marker "<form-feed>".

Options:

```
:font-size n      - font size in pt (double), defaults to 9.0
:font-weight n    - font weight (0...1000) (long), defaults to 200
:font-monospace b - monospaced font (true/false) (boolean), defaults to false
```

```
(>> (pdf/text-to-pdf "Lorem Ipsum...")
  (io/spit "text.pdf"))
```

### SEE ALSO

[pdf/render](#)

Renders a PDF.

## pdf/watermark

```
(pdf/watermark pdf options-map)
```

```
(pdf/watermark pdf & options)
```

Adds a watermark text to the pages of a PDF. The passed PDF pdf is a bytebuf. Returns the new PDF as a bytebuf.

Options:

:text s	- watermark text (string), defaults to "WATERMARK"
:font-size n	- font size in pt (double), defaults to 24.0
:font-char-spacing n	- font character spacing (double), defaults to 0.0
:color s	- font color (HTML color string), defaults to #000000
:opacity n	- opacity 0.0 ... 1.0 (double), defaults to 0.4
:outline-color s	- font outline color (HTML color string), defaults to #000000
:outline-opacity n	- outline opacity 0.0 ... 1.0 (double), defaults to 0.8
:outline-width n	- outline width 0.0 ... 10.0 (double), defaults to 0.5
:angle n	- angle 0.0 ... 360.0 (double), defaults to 45.0
:over-content b	- print text over the content (boolean), defaults to true
:skip-top-pages n	- the number of top pages to skip (long), defaults to 0
:skip-bottom-pages n	- the number of bottom pages to skip (long), defaults to 0

```
(pdf/watermark pdf :text "CONFIDENTIAL" :font-size 64 :font-char-spacing 10.0)
```

```
(let [watermark { :text "CONFIDENTIAL"
                  :font-size 64
                  :font-char-spacing 10.0 } ]
  (pdf/watermark pdf watermark))
```

## SEE ALSO

[pdf/merge](#)

Merge multiple PDFs into a single PDF. The PDFs are passed as bytebuf. Returns the new PDF as a bytebuf.

[pdf/copy](#)

Copies pages from a PDF to a new PDF. The PDF is passed as bytebuf. Returns the new PDF as a bytebuf.

[pdf/pages](#)

Returns the number of pages of a PDF. The PDF is passed as bytebuf.

top

## peek

```
(peek coll)
```

For a list, same as first, for a vector, same as last, for a stack the top element

```
(peek '(1 2 3 4))
=> 1
```

```
(peek [1 2 3 4])
=> 4
```

```
(let [s (stack)]
  (push! s 4)
  (peek s))
=> 4
```

top

## perf

```
(perf expr warmup-iterations test-iterations)
```

Performance test with the given expression.

Runs the test in 3 phases:

1. Runs the expr in a warmup phase to allow the HotSpot compiler to do optimizations.
2. Runs the garbage collector.
3. Runs the expression under profiling. Returns nil.

After a test run metrics data can be obtained with (prof :data-formatted)

```
(do
  (perf (+ 120 200) 12000 1000)
  (println (prof :data-formatted)))
```

## SEE ALSO

[time](#)

Evaluates expr and prints the time it took. Returns the value of expr.

[prof](#)

Controls the code profiling. See the companion functions/macros 'dorun' and 'perf'. The perf macro is built on prof and dorun and provides ...

[top](#)

## pid

```
(pid)
```

Returns the PID of this process.

```
(pid)
=> "79838"
```

[top](#)

## poll!

```
(poll! queue)
(poll! queue timeout)
```

Polls an item from a queue with an optional timeout in milliseconds. If no timeout is given returns the item if one is available else returns nil. With a timeout returns the item if one is available within the given timeout else returns nil.

```
(let [s (queue)]
  (offer! s 4)
  (offer! s 3)
  (poll! s)
  s)
=> (3)
```

## SEE ALSO

[queue](#)

Creates a new mutable threadsafe bounded or unbounded queue.

[peek](#)

For a list, same as first, for a vector, same as last, for a stack the top element

### [offer!](#)

Offers an item to a queue with an optional timeout in milliseconds. If a timeout is given waits up to the specified wait time if necessary ...

### [empty?](#)

Returns true if x is empty. Accepts strings, collections and bytebufs.

### [count](#)

Returns the number of items in the collection. (count nil) returns 0. Also works on strings, and Java Collections

[top](#)

## pop

```
(pop coll)
```

For a list, returns a new list without the first item, for a vector, returns a new vector without the last item.

```
(pop '(1 2 3 4))  
=> (2 3 4)
```

```
(pop [1 2 3 4])  
=> [1 2 3]
```

[top](#)

## pop!

```
(pop! stack)
```

Pops an item from a stack.

```
(let [s (stack)]  
  (push! s 4)  
  (push! s 3)  
  (pop! s)  
  s)  
=> (4)
```

### SEE ALSO

#### [stack](#)

Creates a new mutable threadsafe stack.

#### [peek](#)

For a list, same as first, for a vector, same as last, for a stack the top element

#### [push!](#)

Pushes an item to a stack.

#### [empty?](#)

Returns true if x is empty. Accepts strings, collections and bytebufs.

#### [count](#)

Returns the number of items in the collection. (count nil) returns 0. Also works on strings, and Java Collections

[top](#)

## pos?

```
(pos? x)
```

Returns true if x greater than zero else false

```
(pos? 3)  
=> true
```

```
(pos? -3)  
=> false
```

```
(pos? (int 3))  
=> true
```

```
(pos? 3.2)  
=> true
```

```
(pos? 3.2M)  
=> true
```

[top](#)

## postwalk

```
(postwalk f form)
```

Performs a depth-first, post-order traversal of form. Calls f on each sub-form, uses f's return value in place of the original.

```
(postwalk (fn [x] (println "Walked:" (pr-str x)) x)  
          '(1 2 {:a 1 :b 2}))  
Walked: 1  
Walked: 2  
Walked: :a  
Walked: 1  
Walked: [:a 1]  
Walked: :b  
Walked: 2  
Walked: [:b 2]  
Walked: {:a 1 :b 2}  
Walked: (1 2 {:a 1 :b 2})  
=> (1 2 {:a 1 :b 2})
```

### SEE ALSO

#### [prewalk](#)

Performs a depth-last, pre-order traversal of form. Calls f on each sub-form, uses f's return value in place of the original.

[top](#)

## pow

```
(pow x y)
```

Returns the value of x raised to the power of y

```
(pow 10 2)  
=> 100.0
```

```
(pow 10.23 2)
=> 104.6529

(pow 10.23 2.5)
=> 334.72571990233183
```

[top](#)

## pr-str

```
(pr-str & xs)
```

With no args, returns the empty string. With one arg x, returns x.toString(). With more than one arg, returns the concatenation of the str values of the args with delimiter ' '.

```
(pr-str)
=> ""

(pr-str 1 2 3)
=> "1 2 3"
```

[top](#)

## prewalk

```
(prewalk f form)
```

Performs a depth-last, pre-order traversal of form. Calls f on each sub-form, uses f's return value in place of the original.

```
(prewalk (fn [x] (println "Walked:" (pr-str x)) x)
  '(1 2 {:a 1 :b 2}))
Walked: (1 2 {:a 1 :b 2})
Walked: 1
Walked: 2
Walked: {:a 1 :b 2}
Walked: [:a 1]
Walked: :a
Walked: 1
Walked: [:b 2]
Walked: :b
Walked: 2
=> (1 2 {:a 1 :b 2})
```

### SEE ALSO

#### [postwalk](#)

Performs a depth-first, post-order traversal of form. Calls f on each sub-form, uses f's return value in place of the original.

[top](#)

## print

```
(print & xs)
```

```
(print os & xs)
```

Without output stream prints to the output stream that is the current value of `*out*`. With no args, prints the empty string. With one arg `x`, prints `x.toString()`. With more than one arg, prints the concatenation of the string values of the args with delimiter `' '`.  
With an output stream prints to that output stream.  
Returns `nil`.

```
(print [10 20 30])  
[10 20 30]  
=> nil
```

```
(print *out* [10 20 30])  
[10 20 30]  
=> nil
```

```
(print *err* [10 20 30])  
[10 20 30]  
=> nil
```

## SEE ALSO

### [println](#)

Without output stream prints to the output stream that is the current value of `*out*` with a trailing linefeed. With no args, prints ...

### [printf](#)

Without output stream prints formatted output as per format to the output stream that is the current value of `*out*`.

### [newline](#)

Without arg writes a platform-specific newline to the output stream that is the current value of `*out*`. With arg writes a newline to ...

[top](#)

## printf

```
(printf fmt & args)  
(printf os fmt & args)
```

Without output stream prints formatted output as per format to the output stream that is the current value of `*out*`.  
With an output stream prints to that output stream.  
Returns `nil`.

```
(printf "%s: %d" "abc" 100)  
abc: 100  
=> nil
```

```
(printf "line 1: %s\nline 2: %s\n" "123" "456")  
line 1: 123  
line 2: 456  
=> nil
```

```
(printf "%d%%" 42)  
42%  
=> nil
```

```
(printf *out* "%s: %d" "abc" 100)  
abc: 100  
=> nil
```

```
(printf *err* "%s: %d" "abc" 100)
```

```
abc: 100
=> nil
```

## SEE ALSO

### [print](#)

Without output stream prints to the output stream that is the current value of `*out*`. With no args, prints the empty string. With one ...

### [println](#)

Without output stream prints to the output stream that is the current value of `*out*` with a trailing linefeed. With no args, prints ...

### [newline](#)

Without arg writes a platform-specific newline to the output stream that is the current value of `*out*`. With arg writes a newline to ...

[top](#)

## println

```
(println & xs)
(println os & xs)
```

Without output stream prints to the output stream that is the current value of `*out*` with a trailing linefeed. With no args, prints the empty string. With one arg `x`, prints `x.toString()`. With more than one arg, prints the concatenation of the string values of the args with delimiter ' '. With an output stream prints to that output stream. Returns `nil`.

```
(println 200)
200
=> nil

(println [10 20 30])
[10 20 30]
=> nil

(println *out* 200)
200
=> nil

(println *err* 200)
200
=> nil
```

## SEE ALSO

### [print](#)

Without output stream prints to the output stream that is the current value of `*out*`. With no args, prints the empty string. With one ...

### [printf](#)

Without output stream prints formatted output as per format to the output stream that is the current value of `*out*`.

### [newline](#)

Without arg writes a platform-specific newline to the output stream that is the current value of `*out*`. With arg writes a newline to ...

[top](#)

## prof

```
(prof opts)
```



Controls the code profiling. See the companion functions/macros 'dorun' and 'perf'. The perf macro is built on prof and dorun and provides all for simple Venice profiling.

The profiler reports a function's elapsed time as "time with children"!

Profiling recursive functions:

Because the profiler reports "time with children" and accumulates the elapsed time across all recursive calls the resulting time for a particular recursive function is higher than the effective time.

```
(do
  (prof :on)    ; turn profiler on
  (prof :off)   ; turn profiler off
  (prof :status) ; returns the profiler on/off status
  (prof :clear) ; clear profiler data captured so far
  (prof :data)  ; returns the profiler data as map
  (prof :data-formatted) ; returns the profiler data as formatted text
  (prof :data-formatted "Metrics test") ; returns the profiler data as formatted text with a title
  nil)
=> nil
```

## SEE ALSO

[perf](#)

Performance test with the given expression.

[time](#)

Evaluates expr and prints the time it took. Returns the value of expr.

[top](#)

## promise

(promise)

Returns a promise object that can be read with deref, and set, once only, with deliver. Calls to deref prior to delivery will block, unless the variant of deref with timeout is used. All subsequent derefs will return the same delivered value without blocking.

```
(do
  (def p (promise))
  (deliver p 10)
  (deliver p 20)
  @p)
=> 10

(do
  (def p (promise))
  (defn task1 [] (sleep 500) (deliver p 10))
  (defn task2 [] (sleep 800) (deliver p 20))
  (future task1)
  (future task2)
  @p)
=> 10
```

## SEE ALSO

[deliver](#)

Delivers the supplied value to the promise, releasing any pending derefs. A subsequent call to deliver on a promise will have no effect.

[promise?](#)

Returns true if f is a Promise otherwise false

### realized?

Returns true if a value has been produced for a promise, delay, or future.

### deref

Dereferences an atom, a future or a promise object. When applied to an atom, returns its current state. When applied to a future, will ...

top

## promise?

```
(promise? p)
```

Returns true if `f` is a Promise otherwise false

```
(promise? (promise))  
=> true
```

top

## proxify

```
(proxify classname method-map)
```

Proxifies a Java interface to be passed as a Callback object to Java functions. The interface's methods are implemented by Venice functions.

The dynamic invocation handler takes care that the methods are called in the context of Venice sandbox even if the Java method that invokes the callback methods is running in another thread.

```
(do  
  (import :java.io.File :java.io.FilenameFilter)  
  
  (def file-filter  
    (fn [dir name] (str/ends-with? name ".xxx")))  
  
  (let [dir (io/tmp-dir)]  
    ;; create a dynamic proxy for the interface FilenameFilter  
    ;; and implement its function 'accept' by 'file-filter'  
    (. dir :list (proxify :FilenameFilter {:accept file-filter})))  
)  
=> []
```

top

## push!

```
(push! stack v)
```

Pushes an item to a stack.

```
(let [s (stack)]  
  (push! s 4)  
  (push! s 3)  
  (pop! s)  
  s)  
=> (4)
```

## SEE ALSO

### [stack](#)

Creates a new mutable threadsafe stack.

### [peek](#)

For a list, same as first, for a vector, same as last, for a stack the top element

### [pop!](#)

Pops an item from a stack.

### [empty?](#)

Returns true if x is empty. Accepts strings, collections and bytebufs.

### [count](#)

Returns the number of items in the collection. (count nil) returns 0. Also works on strings, and Java Collections

[top](#)

## quantile

```
(quantile q coll)
```

Returns the quantile [0.0 .. 1.0] of the values

```
(quantile 0.5 '(3, 7, 8, 5, 12, 14, 21, 13, 18))  
=> 12.0
```

```
(quantile 0.5 '(3, 7, 8, 5, 12, 14, 21, 15, 18, 14))  
=> 13.0
```

[top](#)

## quartiles

```
(quartiles coll)
```

Returns the quartiles (1st, 2nd, and 3rd) of the values

```
(quartiles '(3, 7, 8, 5, 12, 14, 21, 13, 18))  
=> (6.0 12.0 16.0)
```

```
(quartiles '(3, 7, 8, 5, 12, 14, 21, 15, 18, 14))  
=> (7.0 13.0 15.0)
```

[top](#)

## quasiquote

```
(quasiquote form)
```

Quasi quotes also called syntax quotes (a backquote) suppress evaluation of the form that follows it and all the nested forms.

unquote:

It is possible to unquote part of the form that is quoted with ``. Unquoting allows you to evaluate parts of

the syntax quoted expression.

unquote-splicing:

Unquote evaluates to a collection of values and inserts the collection into the quoted form. But sometimes you want to unquote a list and insert its elements (not the list) inside the quoted form. This is where ``~@`` (unquote-splicing) comes to rescue.

```
(quasiquote (16 17 (inc 17)))  
=> (16 17 (inc 17))
```

```
`(16 17 (inc 17))  
=> (16 17 (inc 17))
```

```
`(16 17 ~(inc 17))  
=> (16 17 18)
```

```
`(16 17 ~(map inc [16 17]))  
=> (16 17 (17 18))
```

```
`(16 17 ~@(map inc [16 17]))  
=> (16 17 17 18)
```

```
`(1 2 ~@#{1 2 3})  
=> (1 2 1 2 3)
```

```
`(1 2 ~@{:a 1 :b 2 :c 3})  
=> (1 2 [:a 1] [:b 2] [:c 3])
```

[top](#)

## queue

```
(queue)  
(queue 100)
```

Creates a new mutable threadsafe bounded or unbounded queue.

```
;unbounded queue  
(let [q (queue)]  
  (offer! q 1)  
  (offer! q 2)  
  (offer! q 3)  
  (poll! q)  
  q)  
=> (2 3)
```

```
;bounded queue  
(let [q (queue 10)]  
  (offer! q 1000 1)  
  (offer! q 1000 2)  
  (offer! q 1000 3)  
  (poll! q 1000)  
  q)  
=> (2 3)
```

### SEE ALSO

[peek](#)

For a list, same as first, for a vector, same as last, for a stack the top element

[poll!](#)

Polls an item from a queue with an optional timeout in milliseconds. If no timeout is given returns the item if one is available else ...

[offer!](#)

Offers an item to a queue with an optional timeout in milliseconds. If a timeout is given waits up to the specified wait time if necessary ...

[empty?](#)

Returns true if x is empty. Accepts strings, collections and bytebufs.

[count](#)

Returns the number of items in the collection. (count nil) returns 0. Also works on strings, and Java Collections

[top](#)

## queue?

```
(queue? obj)
```

Returns true if obj is a queue

```
(queue? (queue))  
=> true
```

[top](#)

## quote

```
(quote form)
```

There are two equivalent ways to quote a form either with quote or with '. They prevent the quoted form from being evaluated.

Regular quotes work recursively with any kind of forms and types: strings, maps, lists, vectors...

```
(quote (1 2 3))  
=> (1 2 3)  
  
(quote (+ 1 2))  
=> (+ 1 2)  
  
'(1 2 3)  
=> (1 2 3)  
  
'(+ 1 2)  
=> (+ 1 2)  
  
'(a (b (c d (+ 1 2))))  
=> (a (b (c d (+ 1 2))))
```

[top](#)

## rand-double

```
(rand-double)  
(rand-double max)
```

Without argument returns a double between 0.0 and 1.0. With argument max returns a random double between 0.0 and max.

This function is based on a cryptographically strong random number generator (RNG).

```
(rand-double)
=> 0.32198924263616546
```

```
(rand-double 100.0)
=> 26.489005861694746
```

[top](#)

## rand-gaussian

```
(rand-gaussian)
(rand-gaussian mean stddev)
```

Without argument returns a Gaussian distributed double value with mean 0.0 and standard deviation 1.0. With argument mean and stddev returns a Gaussian distributed double value with the given mean and standard deviation. This function is based on a cryptographically strong random number generator (RNG)

```
(rand-gaussian)
=> 0.6622301879336482

(rand-gaussian 0.0 5.0)
=> 1.6194736835486843
```

[top](#)

## rand-long

```
(rand-long)
(rand-long max)
```

Without argument returns a random long between 0 and MAX\_LONG. With argument max returns a random long between 0 and max exclusive.

This function is based on a cryptographically strong random number generator (RNG).

```
(rand-long)
=> 4739853991875761986

(rand-long 100)
=> 59
```

[top](#)

## range

```
(range)
(range end)
(range start end)
(range start end step)
```

Returns a collection of numbers from start (inclusive) to end (exclusive), by step, where start defaults to 0 and step defaults to 1. When start is equal to end, returns empty list. Without args returns a lazy sequence generating numbers starting with 0 and incrementing by 1.

```
(range 10)
=> (0 1 2 3 4 5 6 7 8 9)

(range 10 20)
=> (10 11 12 13 14 15 16 17 18 19)

(range 10 20 3)
=> (10 13 16 19)

(range (int 10) (int 20))
=> (10I 11I 12I 13I 14I 15I 16I 17I 18I 19I)

(range (int 10) (int 20) (int 3))
=> (10I 13I 16I 19I)

(range 10 15 0.5)
=> (10 10.5 11.0 11.5 12.0 12.5 13.0 13.5 14.0 14.5)

(range 1.1M 2.2M 0.1M)
=> (1.1M 1.2M 1.3M 1.4M 1.5M 1.6M 1.7M 1.8M 1.9M 2.0M 2.1M)

(range 100N 200N 10N)
=> (100N 110N 120N 130N 140N 150N 160N 170N 180N 190N)
```

[top](#)

## read-line

```
(read-line)
```

Reads the next line from the stream that is the current value of `*in*`. Returns nil if the end of the stream is reached.

### SEE ALSO

[read-char](#)

Reads the next char from the stream that is the current value of `*in*`.

[top](#)

## read-string

```
(read-string s)
(read-string s origin)
```

Reads from s

```
(do
  (eval (read-string "(def x 100)" "test")))
  x)
=> 100
```

### SEE ALSO

## eval

Evaluates the form data structure (not text!) and returns the result.

[top](#)

## realized?

(realized? x)

Returns true if a value has been produced for a promise, delay, or future.

```
(do
  (def task (fn [] 100))
  (let [f (future task)]
    (println (realized? f))
    (println @f)
    (println (realized? f)))))
```

```
false
100
true
=> nil
```

```
(do
  (def p (promise))
  (println (realized? p))
  (deliver p 123)
  (println @p)
  (println (realized? p)))
```

```
false
123
true
=> nil
```

```
(do
  (def x (delay 100))
  (println (realized? x))
  (println @x)
  (println (realized? x)))
```

```
false
100
true
=> nil
```

## SEE ALSO

### [future](#)

Takes a function without arguments and yields a future object that will invoke the function in another thread, and will cache the result ...

### [delay](#)

Takes a body of expressions and yields a Delay object that will invoke the body only the first time it is forced (with force or deref/@), ...

### [promise](#)

Returns a promise object that can be read with deref, and set, once only, with deliver. Calls to deref prior to delivery will block, ...

[top](#)

## recur

(recur expr\*)



Evaluates the exprs and rebinds the bindings of the recursion point to the values of the exprs. The recur expression must be at the tail position. The tail position is a position which an expression would return a value from.

```
;; tail recursion
(loop [x 10]
  (when (> x 1)
    (println x)
    (recur (- x 2)))))

10
8
6
4
2
=> nil

;; tail recursion
(do
  (defn sum [n]
    (loop [cnt n acc 0]
      (if (zero? cnt)
        acc
        (recur (dec cnt) (+ acc cnt))))))
  (sum 10000))
=> 50005000
```

## SEE ALSO

[loop](#)

Evaluates the exprs and binds the bindings. Creates a recursion point with the bindings.

[top](#)

## reduce

```
(reduce f coll)
(reduce f val coll)
```

f should be a function of 2 arguments. If val is not supplied, returns the result of applying f to the first 2 items in coll, then applying f to that result and the 3rd item, etc. If coll contains no items, f must accept no arguments as well, and reduce returns the result of calling f with no arguments. If coll has only 1 item, it is returned and f is not called. If val is supplied, returns the result of applying f to val and the first item in coll, then applying f to that result and the 2nd item, etc. If coll contains no items, returns val and f is not called.

```
(reduce (fn [x y] (+ x y)) [1 2 3 4 5 6 7])
=> 28

(reduce (fn [x y] (+ x y)) 10 [1 2 3 4 5 6 7])
=> 38

((reduce comp [(partial + 1) (partial * 2) (partial + 3)]) 100)
=> 207

(reduce (fn [m [k v]] (assoc m v k)) {} {:b 2 :a 1 :c 3})
=> {1 :a 2 :b 3 :c}

(reduce (fn [m c] (assoc m (first c) c)) {} [[:a 1] [:b 2] [:c 3]])
=> {:a [a 1] :b [b 2] :c [c 3]}
```

## SEE ALSO

### [map](#)

Applies `f` to the set of first items of each coll, followed by applying `f` to the set of second items in each coll, until any one of the ...

### [filter](#)

Returns a collection of the items in coll for which (predicate item) returns logical true. Returns a transducer when no collection is provided.

[top](#)

## reduce-kv

```
(reduce-kv f init coll)
```

Reduces an associative collection. `f` should be a function of 3 arguments. Returns the result of applying `f` to `init`, the first key and the first value in `coll`, then applying `f` to that result and the 2nd key and value, etc. If `coll` contains no entries, returns `init` and `f` is not called. Note that `reduce-kv` is supported on vectors, where the keys will be the ordinals.

```
(reduce-kv (fn [m k v] (assoc m v k))
  {}
  {:a 1 :b 2 :c 3})
=> {1 :a 2 :b 3 :c}
```

```
(reduce-kv (fn [m k v] (assoc m k (:col v)))
  {}
  {:a {:col :red :len 10}
   :b {:col :green :len 20}
   :c {:col :blue :len 30} })
=> {:a :red :b :green :c :blue}
```

[top](#)

## reduced

```
(reduced x)
```

Wraps `x` in a way such that a `reduce` will terminate with the value `x`.

[top](#)

## reduced?

```
(reduced? x)
```

Returns true if `x` is the result of a call to `reduced`.

[top](#)

## regex/find

```
(regex/find matcher)
```

Returns the next regex match

```
(let [m (regex/matcher "[0-9]+" "672-345-456-3212")]
  (println (regex/find m))
  (println (regex/find m))
  (println (regex/find m))
  (println (regex/find m))
  (println (regex/find m)))
```

```
672
345
456
3212
nil
=> nil
```

[top](#)

## regex/find-all

(regex/find-all matcher)

Returns all regex matches

```
(->> (regex/matcher "\\d+" "672-345-456-3212")
  (regex/find-all))
=> ("672" "345" "456" "3212")

(->> (regex/matcher "([^\"]\\S*|\".+?\")\\s*" "1 2 \"3 4\" 5")
  (regex/find-all))
=> ("1 " "2 " "\"3 4\" " "5")
```

[top](#)

## regex/find-all-groups

(regex/find-all-groups matcher)

Returns the all regex matches and returns the groups

```
(let [m (regex/matcher "[0-9]+" "672-345-456-3212")]
  (regex/find-all-groups m))

=> ({:start 0 :end 3 :group "672"} {:start 4 :end 7 :group "345"} {:start 8 :end 11 :group "456"} {:start 12 :end 16 :group "3212"})
```

[top](#)

## regex/find-group

(regex/find-group matcher)

Returns the next regex match and returns the group

```
(let [m (regex/matcher "[0-9]+" "672-345-456-3212")]
  (println (regex/find-group m))
  (println (regex/find-group m))
  (println (regex/find-group m))
  (println (regex/find-group m))
  (println (regex/find-group m)))

{:start 0 :end 3 :group 672}
{:start 4 :end 7 :group 345}
{:start 8 :end 11 :group 456}
{:start 12 :end 16 :group 3212}
nil
=> nil
```

[top](#)

## regex/find?

(regex/find? matcher)

Attempts to find the next subsequence that matches the pattern. If the match succeeds then more information can be obtained via the `regex/group` function

```
(let [p (regex/pattern "[0-9]+")
      m (regex/matcher p "100")]
  (regex/find? m))
=> true
```

[top](#)

## regex/group

(regex/group matcher group)

Returns the input subsequence captured by the given group during the previous match operation.

```
(let [p (regex/pattern "([0-9]+)(.*)")
      m (regex/matcher p "100abc")]
  (if (regex/matches? m)
    [(regex/group m 1) (regex/group m 2)]
    []))
=> ["100" "abc"]
```

[top](#)

## regex/groupcount

(regex/groupcount matcher)

Returns the matcher's group count.

```
(let [p (regex/pattern "([0-9]+)(.*)")
      m (regex/matcher p "100abc")]
  (regex/groupcount m))
=> 2
```

## regex/matcher

```
(regex/matcher pattern str)
```

Returns an instance of `java.util.regex.Matcher`. The pattern can be either a string or a pattern created by `(regex/pattern s)`

```
(regex/matcher "[0-9]+" "100")
=> java.util.regex.Matcher[pattern=[0-9]+ region=0,3 lastmatch=]

(let [p (regex/pattern "[0-9]+")]
  (regex/matcher p "100"))
=> java.util.regex.Matcher[pattern=[0-9]+ region=0,3 lastmatch=]
```

## regex/matches

```
(regex/matches pattern str)
```

Returns the match, if any, of string to pattern, using `java.util.regex.Matcher.matches()`. Returns a list with the groups.

Returns matching details as meta data and groups list and items:

Group:

```
:start      start pos of the group
:end        end pos of the group
:group-count the number of elements in the group
```

Group element:

```
:start      start pos of the element
:end        end pos of the element
```

```
(regex/matches "hello, (.*)" "hello, world")
=> ("hello, world" "world")

(regex/matches "([0-9]+)-([0-9]+)-([0-9]+)-([0-9]+)" "672-345-456-212")
=> ("672-345-456-212" "672" "345" "456" "212")

(let [p (regex/pattern "([0-9]+)-([0-9]+)")]
  (regex/matches p "672-345"))
=> ("672-345" "672" "345")
```

## regex/matches?

```
(regex/matches? matcher)
```

Attempts to match the entire region against the pattern. If the match succeeds then more information can be obtained via the `regex/group` function

```
(let [p (regex/pattern "[0-9]+")
      m (regex/matcher p "100")]
```

```
(regex/matches? m))  
=> true
```

[top](#)

## regex/pattern

```
(regex/pattern s)
```

Returns an instance of `java.util.regex.Pattern`.

```
(regex/pattern "[0-9]+")  
=> [0-9] +
```

[top](#)

## regex/reset

```
(regex/reset matcher str)
```

Resets the matcher with a new string

```
(let [p (regex/pattern "[0-9]+")  
      m1 (regex/matcher p "100")  
      m2 (regex/reset m1 "200")]  
  (regex/find? m2))  
=> true
```

[top](#)

## remove

```
(remove predicate coll)
```

Returns a collection of the items in `coll` for which `(predicate item)` returns logical false. Returns a transducer when no collection is provided.

```
(remove even? [1 2 3 4 5 6 7])  
=> (1 3 5 7)
```

```
(remove #{3 5} '(1 3 5 7 9))  
=> (1 7 9)
```

```
(remove #(= 3 %) '(1 2 3 4 5 6))  
=> (1 2 4 5 6)
```

[top](#)

## remove-watch

```
(remove-watch ref key)
```

Removes a watch function from an agent/atom reference.

```
(do
  (def x (agent 10))
  (defn watcher [key ref old new]
    (println "watcher: " key))
  (add-watch x :test watcher)
  (remove-watch x :test))
=> nil
```

## SEE ALSO

[agent](#)

Creates and returns an agent with an initial value of state and zero or more options.

[top](#)

## repeat

```
(repeat x)
(repeat n x)
```

Returns a lazy sequence of x values or a collection with the value x repeated n times.

```
(repeat 3 "hello")
=> ("hello" "hello" "hello")

(repeat 5 [1 2])
=> ([1 2] [1 2] [1 2] [1 2] [1 2])

(repeat ":")
=> (...)

(interleave [:a :b :c] (repeat 100))
=> (:a 100 :b 100 :c 100)
```

## SEE ALSO

[repeatedly](#)

Takes a function of no args, presumably with side effects, and returns a collection of n calls to it

[dotimes](#)

Repeatedly executes body with name bound to integers from 0 through n-1.

[constantly](#)

Returns a function that takes any number of arguments and returns always the value x.

[top](#)

## repeatedly

```
(repeatedly n fn)
```

Takes a function of no args, presumably with side effects, and returns a collection of n calls to it

```
(repeatedly 5 #(rand-long 11))
=> (9 6 8 10 0)
```

;; compare with repeat, which only calls the 'rand-long'

```
;; function once, repeating the value five times.
(repeat 5 (rand-long 11))
=> (7 7 7 7 7)
```

## SEE ALSO

### [repeat](#)

Returns a lazy sequence of x values or a collection with the value x repeated n times.

### [dotimes](#)

Repeatedly executes body with name bound to integers from 0 through n-1.

### [constantly](#)

Returns a function that takes any number of arguments and returns always the value x.

[top](#)

## replace

```
(replace smap coll)
```

Given a map of replacement pairs and a collection, returns a collection with any elements that are a key in smap replaced with the corresponding value in smap.

```
(replace {2 :two, 4 :four} [4 2 3 4 5 6 2])
=> [:four :two 3 :four 5 6 :two]
```

```
(replace {2 :two, 4 :four} #{1 2 3 4 5})
=> #{1 3 5 :four :two}
```

```
(replace [{:a 10} [:c 30]] {:a 10 :b 20})
=> {:b 20 :c 30}
```

[top](#)

## reset!

```
(reset! box newval)
```

Sets the value of an atom or a volatile to newval without regard for the current value. Returns newval.

```
(do
  (def counter (atom 0))
  (reset! counter 99)
  @counter)
=> 99
```

```
(do
  (def counter (atom 0))
  (reset! counter 99))
=> 99
```

```
(do
  (def counter (volatile 0))
  (reset! counter 99)
  @counter)
=> 99
```



## SEE ALSO

### [atom](#)

Creates an atom with the initial value x.

### [volatile](#)

Creates a volatile with the initial value x

[top](#)

## resolve

```
(resolve symbol)
```

Resolves a symbol.

```
(resolve '+)
=> function + {visibility :public, ns "core"}

(resolve 'y)
=> nil

(resolve (symbol "+"))
=> function + {visibility :public, ns "core"}

((-> "first" symbol resolve) [1 2 3])
=> 1
```

[top](#)

## rest

```
(rest coll)
```

Returns a possibly empty collection of the items after the first.

```
(rest nil)
=> nil

(rest [])
=> []

(rest [1])
=> []

(rest [1 2 3])
=> [2 3]

(rest '())
=> ()

(rest '(1))
=> ()

(rest '(1 2 3))
=> (2 3)
```

```
(rest "1234")  
=> ("2" "3" "4")
```

[top](#)

## restart-agent

```
(restart-agent agent state)
```

When an agent is failed, changes the agent state to new-state and then un-fails the agent so that sends are allowed again.

```
(do  
  (def x (agent 100))  
  (restart-agent x 200)  
  (deref x))  
=> 200
```

### SEE ALSO

#### [agent](#)

Creates and returns an agent with an initial value of state and zero or more options.

[top](#)

## reverse

```
(reverse coll)
```

Returns a collection of the items in coll in reverse order. Returns a stateful transducer when no collection is provided.

```
(reverse [1 2 3 4 5 6])  
=> [6 5 4 3 2 1]  
  
(reverse "abcdef")  
=> ("f" "e" "d" "c" "b" "a")
```

[top](#)

## rf-any?

```
(rf-any? pred)
```

Returns a reducing function for a transducer that returns true if the predicate is true for at least one the items, false otherwise.

```
(transduce (filter number?) (rf-any? pos?) [true -1 1 2 false])  
=> true
```

### SEE ALSO

#### [rf-first](#)

Returns a reducing function for a transducer that returns the first item.

### [rf-last](#)

Returns a reducing function for a transducer that returns the last item.

### [rf-every?](#)

Returns a reducing function for a transducer that returns true if the predicate is true for all the items, false otherwise.

[top](#)

## rf-every?

```
(rf-every? pred)
```

Returns a reducing function for a transducer that returns true if the predicate is true for all the items, false otherwise.

```
(transduce (filter number?) (rf-every? pos?) [1 2 3])  
=> true
```

### SEE ALSO

#### [rf-first](#)

Returns a reducing function for a transducer that returns the first item.

#### [rf-last](#)

Returns a reducing function for a transducer that returns the last item.

#### [rf-any?](#)

Returns a reducing function for a transducer that returns true if the predicate is true for at least one the items, false otherwise.

[top](#)

## rf-first

```
(rf-first)
```

Returns a reducing function for a transducer that returns the first item.

```
(transduce (filter number?) rf-first [false 1 2])  
=> 1
```

```
(transduce identity rf-first [nil 1 2])  
=> nil
```

### SEE ALSO

#### [rf-last](#)

Returns a reducing function for a transducer that returns the last item.

#### [rf-any?](#)

Returns a reducing function for a transducer that returns true if the predicate is true for at least one the items, false otherwise.

#### [rf-every?](#)

Returns a reducing function for a transducer that returns true if the predicate is true for all the items, false otherwise.

[top](#)

## rf-last

(rf-last)

Returns a reducing function for a transducer that returns the last item.

```
(transduce (filter number?) rf-last [false 1 2])  
=> 2
```

```
(transduce identity rf-last [1 2 1.2])  
=> 1.2
```

#### SEE ALSO

[rf-first](#)

Returns a reducing function for a transducer that returns the first item.

[rf-any?](#)

Returns a reducing function for a transducer that returns true if the predicate is true for at least one the items, false otherwise.

[rf-every?](#)

Returns a reducing function for a transducer that returns true if the predicate is true for all the items, false otherwise.

[top](#)

## sandbox-type

(sandbox-type)

Returns the sandbox type

```
(sandbox-type)  
=> :AcceptAllInterceptor
```

#### SEE ALSO

[sandboxed?](#)

Returns true if there is a sandbox otherwise false

[top](#)

## sandboxed?

(sandboxed?)

Returns true if there is a sandbox otherwise false

```
(sandboxed?)  
=> false
```

#### SEE ALSO

[sandbox-type](#)

Returns the sandbox type

[top](#)

## schedule-at-fixed-rate

```
(schedule-at-fixed-rate fn initial-delay period time-unit)
```

Creates and executes a periodic action that becomes enabled first after the given initial delay, and subsequently with the given period.

Returns a future. (future? f), (future-cancel f), and (future-done? f) will work on the returned future. Time unit is one of :milliseconds, :seconds, :minutes, :hours, or :days.

```
(schedule-at-fixed-rate #(println "test") 1 2 :seconds)

(let [s (schedule-at-fixed-rate #(println "test") 1 2 :seconds)]
  (sleep 16 :seconds)
  (future-cancel s))
```

#### SEE ALSO

[schedule-delay](#)

Creates and executes a one-shot action that becomes enabled after the given delay.

[top](#)

## schedule-delay

```
(schedule-delay fn delay time-unit)
```

Creates and executes a one-shot action that becomes enabled after the given delay.

Returns a future. (deref f), (future? f), (future-cancel f), and (future-done? f) will work on the returned future.

Time unit is one of :milliseconds, :seconds, :minutes, :hours, or :days.

```
(schedule-delay (fn [] (println "test")) 1 :seconds)

(deref (schedule-delay (fn [] 100) 2 :seconds))
```

#### SEE ALSO

[schedule-at-fixed-rate](#)

Creates and executes a periodic action that becomes enabled first after the given initial delay, and subsequently with the given period.

[top](#)

## second

```
(second coll)
```

Returns the second element of coll.

```
(second nil)
=> nil

(second [])
=> nil

(second [1 2 3])
=> 2

(second '())
```

```
=> nil

(second '(1 2 3))
=> 2
```

[top](#)

## semver/cmp

```
(semver/cmp a b)
```

Compares versions a and b, returning -1 if a is older than b, 0 if they're the same version, and 1 if a is newer than b.

```
(semver/cmp "1.2.3" "1.5.4")
=> -1

(semver/cmp (semver/version "1.2.3") (semver/version "1.5.4"))
=> -1
```

### SEE ALSO

[semver/equal?](#)

Is version a the same as version b?

[semver/newer?](#)

Is version a newer than version b?

[semver/older?](#)

Is version a older than version b?

[top](#)

## semver/equal?

```
(semver/equal? a b)
```

Is version a the same as version b?

```
(semver/newer? "1.2.3" "1.2.3")
=> false

(semver/newer? (semver/version "1.2.3") (semver/version "1.2.3"))
=> false
```

### SEE ALSO

[semver/newer?](#)

Is version a newer than version b?

[semver/older?](#)

Is version a older than version b?

[semver/cmp](#)

Compares versions a and b, returning -1 if a is older than b, 0 if they're the same version, and 1 if a is newer than b.

[top](#)

## semver/newer?

```
(semver/newer? a b)
```

Is version a newer than version b?

```
(semver/newer? "1.5.4" "1.2.3")  
=> true
```

```
(semver/newer? (semver/version "1.5.4") (semver/version "1.2.3"))  
=> true
```

### SEE ALSO

[semver/older?](#)

Is version a older than version b?

[semver/equal?](#)

Is version a the same as version b?

[semver/cmp](#)

Compares versions a and b, returning -1 if a is older than b, 0 if they're the same version, and 1 if a is newer than b.

[top](#)

## semver/older?

```
(semver/older? a b)
```

Is version a older than version b?

```
(semver/newer? "1.2.3" "1.5.4")  
=> false
```

```
(semver/newer? (semver/version "1.2.3") (semver/version "1.5.4"))  
=> false
```

### SEE ALSO

[semver/newer?](#)

Is version a newer than version b?

[semver/equal?](#)

Is version a the same as version b?

[semver/cmp](#)

Compares versions a and b, returning -1 if a is older than b, 0 if they're the same version, and 1 if a is newer than b.

[top](#)

## semver/parse

```
(semver/parse s)
```

Parses string 's' into a semantic version map.

Semantic versioning format:

```
standard
  version:      1.0.0
  pre-release:  1.0.0-beta
  meta data:    1.0.0-beta+001

with revision
  version:      1.0.0.0
  pre-release:  1.0.0.0-beta
  meta data:    1.0.0.0-beta+001
```

```
E.g.: { :major 1, :minor 3, :patch 5 }
      { :major 1, :minor 3, :patch 5 :pre-release "beta"}
      { :major 1, :minor 3, :patch 5 :pre-release "beta"}
      { :major 1, :minor 3, :patch 5 :pre-release "beta" :meta "001"}
```

```
(semver/parse "1.2.3")
=> {:patch 3 :meta-data nil :minor 2 :major 1 :revision nil :pre-release nil}

(semver/parse "1.2.3-beta")
=> {:patch 3 :meta-data nil :minor 2 :major 1 :revision nil :pre-release "beta"}

(semver/parse "1.2.3-beta+001")
=> {:patch 3 :meta-data "001" :minor 2 :major 1 :revision nil :pre-release "beta"}
```

## SEE ALSO

[semver/version](#)

If 'o' is a valid version map, returns the map. Otherwise, it'll attempt to parse 'o' and return a version map.

[semver/valid-format?](#)

Checks the string 's' for semantic versioning formatting

[top](#)

## semver/valid-format?

```
(semver/valid-format? s)
```

Checks the string 's' for semantic versioning formatting

```
(semver/valid-format? "1.2.3")
=> true
```

## SEE ALSO

[semver/parse](#)

Parses string 's' into a semantic version map.

[semver/valid?](#)

Checks if the supplied version map is valid regarding semantic versioning or not.

[top](#)

## semver/valid?

```
(semver/valid? v)
```

Checks if the supplied version map is valid regarding semantic versioning or not.



```
(semver/valid? (semver/parse "1.2.3"))
=> true
```

#### SEE ALSO

[semver/parse](#)

Parses string 's' into a semantic version map.

[semver/valid?](#)

Checks if the supplied version map is valid regarding semantic versioning or not.

[top](#)

## semver/version

```
(semver/version o)
```

If 'o' is a valid version map, returns the map. Otherwise, it'll attempt to parse 'o' and return a version map.

```
(semver/version "1.2.3")
=> {:patch 3 :meta-data nil :minor 2 :major 1 :revision nil :pre-release nil}
```

#### SEE ALSO

[semver/parse](#)

Parses string 's' into a semantic version map.

[top](#)

## send

```
(send agent action-fn args)
```

Dispatch an action to an agent. Returns the agent immediately. The state of the agent will be set to the value of:

```
(apply action-fn state-of-agent args)
```

```
(do
  (def x (agent 100))
  (send x + 5)
  (send x (partial + 7))
  (sleep 100)
  (deref x))
=> 112
```

#### SEE ALSO

[agent](#)

Creates and returns an agent with an initial value of state and zero or more options.

[send-off](#)

Dispatch a potentially blocking action to an agent. Returns the agent immediately. The state of the agent will be set to the value of:

[top](#)

## send-off

```
(send-off agent fn args)
```

Dispatch a potentially blocking action to an agent. Returns the agent immediately. The state of the agent will be set to the value of:

```
(apply action-fn state-of-agent args)
```

```
(do
  (def x (agent 100))
  (send-off x + 5)
  (send-off x (partial + 7))
  (sleep 100)
  (deref x))
=> 112
```

## SEE ALSO

### [agent](#)

Creates and returns an agent with an initial value of state and zero or more options.

### [send](#)

Dispatch an action to an agent. Returns the agent immediately. The state of the agent will be set to the value of:

[top](#)

## seq

```
(seq coll)
```

Returns a seq on the collection. If the collection is empty, returns nil. (seq nil) returns nil. seq also works on Strings and converts Java streams to lists.

```
(seq nil)
=> nil

(seq [1 2 3])
=> (1 2 3)

(seq '(1 2 3))
=> (1 2 3)

(seq {:a 1 :b 2})
=> ([:a 1] [:b 2])

(seq "abcd")
=> ("a" "b" "c" "d")
```

[top](#)

## sequential?

```
(sequential? obj)
```

Returns true if obj is a sequential collection

```
(sequential? '(1))
=> true

(sequential? [1])
```

```
=> true

(sequential? {:a 1})
=> false

(sequential? nil)
=> false

(sequential? "abc")
=> false
```

[top](#)

## set

```
(set & items)
```

Creates a new set containing the items.

```
(set)
=> #{}

(set nil)
=> #{nil}

(set 1)
=> #{1}

(set 1 2 3)
=> #{1 2 3}

(set [1 2] 3)
=> #{[1 2] 3}
```

[top](#)

## set!

```
(set! var-symbol expr)
```

Sets a global or thread-local variable to the value of the expression.

```
(do
  (def x 10)
  (set! x 20)
  x)
=> 20

(do
  (def-dynamic x 100)
  (set! x 200)
  x)
=> 200

(do
  (def-dynamic x 100)
  (without-str
    (print x)
```

```
(binding [x 200]
  (print (str "-" x))
  (set! x (inc x))
  (print (str "-" x)))
(print (str "-" x)))
=> "100-200-201-100"
```

[top](#)

## set-error-handler!

```
(set-error-handler! agent handler-fn)
```

Sets the error-handler of an agent to handler-fn. If an action being run by the agent throws an exception handler-fn will be called with two arguments: the agent and the exception.

```
(do
  (def x (agent 100))
  (defn err-handler-fn [ag ex]
    (println "error occured: "
      (:message ex)
      " and we still have value"
      @ag))
  (set-error-handler! x err-handler-fn)
  (send x (fn [n] (/ n 0))))
=> (agent :value 100)
```

### SEE ALSO

#### [agent](#)

Creates and returns an agent with an initial value of state and zero or more options.

#### [agent-error-mode](#)

Returns the agent's error mode

#### [agent-error](#)

Returns the exception thrown during an asynchronous action of the agent if the agent is failed. Returns nil if the agent is not failed.

[top](#)

## set?

```
(set? obj)
```

Returns true if obj is a set

```
(set? (set 1))
=> true
```

[top](#)

## sgn

```
(sgn x)
```

sgn function for a number.

```
-1 if x < 0
 0 if x = 0
 1 if x > 0
```

```
(sgn -10)
```

```
=> -1
```

```
(sgn 0)
```

```
=> 0
```

```
(sgn 10)
```

```
=> 1
```

```
(sgn -10I)
```

```
=> -1
```

```
(sgn -10.1)
```

```
=> -1
```

```
(sgn -10.12M)
```

```
=> -1
```

[top](#)

## sh

(sh & args)

Passes the given strings to `Runtime.exec()` to launch a sub-process.

Options are

- `:in` may be given followed by input source as `InputStream`, `Reader`, `File`, `ByteBuf`, or `String`, to be fed to the sub-process's `stdin`.
- `:in-enc` option may be given followed by a `String`, used as a character encoding name (for example `"UTF-8"` or `"ISO-8859-1"`) to convert the input string specified by the `:in` option to the sub-process's `stdin`. Defaults to `UTF-8`. If the `:in` option provides a byte array, then the bytes are passed unencoded, and this option is ignored.
- `:out-enc` option may be given followed by `:bytes` or a `String`. If a `String` is given, it will be used as a character encoding name (for example `"UTF-8"` or `"ISO-8859-1"`) to convert the sub-process's `stdout` to a `String` which is returned. If `:bytes` is given, the sub-process's `stdout` will be stored in a `Bytebuf` and returned. Defaults to `UTF-8`.
- `:out-fn` a function with a single string argument that receives line by line from the process' `stdout`. If passed the `:out` value in the return map will be empty.
- `:err-fn` a function with a single string argument that receives line by line from the process' `stderr`. If passed the `:err` value in the return map will be empty.
- `:env` override the process `env` with a map.
- `:dir` override the process `dir` with a `String` or `java.io.File`.
- `:throw-ex` If true throw an exception if the exit code is not equal to zero, if false returns the exit code. Defaults to false. It's recommended to use `(with-sh-throw (sh "foo"))` instead.

You can bind `:env`, `:dir` for multiple operations using `with-sh-env` or `with-sh-dir`. `with-sh-throw` binds `:throw-ex` as `true`.

`sh` returns a map of

- `:exit` => sub-process's exit code
- `:out` => sub-process's stdout (as `Bytebuf` or `String`)
- `:err` => sub-process's stderr (String via platform default encoding)

```
(println (sh "ls" "-l"))

(println (sh "ls" "-l" "/tmp"))

(println (sh "sed" "s/[aeiou]/oo/g" :in "hello there\n"))

(println (sh "cat" :in "x\u25bax\n"))

(println (sh "echo" "x\u25bax"))

(println (sh "/bin/sh" "-c" "ls -l"))

(sh "ls" "-l" :out-fn println)

(sh "ls" "-l" :out-fn println :err-fn println)

;; background process
(println (sh "/bin/sh" "-c" "sleep 30 >/dev/null 2>&1 &"))

(println (sh "/bin/sh" "-c" "nohup sleep 30 >/dev/null 2>&1 &"))

;; reads 4 single-byte chars
(println (sh "echo" "x\u25bax" :out-enc "ISO-8859-1"))

;; reads binary file into bytes[]
(println (sh "cat" "birds.jpg" :out-enc :bytes))

;; working directory
(println (with-sh-dir "/tmp" (sh "ls" "-l") (sh "pwd")))

(println (sh "pwd" :dir "/tmp"))

;; throw an exception if the shell's subprocess exit code is not equal to 0
(println (with-sh-throw (sh "ls" "-l")))

(println (sh "ls" "-l" :throw-ex true))

;; windows
(println (sh "cmd" "/c dir 1>&2"))
```

[top](#)

## sh/open

(sh/open)

Opens a file or an url with the associated platform specific application.

```
(sh/open "sample.pdf")
```

```
(sh/open "https://github.com/jlangch/venice")
```

## shuffle

```
(shuffle coll)
```

Returns a collection of the items in coll in random order.

```
(shuffle '(1 2 3 4 5 6))
=> (1 3 2 5 6 4)
```

```
(shuffle [1 2 3 4 5 6])
=> [5 1 4 2 6 3]
```

```
(shuffle "abcdef")
=> ("e" "b" "c" "d" "f" "a")
```

## shutdown-agents

```
(shutdown-agents)
```

Initiates a shutdown of the thread pools that back the agent system. Running actions will complete, but no new actions will be accepted

```
(do
  (def x1 (agent 100))
  (def x2 (agent 100))
  (shutdown-agents))
```

### SEE ALSO

#### [agent](#)

Creates and returns an agent with an initial value of state and zero or more options.

## shutdown-agents?

```
(shutdown-agents?)
```

Returns true if the thread-pool that backs the agents is shut down

```
(do
  (def x1 (agent 100))
  (def x2 (agent 100))
  (shutdown-agents)
  (sleep 300)
  (shutdown-agents?))
```

### SEE ALSO

#### [agent](#)

Creates and returns an agent with an initial value of state and zero or more options.

## shutdown-hook

```
(shutdown-hook f)
```

Registers the function `f` as JVM shutdown hook.

```
(shutdown-hook (fn [] (println "shutdown")))
=> nil
```

## sin

```
(sin x)
```

`sin x`

```
(sin 1)
=> 0.8414709848078965
```

```
(sin 1.23)
=> 0.9424888019316975
```

```
(sin 1.23M)
=> 0.9424888019316975
```

## sleep

```
(sleep n)
(sleep n time-unit)
```

Sleep for the time `n`. The default time unit is milliseconds  
Time unit is one of `:milliseconds`, `:seconds`, `:minutes`, `:hours`, or `:days`.

```
(sleep 30)
=> nil
```

```
(sleep 30 :milliseconds)
=> nil
```

```
(sleep 5 :seconds)
=> nil
```

## some

```
(some pred coll)
```



Returns the first logical true value of (pred x) for any x in coll, else nil.  
Stops processing the collection if the first value is found that meets the predicate.

```
(some even? '(1 2 3 4))  
=> true  
  
(some even? '(1 3 5 7))  
=> nil  
  
(some #{5} [1 2 3 4 5])  
=> 5  
  
(some #(== 5 %) [1 2 3 4 5])  
=> true  
  
(some #(if (even? %) %) [1 2 3 4])  
=> 2
```

[top](#)

## some->

(some-> expr & forms)

When expr is not nil, threads it into the first form (via ->), and when that result is not nil, through the next etc.

```
(some-> {:y 3 :x 5}  
      :y  
      (- 2))  
=> 1  
  
(some-> {:y 3 :x 5}  
      :z  
      (- 2))  
=> nil
```

### SEE ALSO

[some->>](#)

When expr is not nil, threads it into the first form (via ->>), and when that result is not nil, through the next etc.

[top](#)

## some->>

(some->> expr & forms)

When expr is not nil, threads it into the first form (via ->>), and when that result is not nil, through the next etc.

```
(some->> {:y 3 :x 5}  
      :y  
      (- 2))  
=> -1  
  
(some->> {:y 3 :x 5}  
      :z  
      (- 2))  
=> nil
```

```
(- 2))  
=> nil
```

## SEE ALSO

[some->](#)

When expr is not nil, threads it into the first form (via ->), and when that result is not nil, through the next etc.

[top](#)

## some?

```
(some? x)
```

Returns true if x is not nil, false otherwise

```
(some? nil)  
=> false
```

```
(some? 0)  
=> true
```

```
(some? 4.0)  
=> true
```

```
(some? false)  
=> true
```

```
(some? [])  
=> true
```

```
(some? {})  
=> true
```

## SEE ALSO

[nil?](#)

Returns true if x is nil, false otherwise

[top](#)

## sort

```
(sort coll)  
(sort comparefn coll)
```

Returns a sorted list of the items in coll. If no compare function comparefn is supplied, uses the natural compare. The compare function takes two arguments and returns -1, 0, or 1

```
(sort [3 2 5 4 1 6])  
=> [1 2 3 4 5 6]
```

```
(sort compare [3 2 5 4 1 6])  
=> [1 2 3 4 5 6]
```

```
; reversed  
(sort (comp - compare) [3 2 5 4 1 6])  
=> [6 5 4 3 2 1]
```

```
(sort {:c 3 :a 1 :b 2})
=> ([:a 1] [:b 2] [:c 3])
```

[top](#)

## sort-by

```
(sort-by keyfn coll)
(sort-by keyfn compfn coll)
```

Returns a sorted sequence of the items in `coll`, where the sort order is determined by comparing (`keyfn item`). If no comparator is supplied, uses `compare`.

```
(sort-by :id [{:id 2 :name "Smith"} {:id 1 :name "Jones"} ])
=> [{:name "Jones" :id 1} {:name "Smith" :id 2}]
```

```
(sort-by count ["aaa" "bb" "c"])
=> ["c" "bb" "aaa"]
```

```
; reversed
(sort-by count (comp - compare) ["aaa" "bb" "c"])
=> ["aaa" "bb" "c"]
```

```
(sort-by first [[1 2] [3 4] [2 3]])
=> [[1 2] [2 3] [3 4]]
```

```
; reversed
(sort-by first (comp - compare) [[1 2] [3 4] [2 3]])
=> [[3 4] [2 3] [1 2]]
```

```
(sort-by :rank [{:rank 2} {:rank 3} {:rank 1}])
=> [{:rank 1} {:rank 2} {:rank 3}]
```

```
; reversed
(sort-by :rank (comp - compare) [{:rank 2} {:rank 3} {:rank 1}])
=> [{:rank 3} {:rank 2} {:rank 1}]
```

```
; sort by :foo, and where :foo is equal, sort by :bar
(do
  (def x [ {:foo 2 :bar 11}
            {:foo 1 :bar 99}
            {:foo 2 :bar 55}
            {:foo 1 :bar 77} ])
  (sort-by (juxt :foo :bar) x))
=> [{:foo 1 :bar 77} {:foo 1 :bar 99} {:foo 2 :bar 11} {:foo 2 :bar 55}]
```

[top](#)

## sorted

```
(sorted cmp coll)
```

Returns a sorted collection using the compare function `cmp`. The compare function takes two arguments and returns -1, 0, or 1. Returns a stateful transducer when no collection is provided.

```
(sorted compare [4 2 1 5 6 3])
=> [1 2 3 4 5 6]
```

```
(sorted (comp (partial * -1) compare) [4 2 1 5 6 3])
=> [6 5 4 3 2 1]
```

[top](#)

## sorted-map

```
(sorted-map & keyvals)
(sorted-map map)
```

Creates a new sorted map containing the items.

```
(sorted-map :a 1 :b 2)
=> {:a 1 :b 2}
```

```
(sorted-map (hash-map :a 1 :b 2))
=> {:a 1 :b 2}
```

[top](#)

## sorted-map?

```
(sorted-map? obj)
```

Returns true if obj is a sorted map

```
(sorted-map? (sorted-map :a 1 :b 2))
=> true
```

[top](#)

## sorted-set

```
(sorted-set & items)
```

Creates a new sorted-set containing the items.

```
(sorted-set)
=> #{} 
```

```
(sorted-set nil)
=> #{nil}
```

```
(sorted-set 1)
=> #{1}
```

```
(sorted-set 6 2 4)
=> #{2 4 6}
```

```
(str (sorted-set [2 3] [1 2]))
=> "#[[1 2] [2 3]]"
```

[top](#)

## sorted-set?

```
(sorted-set? obj)
```

Returns true if obj is a sorted-set

```
(sorted-set? (sorted-set 1))  
=> true
```

[top](#)

## split-at

```
(split-at n coll)
```

Returns a vector of [(take n coll) (drop n coll)]

```
(split-at 2 [1 2 3 4 5])  
=> [(1 2) (3 4 5)]
```

```
(split-at 3 [1 2])  
=> [(1 2) ()]
```

[top](#)

## split-with

```
(split-with pred coll)
```

Splits the collection at the first false/nil predicate result in a vector with two lists

```
(split-with odd? [1 3 5 6 7 9])  
=> [(1 3 5) (6 7 9)]
```

```
(split-with odd? [1 3 5])  
=> [(1 3 5) ()]
```

```
(split-with odd? [2 4 6])  
=> [() (2 4 6)]
```

[top](#)

## sqrt

```
(sqrt x)
```

Square root of x

```
(sqrt 10)  
=> 3.1622776601683795
```

```
(sqrt 10I)  
=> 3.1622776601683795
```

```
(sqrt 10.23)
=> 3.1984371183438953

(sqrt 10.23M)
=> 3.198437118343895324557024650857783854007720947265625M

(sqrt 10N)
=> 3.162277660168379522787063251598738133907318115234375M
```

top

## square

```
(square x)
```

Square of x

```
(square 10)
=> 100

(square 10I)
=> 100I

(square 10.23)
=> 104.6529

(square 10.23M)
=> 104.6529M
```

top

## stack

```
(stack)
```

Creates a new mutable threadsafe stack.

```
(let [s (stack)]
  (push! s 4)
  (push! s 3)
  (pop! s)
  s)
=> (4)
```

### SEE ALSO

[peek](#)

For a list, same as first, for a vector, same as last, for a stack the top element

[pop!](#)

Pops an item from a stack.

[push!](#)

Pushes an item to a stack.

[empty?](#)

Returns true if x is empty. Accepts strings, collections and bytebufs.

## count

Returns the number of items in the collection. (count nil) returns 0. Also works on strings, and Java Collections

[top](#)

## stack?

(stack? obj)

Returns true if obj is a stack

```
(stack? (stack))  
=> true
```

[top](#)

## stacktrace

(stacktrace ex)

Returns the stacktrace of a java exception

```
(println (stacktrace (. :VncException :new (str "test"))))
```

[top](#)

## standard-deviation

(standard-deviation type coll)

Returns the standard deviation of the values for data sample type :population or :sample.

```
(standard-deviation :sample '(10 8 30 22 15))  
=> 9.055385138137417
```

```
(standard-deviation :population '(10 8 30 22 15))  
=> 8.099382692526634
```

```
(standard-deviation :sample '(1.4 3.6 7.8 9.0 2.2))  
=> 3.40587727318528
```

```
(standard-deviation :sample '(2.8M 6.4M 2.0M 4.4M))  
=> 1.942506971244462
```

[top](#)

## str

(str & xs)

With no args, returns the empty string. With one arg x, returns x.toString(). (str nil) returns the empty string. With more than one arg, returns the concatenation of the str values of the args.

```
(str)
=> ""

(str 1 2 3)
=> "123"

(str +)
=> "function + {visibility :public, ns \"core\"}"

(str [1 2 3])
=> "[1 2 3]"
```

[top](#)

## str/blank?

```
(str/blank? s)
```

True if s is nil, empty, or contains only whitespace.

```
(str/blank? nil)
=> true

(str/blank? "")
=> true

(str/blank? " ")
=> true

(str/blank? "abc")
=> false
```

[top](#)

## str/butlast

```
(str/butlast s)
```

Returns a possibly empty string of the characters without the last.

```
(str/butlast "abcdef")
=> "abcde"
```

[top](#)

## str/bytebuf-to-hex

```
(str/bytebuf-to-hex data)
(str/bytebuf-to-hex data :upper)
```

Converts byte data to a hex string using the hexadecimal digits: 0123456789abcdef. If the :upper options is passed the hex digits 0123456789ABCDEF are used.

```
(str/bytebuf-to-hex (bytebuf [0 1 2 3 4 5 6]))
=> "00010203040506"
```



## str/char?

```
(str/char s)
```

Returns true if s is a single char string.

```
(str/char? "x")  
=> true
```

```
(str/char? (char "x"))  
=> true
```

## str/chars

```
(str/chars s)
```

Converts a string to a char list.

```
(str/chars "abcdef")  
=> ("a" "b" "c" "d" "e" "f")
```

```
(str/join (str/chars "abcdef"))  
=> "abcdef"
```

## str/contains?

```
(str/contains? s substr)
```

True if s contains with substr.

```
(str/contains? "abc" "ab")  
=> true
```

```
(str/contains? "abc" (char "b"))  
=> true
```

## str/cr-lf

```
(str/cr-lf s mode)
```

Convert a text to use LF or CR-LF.

```
(str/cr-lf "line1  
line2"
```

```
line3" :cr-lf)

(str/cr-lf "line1
line2
line3" :lf)
```

[top](#)

## str/decode-base64

```
(str/decode-base64 s)
```

Base64 decode.

```
(str/decode-base64 (str/encode-base64 (bytebuf [0 1 2 3 4 5 6])))
=> [0 1 2 3 4 5 6]
```

[top](#)

## str/decode-url

```
(str/decode-url s)
```

URL decode.

```
(str/decode-url "The+string+%C3%BC%40foo-bar")
=> "The string ü@foo-bar"
```

[top](#)

## str/digit?

```
(str/digit? s)
```

True if *s* is a single char string and the char is a digit. Defined by Java `Character.isDigit(ch)`.

```
(str/digit? (char "8"))
=> true
```

```
(str/digit? "8")
=> true
```

[top](#)

## str/double-quote

```
(str/double-quote str)
```

Double quotes a string.

```
(str/double-quote "abc")
=> "\"abc\""
```

```
(str/double-quote "")  
=> "\"\""
```

[top](#)

## str/double-quoted?

```
(str/double-quoted? str)
```

Returns true if the string is double quoted.

```
(str/double-quoted? "\"abc\"")  
=> true
```

[top](#)

## str/double-unquote

```
(str/double-unquote str)
```

Unquotes a double quoted string.

```
(str/double-unquote "\"abc\"")  
=> "abc"
```

```
(str/double-unquote "\"\"")  
=> ""
```

```
(str/double-unquote nil)  
=> nil
```

[top](#)

## str/encode-base64

```
(str/encode-base64 data)
```

Base64 encode.

```
(str/encode-base64 (bytebuf [0 1 2 3 4 5 6]))  
=> "AAECAwQFBg=="
```

[top](#)

## str/encode-url

```
(str/encode-url s)
```

URL encode.

```
(str/encode-url "The string ü@foo-bar")
=> "The+string+%C3%BC%40foo-bar"
```

[top](#)

## str/ends-with?

```
(str/ends-with? s substr)
```

True if s ends with substr.

```
(str/ends-with? "abc" "bc")
=> true
```

[top](#)

## str/equals-ignore-case?

```
(str/equals-ignore-case? s1 s2)
```

Compares two strings ignoring case. True if both are equal.

```
(str/equals-ignore-case? "abc" "abC")
=> true
```

[top](#)

## str/escape-html

```
(str/escape-html s)
```

HTML escape. Escapes &, <, >, ", ', and the non blocking space U+00A0

```
(str/escape-html "1 2 3 & < > \" ' \u00A0")
=> "1 2 3 &amp; &lt; &gt; &quot; &apos; &nbsp;"
```

[top](#)

## str/escape-xml

```
(str/escape-xml s)
```

XML escape. Escapes &, <, >, ", '.

```
(str/escape-xml "1 2 3 & < > \" ' ")
=> "1 2 3 &amp; &lt; &gt; &quot; &apos;"
```

[top](#)

## str/expand

```
(str/expand s len fill mode*)
```

Expands a string to the max lenght len. Fills up with the fillstring if the string needs to be expanded. The fill string is added to the start or end of the string depending on the mode:start, :end. The mode defaults to :end

```
(str/expand "abcdefghij" 8 ".")  
=> "abcdefghij"
```

```
(str/expand "abcdefghij" 20 ".")  
=> "abcdefghij....."
```

```
(str/expand "abcdefghij" 20 "." :start)  
=> ".....abcdefghij"
```

```
(str/expand "abcdefghij" 20 "." :end)  
=> "abcdefghij....."
```

```
(str/expand "abcdefghij" 30 "1234" :start)  
=> "12341234123412341234abcdefghij"
```

```
(str/expand "abcdefghij" 30 "1234" :end)  
=> "abcdefghij12341234123412341234"
```

[top](#)

## str/format

```
(str/format format args*)  
(str/format locale format args*)
```

Returns a formatted string using the specified format string and arguments.

```
(str/format "value: %.4f" 1.45)  
=> "value: 1.4500"
```

```
(str/format (. :java.util.Locale :new "de" "DE") "value: %.4f" 1.45)  
=> "value: 1,4500"
```

```
(str/format (. :java.util.Locale :GERMANY) "value: %.4f" 1.45)  
=> "value: 1,4500"
```

```
(str/format (. :java.util.Locale :new "de" "CH") "value: %,d" 2345000)  
=> "value: 2'345'000"
```

```
(str/format [ "de" ] "value: %.4f" 1.45)  
=> "value: 1,4500"
```

```
(str/format [ "de" "DE" ] "value: %.4f" 1.45)  
=> "value: 1,4500"
```

```
(str/format [ "de" "DE" ] "value: %,d" 2345000)  
=> "value: 2.345.000"
```

[top](#)

## str/format-bytebuf

```
(str/format-bytebuf data delimiter & options)
```

Formats a bytebuffer.

Options

:prefix0x - prefix with 0x

```
(str/format-bytebuf (bytebuf [0 34 67 -30 -1]) nil)
=> "002243E2FF"
```

```
(str/format-bytebuf (bytebuf [0 34 67 -30 -1]) "")
=> "002243E2FF"
```

```
(str/format-bytebuf (bytebuf [0 34 67 -30 -1]) ", ")
=> "00, 22, 43, E2, FF"
```

```
(str/format-bytebuf (bytebuf [0 34 67 -30 -1]) ", " :prefix0x)
=> "0x00, 0x22, 0x43, 0xE2, 0xFF"
```

[top](#)

## str/hex-to-bytebuf

```
(str/hex-to-bytebuf hex)
```

Converts a hex string to a bytebuf

```
(str/hex-to-bytebuf "005E4AFF")
=> [0 94 74 255]
```

```
(str/hex-to-bytebuf "005e4aff")
=> [0 94 74 255]
```

[top](#)

## str/index-of

```
(str/index-of s value)
(str/index-of s value from-index)
```

Return index of value (string or char) in s, optionally searching forward from from-index. Return nil if value not found.

```
(str/index-of "abcdefabc" "ab")
=> 0
```

[top](#)

## str/join

```
(str/join coll)
(str/join separator coll)
```

Joins all elements in coll separated by an optional separator.

```
(str/join [1 2 3])
=> "123"

(str/join "-" [1 2 3])
=> "1-2-3"

(str/join "-" [(char "a") 1 "xyz" 2.56M])
=> "a-1-xyz-2.56M"
```

[top](#)

## str/last-index-of

```
(str/last-index-of s value)
(str/last-index-of s value from-index)
```

Return last index of value (string or char) in s, optionally searching backward from from-index. Return nil if value not found.

```
(str/last-index-of "abcdefabc" "ab")
=> 6
```

[top](#)

## str/letter?

```
(str/letter? s)
```

True if s is a single char string and the char is a letter. Defined by Java Character.isLetter(ch).

```
(str/letter? (char "x"))
=> true
```

```
(str/letter? "x")
=> true
```

[top](#)

## str/linefeed?

```
(str/linefeed? s)
```

True if s is a single char string and the char is a linefeed.

```
(str/linefeed? (char "
"))
=> true
```

```
(str/linefeed? "
")
=> true
```

[top](#)

## str/lorem-ipsuM

```
(str/lorem-ipsuM & options)
```

Creates an arbitrary length Lorem Ipsum text.

Options:

- :chars n - returns n characters (limited to 1000000)
- :paragraphs n - returns n paragraphs (limited to 100)

```
(str/lorem-ipsuM :chars 250)
```

```
=> "Lorem ipsum dolor sit amet, consectetur adipiscing elit. Praesent ac iaculis turpis. Duis dictum id sem et  
consectetur. Nullam lobortis, libero non consequat aliquet, lectus diam fringilla velit, finibus eleifend ipsum  
urna at lacus. Phasellus sit am"
```

```
(str/lorem-ipsuM :paragraphs 1)
```

```
=> "Lorem ipsum dolor sit amet, consectetur adipiscing elit. Praesent ac iaculis turpis. Duis dictum id sem et  
consectetur. Nullam lobortis, libero non consequat aliquet, lectus diam fringilla velit, finibus eleifend ipsum  
urna at lacus. Phasellus sit amet nisl fringilla, cursus est in, mollis lacus. Proin dignissim rhoncus dolor.  
Cras tellus odio, elementum sed erat sit amet, euismod tincidunt nisl. In hac habitasse platea dictumst. Duis  
aliquam sollicitudin tempor. Sed gravida tincidunt felis at fringilla. Morbi tempor enim at commodo vulputate.  
Aenean et ultrices lorem, placerat pretium augue. In hac habitasse platea dictumst. Cras fringilla ligula quis  
interdum hendrerit. Etiam at massa tempor, facilisis lacus placerat, congue erat."
```

[top](#)

## str/lower-case

```
(str/lower-case s)  
(str/lower-case locale s)
```

Converts s to lowercase

```
(str/lower-case "aBcDeF")
```

```
=> "abcdef"
```

```
(str/lower-case (. :java.util.Locale :new "de" "DE") "aBcDeF")
```

```
=> "abcdef"
```

```
(str/lower-case (. :java.util.Locale :GERMANY) "aBcDeF")
```

```
=> "abcdef"
```

```
(str/lower-case (. :java.util.Locale :new "de" "CH") "aBcDeF")
```

```
=> "abcdef"
```

```
(str/lower-case [ "de" ] "aBcDeF")
```

```
=> "abcdef"
```

```
(str/lower-case [ "de" "DE" ] "aBcDeF")
```

```
=> "abcdef"
```

```
(str/lower-case [ "de" "DE" ] "aBcDeF")
```

```
=> "abcdef"
```

[top](#)

## str/lower-case?



```
(str/lower-case? s)
```

True if s is a single char string and the char is a lower case char. Defined by Java Character.isLowerCase(ch).

```
(str/lower-case? (char "x"))  
=> true
```

```
(str/lower-case? "x")  
=> true
```

[top](#)

## str/pos

```
(str/pos s pos)
```

Returns the 0 based row/column position within a string based on absolute character position. Returns a map with the keys 'row' and 'col'.

Note: CR & LF count as one each regarding the absolute position.

```
(str/pos "abcdefghij" 4)  
=> {:col 4 :row 0}
```

```
(str/pos "ab  
cdefghij" 6)  
=> {:col 3 :row 1}
```

[top](#)

## str/quote

```
(str/quote str q)  
(str/quote str start end)
```

Quotes a string.

```
(str/quote "abc" "-")  
=> "-abc-
```

```
(str/quote "abc" "<" ">")  
=> "<abc>"
```

[top](#)

## str/quoted?

```
(str/quoted? str q)  
(str/quoted? str start end)
```

Returns true if the string is quoted.

```
(str/quoted? "-abc-" "-")
=> true

(str/quoted? "<abc>" "<" ">")
=> true
```

[top](#)

## str/repeat

```
(str/repeat s n)
(str/repeat s n sep)
```

Repeats `s` `n` times with an optional separator.

```
(str/repeat "abc" 0)
=> ""

(str/repeat "abc" 3)
=> "abcabcab"

(str/repeat "abc" 3 "-")
=> "abc-abc-abc"
```

[top](#)

## str/replace-all

```
(str/replace-all s search replacement)
```

Replaces the all occurrences of `search` in `s`. The `search` arg may be a string or a regex pattern

```
(str/replace-all "abcdefabc" "ab" "__")
=> "__cdef__c"

(str/replace-all "a0b01c012d" (regex/pattern "[0-9]+") "_")
=> "a_b_c_d"
```

[top](#)

## str/replace-first

```
(str/replace-first s search replacement & options)
```

Replaces the first occurrence of `search` in `s`. The `search` arg may be a string or a regex pattern. If the `search` arg is of type string the options `:ignore-case` and `:nfirst` are supported.

Options:

- `:ignore-case` true/false - e.g `:ignore-case true`, defaults to false
- `:nfirst` `n` - e.g `:nfirst 2`, defaults to 1

```
(str/replace-first "ab-cd-ef-ab-cd" "ab" "XYZ")
=> "XYZ-cd-ef-ab-cd"

(str/replace-first "AB-CD-EF-AB-CD" "ab" "XYZ" :ignore-case true)
```

```
=> "XYZ-CD-EF-AB-CD"
```

```
(str/replace-first "ab-ab-cd-ab-ef-ab-cd" "ab" "XYZ" :nfirst 3)  
=> "XYZ-XYZ-cd-XYZ-ef-ab-cd"
```

```
(str/replace-first "a0b01c012d" (regex/pattern "[0-9]+") "_")  
=> "a_b01c012d"
```

[top](#)

## str/replace-last

```
(str/replace-last s search replacement & options)
```

Replaces the last occurrence of search in s

```
(str/replace-last "abcdefabc" "ab" "XYZ")  
=> "abcdefXYZc"
```

```
(str/replace-last "foo.JPG" ".jpg" ".png" :ignore-case true)  
=> "foo.png"
```

[top](#)

## str/rest

```
(str/rest s)
```

Returns a possibly empty string of the characters after the first.

```
(str/rest "abcdef")  
=> "bcdef"
```

[top](#)

## str/reverse

```
(str/reverse s)
```

Reverses a string

```
(str/reverse "abcdef")  
=> "fedcba"
```

[top](#)

## str/split

```
(str/split s regex)
```

Splits string on a regular expression.

```
(str/split "abc,def,ghi" ",")
=> ("abc" "def" "ghi")

(str/split "abc , def , ghi" "[ *],[ *]")
=> ("abc" "def" "ghi")

(str/split "abc,def,ghi" "((?<=,)|(?=,))")
=> ("abc" ", " "def" ", " "ghi")

(str/split nil ",")
=> ()
```

[top](#)

## str/split-lines

```
(str/split-lines s)
```

Splits `s` into lines.

```
(str/split-lines "line1
line2
line3")
=> ("line1" "line2" "line3")
```

[top](#)

## str/starts-with?

```
(str/starts-with? s substr)
```

True if `s` starts with `substr`.

```
(str/starts-with? "abc" "ab")
=> true
```

[top](#)

## str/strip-end

```
(str/strip-end s substr)
```

Removes a `substr` only if it is at the end of a `s`, otherwise returns `s`.

```
(str/strip-end "abcdef" "def")
=> "abc"

(str/strip-end "abcdef" "abc")
=> "abcdef"
```

[top](#)

## str/strip-indent

```
(str/strip-indent s)
```

Strip the indent of a multi-line string. The first line's leading whitespaces define the indent.

```
(str/strip-indent "  line1
  line2
  line3")
=> "line1\n  line2\n  line3"
```

[top](#)

## str/strip-margin

```
(str/strip-margin s)
```

Strips leading whitespaces upto and including the margin '|' from each line in a multi-line string.

```
(str/strip-margin "line1
|  line2
|  line3")
=> "line1\n  line2\n  line3"
```

[top](#)

## str/strip-start

```
(str/strip-start s substr)
```

Removes a substr only if it is at the beginning of a s, otherwise returns s.

```
(str/strip-start "abcdef" "abc")
=> "def"
```

```
(str/strip-start "abcdef" "def")
=> "abcdef"
```

[top](#)

## str/subs

```
(str/subs s start)
(str/subs s start end)
```

Returns the substring of s beginning at start inclusive, and ending at end (defaults to length of string), exclusive.

```
(str/subs "abcdef" 2)
=> "cdef"
```

```
(str/subs "abcdef" 2 5)
=> "cde"
```

[top](#)

## str/trim

```
(str/trim s)
```

Trims leading and trailing spaces from s.

```
(str/trim " abc ")  
=> "abc"
```

[top](#)

## str/trim-to-nil

```
(str/trim-to-nil s)
```

Trims leading and trailing spaces from s. Returns nil if the resulting string is empty

```
(str/trim-to-nil "")  
=> nil  
  
(str/trim-to-nil "   ")  
=> nil  
  
(str/trim-to-nil nil)  
=> nil  
  
(str/trim-to-nil " abc ")  
=> "abc"
```

[top](#)

## str/truncate

```
(str/truncate s maxlen marker mode*)
```

Truncates a string to the max length maxlen and adds the marker if the string needs to be truncated. The marker is added to the start, middle, or end of the string depending on the mode :start, :middle, :end. The mode defaults to :end

```
(str/truncate "abcdefghij" 20 "...")  
=> "abcdefghij"  
  
(str/truncate "abcdefghij" 9 "...")  
=> "abcdef..."  
  
(str/truncate "abcdefghij" 4 "...")  
=> "a..."  
  
(str/truncate "abcdefghij" 7 "...":start)  
=> "...ghij"  
  
(str/truncate "abcdefghij" 7 "...":middle)  
=> "ab...ij"  
  
(str/truncate "abcdefghij" 7 "...":end)  
=> "abcd..."
```

## str/upper-case

```
(str/upper-case s)
(str/upper-case locale s)
```

Converts s to uppercase

```
(str/upper-case "aBcDeF")
=> "ABCDEF"

(str/upper-case (. :java.util.Locale :new "de" "DE") "aBcDeF")
=> "ABCDEF"

(str/upper-case (. :java.util.Locale :GERMANY) "aBcDeF")
=> "ABCDEF"

(str/upper-case (. :java.util.Locale :new "de" "CH") "aBcDeF")
=> "ABCDEF"

(str/upper-case [ "de" ] "aBcDeF")
=> "ABCDEF"

(str/upper-case [ "de" "DE" ] "aBcDeF")
=> "ABCDEF"

(str/upper-case [ "de" "DE" ] "aBcDeF")
=> "ABCDEF"
```

## str/upper-case?

```
(str/upper-case? s)
```

True if s is a single char string and the char is an upper case char. Defined by Java Character.isUpperCase(ch).

```
(str/upper-case? (char "X"))
=> true

(str/upper-case? "X")
=> true
```

## str/valid-email-addr?

```
(str/valid-email-addr? e)
```

Returns true if e is a valid email address according to RFC5322, else returns false

```
(str/valid-email-addr? "user@domain.com")
=> true
```

```
(str/valid-email-addr? "user@domain.co.in")
=> true

(str/valid-email-addr? "user.name@domain.com")
=> true

(str/valid-email-addr? "user_name@domain.com")
=> true

(str/valid-email-addr? "username@yahoo.corporate.in")
=> true
```

[top](#)

## str/whitespace?

```
(str/whitespace? s)
```

True if s is a single char string and the char is a whitespace. Defined by Java Character.isWhitespace(ch).

```
(str/whitespace? (char " "))
=> true

(str/whitespace? " ")
=> true
```

[top](#)

## string-array

```
(string-array coll)
(string-array len)
(string-array len init-val)
```

Returns an array of Java strings containing the contents of coll or returns an array with the given length and optional init value

```
(string-array '("1" "2" "3"))
=> [1, 2, 3]

(string-array 10)
=> [nil, nil, nil, nil, nil, nil, nil, nil, nil, nil]

(string-array 10 "42")
=> [42, 42, 42, 42, 42, 42, 42, 42, 42, 42]
```

[top](#)

## string?

```
(string? x)
```

Returns true if x is a string



```
(string? "abc")
=> true

(string? 1)
=> false

(string? nil)
=> false
```

[top](#)

## subvec

```
(subvec v start) (subvec v start end)
```

Returns a vector of the items in vector from start (inclusive) to end (exclusive). If end is not supplied, defaults to (count vector)

```
(subvec [1 2 3 4 5 6] 2)
=> [3 4 5 6]

(subvec [1 2 3 4 5 6] 2 3)
=> [3]
```

[top](#)

## supers

```
(supers class)
```

Returns the immediate and indirect superclasses and interfaces of class, if any.

```
(supers :java.util.ArrayList)
=> (:java.util.AbstractList :java.util.AbstractCollection :java.util.List :java.util.Collection :java.lang.
Iterable)
```

[top](#)

## supertype

```
(supertype x)
```

Returns the super type of x.

```
(supertype 5)
=> :core/val

(supertype [1 2])
=> :core/sequence

(supertype (. :java.math.BigInteger :valueOf 100))
=> :java.lang.Number
```

**SEE ALSO**

## type

Returns the type of x.

## instance?

Returns true if x is an instance of the given type

[top](#)

# swap!

```
(swap! box f & args)
```

Atomically swaps the value of an atom or a volatile to be: (apply f current-value-of-box args). Note that f may be called multiple times, and thus should be free of side effects. Returns the value that was swapped in.

```
(do
  (def counter (atom 0))
  (swap! counter inc)
  @counter)
=> 1

(do
  (def counter (atom 0))
  (swap! counter inc))
=> 1

(do
  (def fruits (atom ()))
  (swap! fruits conj :apple)
  (swap! fruits conj :mango)
  @fruits)
=> (:apple :mango)

(do
  (def counter (volatile 0))
  (swap! counter (partial + 6))
  @counter)
=> 6
```

## SEE ALSO

### agent

Creates and returns an agent with an initial value of state and zero or more options.

### volatile

Creates a volatile with the initial value x

[top](#)

# symbol

```
(symbol name)
(symbol ns name)
```

Returns a symbol from the given name

```
(symbol "a")
=> a
```

```
(symbol "foo" "a")
=> foo/a

(symbol *ns* "a")
=> user/a

(symbol 'a)
=> a
```

[top](#)

## symbol?

```
(symbol? x)
```

Returns true if x is a symbol

```
(symbol? (symbol "a"))
=> true
```

```
(symbol? 'a)
=> true
```

```
(symbol? nil)
=> false
```

```
(symbol? :a)
=> false
```

[top](#)

## system-env

```
(system-env name default-val)
```

Returns the system env variable with the given name. Returns the default-val if the variable does not exist or it's value is nil

```
(system-env :SHELL)
=> "/bin/bash"
```

```
(system-env :FOO "test")
=> "test"
```

### SEE ALSO

[system-prop](#)

Returns the system property with the given name. Returns the default-val if the property does not exist or it's value is nil

[top](#)

## system-exit-code

```
(system-exit-code code)
```

Defines the exit code that is used if the Java VM exits. Defaults to 0.

Note:

The exit code is only used when the Venice launcher has been used to run a script file, a command line script, a Venice app archive, or the REPL.

```
(system-exit-code 0)
=> nil
```

[top](#)

## system-prop

```
(system-prop name default-val)
```

Returns the system property with the given name. Returns the default-val if the property does not exist or it's value is nil

```
(system-prop :os.name)
=> "Mac OS X"

(system-prop :foo.org "abc")
=> "abc"

(system-prop "os.name")
=> "Mac OS X"
```

### SEE ALSO

[system-env](#)

Returns the system env variable with the given name. Returns the default-val if the variable does not exist or it's value is nil

[top](#)

## tail-pos

```
(tail-pos)
(tail-pos name)
```

Throws a `NotInTailPositionException` if the expr is not in tail position otherwise returns nil.

Definition:

The tail position is a position which an expression would return a value from. There are no more forms evaluated after the form in the tail position is evaluated.

```
;; in tail position
(do 1 (tail-pos))
=> nil

;; not in tail position
(do (tail-pos) 1)
=> NotInTailPositionException: Not in tail position
```

[top](#)

## take

```
(take n coll)
```

Returns a collection of the first `n` items in `coll`, or all items if there are fewer than `n`. Returns a stateful transducer when no collection is provided.

```
(take 3 [1 2 3 4 5])  
=> [1 2 3]
```

```
(take 10 [1 2 3 4 5])  
=> [1 2 3 4 5]
```

[top](#)

## take-while

```
(take-while predicate coll)
```

Returns a list of successive items from `coll` while `(predicate item)` returns logical true. Returns a transducer when no collection is provided.

```
(take-while neg? [-2 -1 0 1 2 3])  
=> [-2 -1]
```

[top](#)

## tan

```
(tan x)
```

`tan x`

```
(tan 1)  
=> 1.5574077246549023
```

```
(tan 1.23)  
=> 2.819815734268152
```

```
(tan 1.23M)  
=> 2.819815734268152
```

[top](#)

## third

```
(third coll)
```

Returns the third element of `coll`.

```
(third nil)  
=> nil
```

```
(third [])  
=> nil
```

```
(third [1 2 3])  
=> 3  
  
(third '())  
=> nil  
  
(third '(1 2 3))  
=> 3
```

[top](#)

## thread-id

```
(thread-id)
```

Returns the identifier of this Thread. The thread ID is a positive number generated when this thread was created. The thread ID is unique and remains unchanged during its lifetime. When a thread is terminated, this thread ID may be reused.

```
(thread-id)  
=> 1
```

### SEE ALSO

[thread-name](#)

Returns this thread's name.

[top](#)

## thread-interrupted

```
(thread-interrupted)
```

Tests whether the current thread has been interrupted. The interrupted status of the thread is cleared by this method. In other words, if this method were to be called twice in succession, the second call would return false (unless the current thread were interrupted again, after the first call had cleared its interrupted status and before the second call had examined it).  
Returns true if the current thread has been interrupted else false.

```
(thread-interrupted)  
=> false
```

### SEE ALSO

[thread-interrupted?](#)

Tests whether this thread has been interrupted. The interrupted status of the thread is unaffected by this method.

[top](#)

## thread-interrupted?

```
(thread-interrupted?)
```

Tests whether this thread has been interrupted. The interrupted status of the thread is unaffected by this method.

Returns true if the current thread has been interrupted else false.

```
(thread-interrupted?)  
=> false
```

## SEE ALSO

[thread-interrupted](#)

Tests whether the current thread has been interrupted. The interrupted status of the thread is cleared by this method. In other words, ...

[top](#)

## thread-local

```
(thread-local)
```

Creates a new thread-local accessor

```
(assoc! (thread-local) :a 1)  
=> ThreadLocal  
  
(get (thread-local) :a 100)  
=> 100  
  
(thread-local :a 1 :b 2)  
=> ThreadLocal  
  
(thread-local { :a 1 :b 2 })  
=> ThreadLocal  
  
(do  
  (thread-local-clear)  
  (assoc! (thread-local) :a 1 :b 2)  
  (dissoc! (thread-local) :a)  
  (get (thread-local) :b 100))  
=> 2
```

## SEE ALSO

[thread-local-clear](#)

Removes all thread local vars

[thread-local-map](#)

Returns a snapshot of the thread local vars as a map

[assoc!](#)

Associates key/vals with a mutable map, returns the map

[dissoc!](#)

Dissociates keys from a mutable map, returns the map

[get](#)

Returns the value mapped to key, not-found or nil if key not present.

[top](#)

## thread-local-clear

(thread-local-clear)

Removes all thread local vars

([thread-local-clear](#))

```
=> function thread-local-clear {visibility :public, ns "core"}
```

#### SEE ALSO

[thread-local](#)

Creates a new thread-local accessor

[dissoc!](#)

Dissociates keys from a mutable map, returns the map

[top](#)

## thread-local?

(thread-local? x)

Returns true if x is a thread-local, otherwise false

```
(do
  (def x (thread-local))
  (thread-local? x))
=> true
```

#### SEE ALSO

[thread-local](#)

Creates a new thread-local accessor

[top](#)

## thread-name

(thread-name)

Returns this thread's name.

```
(thread-name)
=> "main"
```

#### SEE ALSO

[thread-id](#)

Returns the identifier of this Thread. The thread ID is a positive number generated when this thread was created. The thread ID is ...

[top](#)

## throw

```
(throw)
(throw x)
```



Throws exception with passed value x

```
(do
  (try
    (+ 100 200)
    (catch :Exception ex (:message ex))))
=> 300

(do
  (try
    (throw 100)
    (catch :ValueException ex (:value ex))))
=> 100

(do
  (try
    (throw [100 {:a 3}])
    (catch :ValueException ex (:value ex))
    (finally (println "#finally"))))
#finally
=> [100 {:a 3}]

(do
  (import :java.lang.RuntimeException)
  (try
    (throw (. :RuntimeException :new "#test"))
    (catch :RuntimeException ex (:message ex))))
=> "#test"

;; Venice wraps thrown checked exceptions with a RuntimeException!
(do
  (import :java.lang.RuntimeException)
  (import :java.io.IOException)
  (try
    (throw (. :IOException :new "#test"))
    (catch :RuntimeException ex (:message (:cause ex)))))
=> "#test"
```

[top](#)

## time

(time expr)

Evaluates expr and prints the time it took. Returns the value of expr.

```
(time (+ 100 200))
Elapsed time: 6.19µs
=> 300
```

### SEE ALSO

[perf](#)

Performance test with the given expression.

[prof](#)

Controls the code profiling. See the companion functions/macros 'dorun' and 'perf'. The perf macro is built on prof and dorun and provides ...

[top](#)

## time/after?

```
(time/after? date1 date2)
```

Returns true if date1 is after date2 else false

```
(time/after? (time/local-date) (time/minus (time/local-date) :days 2))  
=> true
```

[top](#)

## time/before?

```
(time/before? date1 date2)
```

Returns true if date1 is before date2 else false

```
(time/before? (time/local-date) (time/minus (time/local-date) :days 2))  
=> false
```

[top](#)

## time/date

```
(time/date)  
(time/date x)
```

Creates a new date. A date is represented by 'java.util.Date'

```
(time/date)  
=> Thu Dec 31 17:22:23 CET 2020
```

[top](#)

## time/date?

```
(time/date? date)
```

Returns true if date is a date else false

```
(time/date? (time/date))  
=> true
```

[top](#)

## time/day-of-month

```
(time/day-of-month date)
```

Returns the day of the month (1..31)

```
(time/day-of-month (time/local-date))  
=> 31  
  
(time/day-of-month (time/local-date-time))  
=> 31  
  
(time/day-of-month (time/zoned-date-time))  
=> 31
```

[top](#)

## time/day-of-week

```
(time/day-of-week date)
```

Returns the day of the week (:MONDAY ... :SUNDAY)

```
(time/day-of-week (time/local-date))  
=> :THURSDAY  
  
(time/day-of-week (time/local-date-time))  
=> :THURSDAY  
  
(time/day-of-week (time/zoned-date-time))  
=> :THURSDAY
```

[top](#)

## time/day-of-year

```
(time/day-of-year date)
```

Returns the day of the year (1..366)

```
(time/day-of-year (time/local-date))  
=> 366  
  
(time/day-of-year (time/local-date-time))  
=> 366  
  
(time/day-of-year (time/zoned-date-time))  
=> 366
```

[top](#)

## time/earliest

```
(time/earliest coll)
```

Returns the earliest date from a collection of dates. All dates must be of equal type. The coll may be empty or nil.

```
(time/earliest [(time/local-date 2018 8 4) (time/local-date 2018 8 3)])  
=> 2018-08-03
```

## time/first-day-of-month

```
(time/first-day-of-month date)
```

Returns the first day of a month as a local-date.

```
(time/first-day-of-month (time/local-date))
```

```
=> 2020-12-01
```

```
(time/first-day-of-month (time/local-date-time))
```

```
=> 2020-12-01
```

```
(time/first-day-of-month (time/zoned-date-time))
```

```
=> 2020-12-01
```

## time/format

```
(time/format date format locale?)
```

```
(time/format date formatter locale?)
```

Formats a date with a format

```
(time/format (time/local-date) "dd-MM-yyyy")
```

```
=> "31-12-2020"
```

```
(time/format (time/zoned-date-time) "yyyy-MM-dd'T'HH:mm:ss.SSSz")
```

```
=> "2020-12-31T17:22:23.904CET"
```

```
(time/format (time/zoned-date-time) :ISO_OFFSET_DATE_TIME)
```

```
=> "2020-12-31T17:22:23.911+01:00"
```

```
(time/format (time/zoned-date-time) (time/formatter "yyyy-MM-dd'T'HH:mm:ss.SSSz"))
```

```
=> "2020-12-31T17:22:23.919CET"
```

```
(time/format (time/zoned-date-time) (time/formatter :ISO_OFFSET_DATE_TIME))
```

```
=> "2020-12-31T17:22:23.925+01:00"
```

## time/formatter

```
(time/formatter format locale?)
```

Creates a formatter

```
(time/formatter "dd-MM-yyyy")
```

```
=> Value(DayOfMonth,2) '-' Value(MonthOfYear,2) '-' Value(YearOfEra,4,19,EXCEEDS_PAD)
```

```
(time/formatter "dd-MM-yyyy" :en_EN)
```

```
=> Value(DayOfMonth,2) '-' Value(MonthOfYear,2) '-' Value(YearOfEra,4,19,EXCEEDS_PAD)
```

```
(time/formatter "dd-MM-yyyy" "en_EN")
=> Value(DayOfMonth,2)'-'Value(MonthOfYear,2)'-'Value(YearOfEra,4,19,EXCEEDS_PAD)

(time/formatter "yyyy-MM-dd'T'HH:mm:ss.SSSz")
=> Value(YearOfEra,4,19,EXCEEDS_PAD)'-'Value(MonthOfYear,2)'-'Value(DayOfMonth,2)'T'Value(HourOfDay,2)':'Value(MinuteOfHour,2)':'Value(SecondOfMinute,2)'. 'Fraction(NanoOfSecond,3,3)ZoneText(SHORT)

(time/formatter :ISO_OFFSET_DATE_TIME)
=> ParseCaseSensitive(false)(ParseCaseSensitive(false)(Value(Year,4,10,EXCEEDS_PAD)'-'Value(MonthOfYear,2)'-'Value(DayOfMonth,2))'T'(Value(HourOfDay,2)':'Value(MinuteOfHour,2)':'Value(SecondOfMinute,2)[Fraction(NanoOfSecond,0,9,DecimalPoint)]))Offset(+HH:MM:ss,'Z')
```

[top](#)

## time/hour

(time/hour date)

Returns the hour of the date 1..24

```
(time/hour (time/local-date))
=> 0

(time/hour (time/local-date-time))
=> 17

(time/hour (time/zoned-date-time))
=> 17
```

[top](#)

## time/last-day-of-month

(time/last-day-of-month date)

Returns the last day of a month as a local-date.

```
(time/last-day-of-month (time/local-date))
=> 2020-12-31

(time/last-day-of-month (time/local-date-time))
=> 2020-12-31

(time/last-day-of-month (time/zoned-date-time))
=> 2020-12-31
```

[top](#)

## time/latest

(time/latest coll)

Returns the latest date from a collection of dates. All dates must be of equal type. The coll may be empty or nil.

```
(time/latest [(time/local-date 2018 8 1) (time/local-date 2018 8 3)])  
=> 2018-08-03
```

[top](#)

## time/leap-year?

```
(time/leap-year? date)
```

Checks if the year is a leap year.

```
(time/leap-year? 2000)  
=> true
```

```
(time/leap-year? (time/local-date 2000 1 1))  
=> true
```

```
(time/leap-year? (time/local-date-time))  
=> true
```

```
(time/leap-year? (time/zoned-date-time))  
=> true
```

[top](#)

## time/length-of-month

```
(time/length-of-month date)
```

Returns the length of the month represented by this date.

This returns the length of the month in days. For example, a date in January would return 31.

```
(time/length-of-month (time/local-date 2000 2 1))  
=> 29
```

```
(time/length-of-month (time/local-date 2001 2 1))  
=> 28
```

```
(time/length-of-month (time/local-date-time))  
=> 31
```

```
(time/length-of-month (time/zoned-date-time))  
=> 31
```

[top](#)

## time/length-of-year

```
(time/length-of-year date)
```

Returns the length of the year represented by this date.

This returns the length of the year in days, either 365 or 366.

```
(time/length-of-year (time/local-date 2000 1 1))
=> 366

(time/length-of-year (time/local-date 2001 1 1))
=> 365

(time/length-of-year (time/local-date-time))
=> 366

(time/length-of-year (time/zoned-date-time))
=> 366
```

[top](#)

## time/local-date

```
(time/local-date)
(time/local-date year month day)
(time/local-date date)
```

Creates a new local-date. A local-date is represented by 'java.time.LocalDate'

```
(time/local-date)
=> 2020-12-31

(time/local-date 2018 8 1)
=> 2018-08-01

(time/local-date "2018-08-01")
=> 2018-08-01

(time/local-date 1375315200000)
=> 2013-08-01

(time/local-date (. :java.util.Date :new))
=> 2020-12-31
```

[top](#)

## time/local-date-parse

```
(time/local-date-parse str format locale?)
```

Parses a local-date.

```
(time/local-date-parse "2018-12-01" "yyyy-MM-dd")
=> 2018-12-01

(time/local-date-parse "2018-Dec-01" "yyyy-MMM-dd" :ENGLISH)
=> 2018-12-01
```

[top](#)

## time/local-date-time

```
(time/local-date-time)
```

```
(time/local-date-time year month day)
(time/local-date-time year month day hour minute second)
(time/local-date-time year month day hour minute second millis)
(time/local-date-time date)
```

Creates a new local-date-time. A local-date-time is represented by 'java.time.LocalDateTime'

```
(time/local-date-time)
=> 2020-12-31T17:22:23.426

(time/local-date-time 2018 8 1)
=> 2018-08-01T00:00

(time/local-date-time 2018 8 1 14 20 10)
=> 2018-08-01T14:20:10

(time/local-date-time 2018 8 1 14 20 10 200)
=> 2018-08-01T14:20:10.200

(time/local-date-time "2018-08-01T14:20:10.200")
=> 2018-08-01T14:20:10.200

(time/local-date-time 1375315200000)
=> 2013-08-01T02:00

(time/local-date-time (. :java.util.Date :new))
=> 2020-12-31T17:22:23.463
```

[top](#)

## time/local-date-time-parse

```
(time/local-date-time-parse str format locale?)
```

Parses a local-date-time.

```
(time/local-date-time-parse "2018-08-01 14:20" "yyyy-MM-dd HH:mm")
=> 2018-08-01T14:20

(time/local-date-time-parse "2018-08-01 14:20:01.000" "yyyy-MM-dd HH:mm:ss.SSS")
=> 2018-08-01T14:20:01
```

[top](#)

## time/local-date-time?

```
(time/local-date-time? date)
```

Returns true if date is a local-date-time else false

```
(time/local-date-time? (time/local-date-time))
=> true
```

[top](#)

## time/local-date?



```
(time/local-date? date)
```

Returns true if date is a locale date else false

```
(time/local-date? (time/local-date))  
=> true
```

[top](#)

## time/minus

```
(time/minus date unit n)
```

Subtracts the n units from the date. Units: { :years :months :weeks :days :hours :minutes :seconds :milliseconds }

```
(time/minus (time/local-date) :days 2)  
=> 2020-12-29
```

```
(time/minus (time/local-date-time) :days 2)  
=> 2020-12-29T17:22:24.038
```

```
(time/minus (time/zoned-date-time) :days 2)  
=> 2020-12-29T17:22:24.045+01:00[Europe/Zurich]
```

[top](#)

## time/minute

```
(time/minute date)
```

Returns the minute of the date 0..59

```
(time/minute (time/local-date))  
=> 0
```

```
(time/minute (time/local-date-time))  
=> 22
```

```
(time/minute (time/zoned-date-time))  
=> 22
```

[top](#)

## time/month

```
(time/month date)
```

Returns the month of the date 1..12

```
(time/month (time/local-date))  
=> 12
```

```
(time/month (time/local-date-time))  
=> 12
```

```
(time/month (time/zoned-date-time))  
=> 12
```

[top](#)

## time/not-after?

```
(time/not-after? date1 date2)
```

Returns true if date1 is not-after date2 else false

```
(time/not-after? (time/local-date) (time/minus (time/local-date) :days 2))  
=> false
```

[top](#)

## time/not-before?

```
(time/not-before? date1 date2)
```

Returns true if date1 is not-before date2 else false

```
(time/not-before? (time/local-date) (time/minus (time/local-date) :days 2))  
=> true
```

[top](#)

## time/period

```
(time/period from to unit)
```

Returns the period interval of two dates in the specified unit. Units: { :years :months :weeks :days :hours :minutes :seconds :milliseconds }

```
(time/period (time/local-date) (time/plus (time/local-date) :days 3) :days)  
=> 3
```

```
(time/period (time/local-date-time) (time/plus (time/local-date-time) :days 3) :days)  
=> 3
```

```
(time/period (time/zoned-date-time) (time/plus (time/zoned-date-time) :days 3) :days)  
=> 3
```

[top](#)

## time/plus

```
(time/plus date unit n)
```

Adds the n units to the date. Units: { :years :months :weeks :days :hours :minutes :seconds :milliseconds }

```
(time/plus (time/local-date) :days 2)
=> 2021-01-02

(time/plus (time/local-date-time) :days 2)
=> 2021-01-02T17:22:24.020

(time/plus (time/zoned-date-time) :days 2)
=> 2021-01-02T17:22:24.026+01:00[Europe/Zurich]
```

[top](#)

## time/second

(time/second date)

Returns the second of the date 0..59

```
(time/second (time/local-date))
=> 0

(time/second (time/local-date-time))
=> 23

(time/second (time/zoned-date-time))
=> 23
```

[top](#)

## time/to-millis

(time/to-millis date)

Converts the passed date to milliseconds since epoch

```
(time/to-millis (time/local-date))
=> 1609369200000
```

[top](#)

## time/with-time

(time/with-time date hour minute second)  
(time/with-time date hour minute second millis)

Sets the time of a date. Returns a new date

```
(time/with-time (time/local-date) 22 00 15 333)
=> 2020-12-31T22:00:15.333

(time/with-time (time/local-date-time) 22 00 15 333)
=> 2020-12-31T22:00:15.333

(time/with-time (time/zoned-date-time) 22 00 15 333)
=> 2020-12-31T22:00:15.333+01:00[Europe/Zurich]
```

## time/within?

```
(time/within? date start end)
```

Returns true if the date is after or equal to the start and is before or equal to the end. All three dates must be of the same type. The start and end date may each be nil meaning start is -infinity and end is +infinity.

```
(time/within? (time/local-date 2018 8 4) (time/local-date 2018 8 1) (time/local-date 2018 8 31))  
=> true
```

```
(time/within? (time/local-date 2018 7 4) (time/local-date 2018 8 1) (time/local-date 2018 8 31))  
=> false
```

## time/year

```
(time/year date)
```

Returns the year of the date

```
(time/year (time/local-date))  
=> 2020
```

```
(time/year (time/local-date-time))  
=> 2020
```

```
(time/year (time/zoned-date-time))  
=> 2020
```

## time/zone

```
(time/zone date)
```

Returns the zone of the date

```
(time/zone (time/zoned-date-time))  
=> :Europe/Zurich
```

## time/zone-ids

```
(time/zone-ids)
```

Returns all available zone ids with time offset

```
(nfirst (seq (time/zone-ids)) 10)  
=> ([:Africa/Abidjan "+00:00"] [:Africa/Accra "+00:00"] [:Africa/Addis_Ababa "+03:00"] [:Africa/Algiers "+01:
```

```
00"] [:Africa/Asmara "+03:00"] [:Africa/Asmera "+03:00"] [:Africa/Bamako "+00:00"] [:Africa/Bangui "+01:00"] [:Africa/Banjul "+00:00"] [:Africa/Bissau "+00:00"])
```

[top](#)

## time/zone-offset

```
(time/zone-offset date)
```

Returns the zone-offset of the date in minutes

```
(time/zone-offset (time/zoned-date-time))  
=> 60
```

[top](#)

## time/zoned-date-time

```
(time/zoned-date-time)  
(time/zoned-date-time year month day)  
(time/zoned-date-time year month day hour minute second)  
(time/zoned-date-time year month day hour minute second millis)  
(time/zoned-date-time date)  
(time/zoned-date-time zone-id)  
(time/zoned-date-time zone-id year month day)  
(time/zoned-date-time zone-id year month day hour minute second)  
(time/zoned-date-time zone-id year month day hour minute second millis)  
(time/zoned-date-time zone-id date)
```

Creates a new zoned-date-time. A zoned-date-time is represented by 'java.time.ZonedDateTime'

```
(time/zoned-date-time)  
=> 2020-12-31T17:22:23.489+01:00[Europe/Zurich]  
  
(time/zoned-date-time 2018 8 1)  
=> 2018-08-01T00:00+02:00[Europe/Zurich]  
  
(time/zoned-date-time 2018 8 1 14 20 10)  
=> 2018-08-01T14:20:10+02:00[Europe/Zurich]  
  
(time/zoned-date-time 2018 8 1 14 20 10 200)  
=> 2018-08-01T14:20:10.200+02:00[Europe/Zurich]  
  
(time/zoned-date-time "2018-08-01T14:20:10.200+01:00")  
=> 2018-08-01T14:20:10.200+01:00  
  
(time/zoned-date-time 1375315200000)  
=> 2013-08-01T02:00+02:00[Europe/Zurich]  
  
(time/zoned-date-time (. :java.util.Date :new))  
=> 2020-12-31T17:22:23.528+01:00[Europe/Zurich]  
  
(time/zoned-date-time :UTC)  
=> 2020-12-31T16:22:23.534Z[UTC]  
  
(time/zoned-date-time :UTC 2018 8 1)  
=> 2018-08-01T00:00Z[UTC]
```

```
(time/zoned-date-time :UTC 2018 8 1 14 20 10)
=> 2018-08-01T14:20:10Z[UTC]

(time/zoned-date-time :UTC 2018 8 1 14 20 10 200)
=> 2018-08-01T14:20:10.200Z[UTC]

(time/zoned-date-time :UTC "2018-08-01T14:20:10.200+01:00")
=> 2018-08-01T14:20:10.200Z[UTC]

(time/zoned-date-time :UTC 1375315200000)
=> 2013-08-01T00:00Z[UTC]

(time/zoned-date-time :UTC (. :java.util.Date :new))
=> 2020-12-31T16:22:23.575Z[UTC]
```

[top](#)

## time/zoned-date-time-parse

(time/zoned-date-time-parse str format locale?)

Parses a zoned-date-time.

```
(time/zoned-date-time-parse "2018-08-01T14:20:01+01:00" "yyyy-MM-dd'T'HH:mm:ssz")
=> 2018-08-01T14:20:01+01:00

(time/zoned-date-time-parse "2018-08-01T14:20:01.000+01:00" "yyyy-MM-dd'T'HH:mm:ss.SSSz")
=> 2018-08-01T14:20:01+01:00

(time/zoned-date-time-parse "2018-08-01T14:20:01.000+01:00" :ISO_OFFSET_DATE_TIME)
=> 2018-08-01T14:20:01+01:00

(time/zoned-date-time-parse "2018-08-01 14:20:01.000 +01:00" "yyyy-MM-dd' 'HH:mm:ss.SSS' 'z")
=> 2018-08-01T14:20:01+01:00
```

[top](#)

## time/zoned-date-time?

(time/zoned-date-time? date)

Returns true if date is a zoned-date-time else false

```
(time/zoned-date-time? (time/zoned-date-time))
=> true
```

[top](#)

## to-degrees

(to-degrees x)

to-degrees x

```
(to-degrees 3)
=> 171.88733853924697

(to-degrees 3.1415926)
=> 179.99999692953102

(to-degrees 3.1415926M)
=> 179.99999692953102
```

[top](#)

## to-radians

```
(to-radians x)

to-radians x

(to-radians 90)
=> 1.5707963267948966

(to-radians 90.0)
=> 1.5707963267948966

(to-radians 90.0M)
=> 1.5707963267948966
```

[top](#)

## total-memory

```
(total-memory)

Returns the total amount of memory in the the Java VM.

(total-memory)
=> "13.0MB"
```

### SEE ALSO

#### [used-memory](#)

Returns the memory used by the Java VM memory.

[top](#)

## trace/trace

```
(trace val)
(trace name val)

Sends name (optional) and value to the tracer function, then returns value. May be wrapped around any expression without affecting the result.

(trace/trace (+ 1 2))
TRACE: 3
=> 3
```

```
(trace/trace "add" (+ 1 2))
TRACE add: 3
=> 3

(* 4 (trace/trace (+ 1 2)))
TRACE: 3
=> 12
```

## SEE ALSO

[trace/trace-var](#)

Traces the var

[trace/trace-str-limit](#)

Manages the trace string limit for the current thread. Without argument returns the current limit. With argument sets the trace string ...

[top](#)

## trace/trace-str-limit

```
(trace-str-limit)
(trace-str-limit n)
```

Manages the trace string limit for the current thread. Without argument returns the current limit. With argument sets the trace string length limit to n. The limit defaults to 80.

```
(trace/trace-str-limit 120)
=> 120
```

## SEE ALSO

[trace/trace-var](#)

Traces the var

[trace/trace](#)

Sends name (optional) and value to the tracer function, then returns value. May be wrapped around any expression without affecting the result.

[top](#)

## trace/trace-var

```
(trace-var v)
```

Traces the var

```
(do
  (load-module :trace)

  (trace/trace-var +)
  (+ 1 2))
TRACE t24094: (core/+ 1 2)
TRACE t24094: | => 3
=> 3

(do
  (load-module :trace)

  (defn foo [x] (+ x 2)))
```



```
(defn bar [x] (foo x))

(trace/trace-var +)
(trace/trace-var foo)
(trace/trace-var bar)

(bar 5))
TRACE t24121: (user/bar 5)
TRACE t24122: | (user/foo 5)
TRACE t24123: | | (core/+ 5 2)
TRACE t24123: | | | => 7
TRACE t24122: | | => 7
TRACE t24121: | => 7
=> 7
```

## SEE ALSO

[trace/untrace-var](#)

Untraces the var

[trace/traced?](#)

Returns true if the given var is currently traced, false otherwise

[trace/traceable?](#)

Returns true if the given var can be traced, false otherwise

[trace/trace](#)

Sends name (optional) and value to the tracer function, then returns value. May be wrapped around any expression without affecting the result.

[trace/trace-str-limit](#)

Manages the trace string limit for the current thread. Without argument returns the current limit. With argument sets the trace string ...

[top](#)

## trace/traceable?

```
(traceable? v)
```

Returns true if the given var can be traced, false otherwise

```
(trace/traceable? +)
```

```
=> true
```

## SEE ALSO

[trace/trace-var](#)

Traces the var

[trace/traced?](#)

Returns true if the given var is currently traced, false otherwise

[top](#)

## trace/traced?

```
(traced? v)
```

Returns true if the given var is currently traced, false otherwise

```
(trace/traced? +)
=> false
```

## SEE ALSO

[trace/trace-var](#)

Traces the var

[trace/untrace-var](#)

Untraces the var

[trace/traceable?](#)

Returns true if the given var can be traced, false otherwise

[trace/trace](#)

Sends name (optional) and value to the tracer function, then returns value. May be wrapped around any expression without affecting the result.

[top](#)

## trace/untrace-var

```
(untrace-var v)
```

Untraces the var

```
(trace/untrace-var +)
=> nil
```

## SEE ALSO

[trace/trace-var](#)

Traces the var

[trace/traced?](#)

Returns true if the given var is currently traced, false otherwise

[top](#)

## trampoline

```
(trampoline f)
(trampoline f & args)
```

trampoline can be used to convert algorithms requiring mutual recursion without stack consumption. Calls `f` with supplied args, if any. If `f` returns a fn, calls that fn with no arguments, and continues to repeat, until the return value is not a fn, then returns that non-fn value.

Note that if you want to return a fn as a final value, you must wrap it in some data structure and unpack it after trampoline returns.

```
(do
  (defn factorial
    ([n] #(factorial n 1N))
    ([n acc] (if (< n 2)
                acc
                #(factorial (dec n) (* acc n)))))

  (trampoline (factorial 20)))
=> 2432902008176640000N
```

## transduce

```
(transduce xform f coll)
(transduce xform f init coll)
```

Reduce with a transformation of a reduction function  $f$  ( $xf$ ). If  $init$  is not supplied, ( $f$ ) will be called to produce it.  $f$  should be a reducing step function that accepts both 1 and 2 arguments. Returns the result of applying (the transformed)  $xf$  to  $init$  and the first item in  $coll$ , then applying  $xf$  to that result and the 2nd item, etc. If  $coll$  contains no items, returns  $init$  and  $f$  is not called.

```
(do
  (def xform (map #(+ % 1)))
  (transduce xform + [1 2 3 4]))
=> 14

(do
  (def xform (map #(+ % 1)))
  (transduce xform conj [1 2 3 4]))
=> [2 3 4 5]

(do
  (def xform (comp (drop 2) (take 3)))
  (transduce xform conj [1 2 3 4 5 6]))
=> [3 4 5]

(do
  (def xform (comp
    (map #(* % 10))
    (map #(- % 5))
    (sorted compare)
    (drop 3)
    (take 2)
    (reverse)))
  (def coll [5 2 1 6 4 3])
  (str (transduce xform conj coll)))
=> "[45 35]"
```

## true?

```
(true? x)
```

Returns true if  $x$  is true, false otherwise

```
(true? true)
=> true

(true? false)
=> false

(true? nil)
=> false

(true? 0)
=> false
```

```
(true? (== 1 1))  
=> true
```

## SEE ALSO

### [false?](#)

Returns true if x is false, false otherwise

### [not](#)

Returns true if x is logical false, false otherwise.

[top](#)

## try

```
(try expr)  
(try expr (catch exClass exSym expr))  
(try expr (catch exClass exSym expr) (finally expr))
```

Exception handling: try - catch - finally

```
(try (throw))  
=> JavaValueException: Venice value exception
```

```
(try  
  (throw "test message"))  
=> JavaValueException: Venice value exception
```

```
(try  
  (throw 100)  
  (catch :java.lang.Exception ex -100))  
=> -100
```

```
(try  
  (throw 100)  
  (finally (println "...finally")))  
...finally  
=> JavaValueException: Venice value exception
```

```
(try  
  (throw 100)  
  (catch :java.lang.Exception ex -100)  
  (finally (println "...finally")))  
...finally  
=> -100
```

```
(do  
  (import :java.lang.RuntimeException)  
  (try  
    (throw (. :RuntimeException :new "message"))  
    (catch :RuntimeException ex (:message ex))))  
  
=> "message"
```

```
(do  
  (try  
    (throw [1 2 3])  
    (catch :ValueException ex (str (:value ex)))  
    (catch :RuntimeException ex "runtime ex"))
```

```
      (finally (println "...finally"))))
...finally
=> "[1 2 3]"
```

## SEE ALSO

[try-with](#)

try-with resources allows the declaration of resources to be used in a try block with the assurance that the resources will be closed ...

[top](#)

## try-with

```
(try-with [bindings*] expr)
(try-with [bindings*] expr (catch :java.lang.Exception ex expr))
(try-with [bindings*] expr (catch :java.lang.Exception ex expr) (finally expr))
```

try-with resources allows the declaration of resources to be used in a try block with the assurance that the resources will be closed after execution of that block. The resources declared must implement the Closeable or

```
(do
  (import :java.io.FileInputStream)
  (let [file (io/temp-file "test-", ".txt")]
    (io/spit file "123456789" :append true)
    (try-with [is (. :FileInputStream :new file)]
      (io/slurp-stream is :binary false))))
=> "123456789"
```

## SEE ALSO

[try](#)

Exception handling: try - catch - finally

[top](#)

## type

```
(type x)
```

Returns the type of x.

```
(type 5)
=> :core/long
```

```
(type [1 2])
=> :core/vector
```

```
(type (. :java.math.BigInteger :valueOf 100))
=> :java.math.BigInteger
```

## SEE ALSO

[supertype](#)

Returns the super type of x.

[instance?](#)

Returns true if x is an instance of the given type

## union

```
(union s1)
(union s1 s2)
(union s1 s2 & sets)
```

Return a set that is the union of the input sets

```
(union (set 1 2 3))
=> #{1 2 3}

(union (set 1 2) (set 2 3))
=> #{1 2 3}

(union (set 1 2 3) (set 1 2) (set 1 4) (set 3))
=> #{1 2 3 4}
```

### SEE ALSO

#### [difference](#)

Return a set that is the first set without elements of the remaining sets

#### [intersection](#)

Return a set that is the intersection of the input sets

#### [cons](#)

Returns a new collection where x is the first element and coll is the rest

#### [conj](#)

Returns a new collection with the x, xs 'added'. (conj nil item) returns (item). For list, vectors and ordered maps the values are ...

#### [disj](#)

Returns a new set with the x, xs removed.

## update

```
(update m k f)
```

Updates a value in an associative structure, where k is a key and f is a function that will take the old value return the new value. Returns a new structure.

```
(update [] 0 (fn [x] 5))
=> [5]

(update [0 1 2] 0 (fn [x] 5))
=> [5 1 2]

(update [0 1 2] 0 (fn [x] (+ x 1)))
=> [1 1 2]

(update {} :a (fn [x] 5))
=> {:a 5}

(update {:a 0} :b (fn [x] 5))
=> {:a 0 :b 5}
```

```
(update {:a 0 :b 1} :a (fn [x] 5))
=> {:a 5 :b 1}
```

[top](#)

## update!

```
(update! m k f)
```

Updates a value in a mutable map, where k is a key and f is a function that will take the old value return the new value.

```
(update! (mutable-map) :a (fn [x] 5))
=> {:a 5}
```

```
(update! (mutable-map :a 0) :b (fn [x] 5))
=> {:a 0 :b 5}
```

```
(update! (mutable-map :a 0 :b 1) :a (fn [x] 5))
=> {:a 5 :b 1}
```

```
(update! (mutable-vector 1 2 3) 0 (fn [x] 10))
=> [10 2 3]
```

[top](#)

## update-in

```
(update-in [m ks f & args])
```

Updates' a value in a nested associative structure, where ks is a sequence of keys and f is a function that will take the old value and any supplied args and return the new value, and returns a new nested structure. If any levels do not exist, hash-maps will be created.

```
(do
  (def users [ {:name "James" :age 26}
               {:name "John" :age 43} ])
  (update-in users [1 :age] inc))
=> [{:name "James" :age 26} {:name "John" :age 44}]
```

```
(update-in {:a 12} [:a] / 4)
=> {:a 3}
```

[top](#)

## used-memory

```
(used-memory)
```

Returns the memory used by the Java VM memory.

```
(used-memory)
=> "13.0MB"
```

SEE ALSO

## [total-memory](#)

Returns the total amount of memory in the the Java VM.

[top](#)

## uuid

(uuid)

Generates a UUID.

(uuid)

```
=> "49c8f906-710a-438a-80a1-1b2d62252ba6"
```

[top](#)

## val

(val e)

Returns the val of the map entry.

```
(val (find {:a 1 :b 2} :b))
```

```
=> 2
```

```
(val (first (entries {:a 1 :b 2 :c 3})))
```

```
=> 1
```

### SEE ALSO

#### [map](#)

Applies f to the set of first items of each coll, followed by applying f to the set of second items in each coll, until any one of the ...

#### [entries](#)

Returns a collection of the map's entries.

#### [key](#)

Returns the key of the map entry.

#### [vals](#)

Returns a collection of the map's values.

[top](#)

## vals

(vals map)

Returns a collection of the map's values.

Please note that the functions 'keys' and 'vals' applied to the same map are not guaranteed not return the keys and vals in the same order!

To achieve this, keys and vals can be calculated based on the map's entry list:

```
(let [e (entries {:a 1 :b 2 :c 3})]  
  (println (map key e))  
  (println (map val e)))
```



```
(vals {:a 1 :b 2 :c 3})
=> (1 2 3)
```

## SEE ALSO

### [keys](#)

Returns a collection of the map's keys.

### [entries](#)

Returns a collection of the map's entries.

### [map](#)

Applies f to the set of first items of each coll, followed by applying f to the set of second items in each coll, until any one of the ...

[top](#)

## var-get

```
(var-get v)
```

Returns a var's value.

```
(var-get +)
=> function + {visibility :public, ns "core"}
```

```
(var-get '+)
=> function + {visibility :public, ns "core"}
```

```
(var-get (symbol "+"))
=> function + {visibility :public, ns "core"}
```

```
((var-get +) 1 2)
=> 3
```

```
(do
  (def x 10)
  (var-get 'x))
=> 10
```

## SEE ALSO

### [var-ns](#)

Returns the namespace of the var's symbol

### [var-name](#)

Returns the name of the var's symbol

### [var-local?](#)

Returns true if the var is local else false

### [var-global?](#)

Returns true if the var is global else false

### [var-thread-local?](#)

Returns true if the var is thread-local else false

[top](#)

## var-global?

```
(var-global? v)
```

Returns true if the var is global else false

```
(var-global? +)
=> true

(var-global? '+)
=> true

(var-global? (symbol "+"))
=> true

(do
  (def x 10)
  (var-global? x))
=> true

(let [x 10]
  (var-global? x))
=> false
```

## SEE ALSO

### [var-get](#)

Returns a var's value.

### [var-ns](#)

Returns the namespace of the var's symbol

### [var-name](#)

Returns the name of the var's symbol

### [var-local?](#)

Returns true if the var is local else false

### [var-thread-local?](#)

Returns true if the var is thread-local else false

[top](#)

## var-local?

```
(var-local? v)
```

Returns true if the var is local else false

```
(var-local? +)
=> false

(var-local? '+)
=> false

(var-local? (symbol "+"))
=> false

(do
  (def x 10)
  (var-local? x))
=> false

(let [x 10]
```

```
(var-local? x))
=> true
```

## SEE ALSO

### [var-get](#)

Returns a var's value.

### [var-ns](#)

Returns the namespace of the var's symbol

### [var-name](#)

Returns the name of the var's symbol

### [var-global?](#)

Returns true if the var is global else false

### [var-thread-local?](#)

Returns true if the var is thread-local else false

[top](#)

## var-name

```
(var-name v)
```

Returns the name of the var's symbol

```
(var-name +)
=> "+"
```

```
(var-name '+)
=> "+"
```

```
(var-name (symbol "+"))
=> "+"
```

```
;; aliased function
```

```
(do
  (ns foo)
  (def add +)
  (var-name add))
=> "add"
```

```
(do
  (def x 10)
  (var-name x))
=> "x"
```

```
(let [x 10]
  (var-name x))
=> "x"
```

```
;; compare with name
```

```
(do
  (ns foo)
  (def add +)
  (name add))
=> "+"
```

```
;; compare aliased function with name
```

```
(do
```

```
(ns foo)
(def add +)
(name add))
=> "+"
```

## SEE ALSO

### [name](#)

Returns the name String of a string, symbol, keyword, or function/macro.

### [var-get](#)

Returns a var's value.

### [var-ns](#)

Returns the namespace of the var's symbol

### [var-local?](#)

Returns true if the var is local else false

### [var-global?](#)

Returns true if the var is global else false

### [var-thread-local?](#)

Returns true if the var is thread-local else false

[top](#)

## var-ns

```
(var-ns v)
```

Returns the namespace of the var's symbol

```
(var-ns +)
=> "core"

(var-ns '+)
=> "core"

(var-ns (symbol "+"))
=> "core"
```

;; aliased function

```
(do
  (ns foo)
  (def add +)
  (var-ns add))
=> "foo"
```

```
(do
  (def x 10)
  (var-ns x))
=> "user"
```

```
(let [x 10]
  (var-ns x))
=> nil
```

;; compare with namespace

```
(do
  (ns foo)
  (def add +)
  (namespace add))
```

```
=> "core"
```

```
;; compare aliased function with namespace  
(do  
  (ns foo)  
  (def add +)  
  (namespace add))  
=> "core"
```

## SEE ALSO

[namespace](#)

Returns the namespace string of a symbol, keyword, or function.

[var-get](#)

Returns a var's value.

[var-name](#)

Returns the name of the var's symbol

[var-local?](#)

Returns true if the var is local else false

[var-global?](#)

Returns true if the var is global else false

[var-thread-local?](#)

Returns true if the var is thread-local else false

[top](#)

## var-thread-local?

```
(var-thread-local? v)
```

Returns true if the var is thread-local else false

```
(binding [x 100]  
  (var-local? x))  
=> false
```

## SEE ALSO

[var-get](#)

Returns a var's value.

[var-ns](#)

Returns the namespace of the var's symbol

[var-name](#)

Returns the name of the var's symbol

[var-local?](#)

Returns true if the var is local else false

[var-global?](#)

Returns true if the var is global else false

[top](#)

## vary-meta

```
(vary-meta obj f & args)
```

Returns a copy of the object obj, with (apply f (meta obj) args) as its metadata.

```
(meta (vary-meta [1 2] assoc :a 1))  
=> {:a 1 :line 14 :column 28 :file "example"}
```

[top](#)

## vector

```
(vector & items)
```

Creates a new vector containing the items.

```
(vector)  
=> []  
  
(vector 1 2 3)  
=> [1 2 3]  
  
(vector 1 2 3 [:a :b])  
=> [1 2 3 [:a :b]]
```

[top](#)

## vector?

```
(vector? obj)
```

Returns true if obj is a vector

```
(vector? (vector 1 2))  
=> true  
  
(vector? [1 2])  
=> true
```

[top](#)

## version

```
(version)
```

Returns the Venice version.

```
(version)  
=> "0.0.0"
```

[top](#)

## volatile

```
(volatile x)
```

Creates a volatile with the initial value x

```
(do
  (def counter (volatile 0))
  (swap! counter inc)
  (deref counter))
=> 1
```

```
(do
  (def counter (volatile 0))
  (reset! counter 9)
  @counter)
=> 9
```

## SEE ALSO

### [deref](#)

Dereferences an atom, a future or a promise object. When applied to an atom, returns its current state. When applied to a future, will ...

### [reset!](#)

Sets the value of an atom or a volatile to newval without regard for the current value. Returns newval.

### [swap!](#)

Atomically swaps the value of an atom or a volatile to be: (apply f current-value-of-box args). Note that f may be called multiple ...

[top](#)

## volatile?

```
(volatile? x)
```

Returns true if x is a volatile, otherwise false

```
(do
  (def counter (volatile 0))
  (volatile? counter))
=> true
```

[top](#)

## when

```
(when test & body)
```

Evaluates test. If logical true, evaluates body in an implicit do.

```
(when (== 1 1) true)
=> true
```

## SEE ALSO

### [when-not](#)

Evaluates test. If logical false, evaluates body in an implicit do.

### [if](#)

Evaluates test. If logical true, evaluates and returns then expression, otherwise else expression, if supplied, else nil.

## when-let

```
(when-let bindings & body)
```

bindings is a vector with 2 elements: binding-form test.

If test is true, evaluates the body expressions with binding-form bound to the value of test, if not, yields nil

```
(when-let [value (* 100 2)]
  (str "The expression is true. value=" value))
=> "The expression is true. value=200"
```

### SEE ALSO

[if-let](#)

bindings is a vector with 2 elements: binding-form test.

## when-not

```
(when-not test & body)
```

Evaluates test. If logical false, evaluates body in an implicit do.

```
(when-not (== 1 2) true)
=> true
```

### SEE ALSO

[when](#)

Evaluates test. If logical true, evaluates body in an implicit do.

[if-not](#)

Evaluates test. If logical false, evaluates and returns then expression, otherwise else expression, if supplied, else nil.

## while

```
(while test & body)
```

Repeatedly executes body while test expression is true. Presumes some side-effect will cause test to become false/nil. Returns nil.

```
(do
  (def a (atom 5))
  (while (pos? @a)
    (println @a)
    (swap! a dec)))
```

```
5
4
3
2
```



```
1
=> nil
```

[top](#)

## with-err-str

(with-err-str & forms)

Evaluates `exprs` in a context in which `*err*` is bound to a capturing output stream. Returns the string created by any nested printing calls. 'with-err-str' can be nested.

```
(with-err-str (println *err* "a string"))
=> "a string\n"
```

### SEE ALSO

[with-out-str](#)

Evaluates `exprs` in a context in which `*out*` is bound to a capturing output stream. Returns the string created by any nested printing ...

[top](#)

## with-meta

(with-meta obj m)

Returns a copy of the object `obj`, with a map `m` as its metadata.

[top](#)

## with-out-str

(with-out-str & forms)

Evaluates `exprs` in a context in which `*out*` is bound to a capturing output stream. Returns the string created by any nested printing calls. 'with-out-str' can be nested.

```
(with-out-str (println "a string"))
=> "a string\n"
```

### SEE ALSO

[with-err-str](#)

Evaluates `exprs` in a context in which `*err*` is bound to a capturing output stream. Returns the string created by any nested printing ...

[top](#)

## with-sh-dir

(with-sh-dir dir & forms)

Sets the directory for use with `sh`, see `sh` for details.

```
(with-sh-dir "/tmp" (sh "ls" "-l"))
```

## SEE ALSO

[with-sh-env](#)

Sets the environment for use with sh, see sh for details.

[top](#)

## with-sh-env

```
(with-sh-env env & forms)
```

Sets the environment for use with sh, see sh for details.

```
(with-sh-env {"NAME" "foo"} (sh "ls" "-l"))
```

## SEE ALSO

[with-sh-dir](#)

Sets the directory for use with sh, see sh for details.

[top](#)

## with-sh-throw

```
(with-sh-throw forms)
```

If true throws an exception if the spawned shell process returns an exit code other than 0. If false return the exit code. Defaults to false. For use with sh, see sh for details. 'with-sh-throw' can be nested.

```
(with-sh-throw (sh "ls" "-l"))
```

[top](#)

## xml/children

```
(xml/children nodes)
```

Returns the children of the XML nodes collection

```
(do
  (load-module :xml)
  (xml/children
    (list (xml/parse-str "<a><b>B</b></a>"))))
=> ({:content ["B"] :tag "b"})
```

[top](#)

## xml/parse

```
(xml/parse s)
```

(xml/parse s handler)

Parses and loads the XML from the source `s` with the parser `XMLHandler` handler. The source may be an `InputSource`, an `InputStream`, a `File`, or a string describing an URI.  
Returns a tree of XML element maps with the keys `:tag`, `:attrs`, and `:content`.

[top](#)

## xml/parse-str

(xml/parse-str s)  
(xml/parse-str s handler)

Parses an XML from the string `s`. Returns a tree of XML element maps with the keys `:tag`, `:attrs`, and `:content`.

```
(do
  (load-module :xml)
  (xml/parse-str "<a><b>B</b></a>"))
=> {:content [{:content ["B"] :tag "b"}] :tag "a"}
```

[top](#)

## xml/path->

(xml/path-> path nodes)

Applies the path to a node or a collection of nodes

```
(do
  (load-module :xml)
  (let [nodes (xml/parse-str "<a><b><c>C</c></b></a>")
        path [(xml/tag= "b")
               (xml/tag= "c")
               xml/text
               first]]
    (xml/path-> path nodes)))
=> "C"
```

[top](#)

## xml/text

(xml/text nodes)

Returns a list of text contents of the XML nodes collection

```
(do
  (load-module :xml)
  (let [nodes (xml/parse-str "<a><b>B</b></a>")
        path [(xml/tag= "b")
               xml/text]]
    (xml/path-> path nodes)))
=> ("B")
```

## zero?

```
(zero? x)
```

Returns true if x zero else false

```
(zero? 0)  
=> true
```

```
(zero? 2)  
=> false
```

```
(zero? (int 0))  
=> true
```

```
(zero? 0.0)  
=> true
```

```
(zero? 0.0M)  
=> true
```

## zipmap

```
(zipmap keys vals)
```

Returns a map with the keys mapped to the corresponding vals.

To create a list of tuples from two or more lists use  
(map list '(1 2 3) '(4 5 6)).

```
(zipmap [:a :b :c :d :e] [1 2 3 4 5])  
=> {:a 1 :b 2 :c 3 :d 4 :e 5}
```

```
(zipmap [:a :b :c] [1 2 3 4 5])  
=> {:a 1 :b 2 :c 3}
```



Creates a hash map.

```
{:a 10 :b 20}  
=> {:a 10 :b 20}
```