

X datatype

Table of Contents

1. Abstract	1
2. Creation	1
3. Literal syntax	1
3.1. Runtime creation	1
4. Conversions	1
5. Comparisons	1
6. Testing values	2
7. Predefined words	2
7.1. Actions	2
7.2. Functions	2
7.3. Natives	2
7.4. Operators	2

1. Abstract

X is a member of the following typesets:

2. Creation

X values can be created using literal syntax, or at runtime by using a **make** constructor or **to** conversion.

3. Literal syntax

3.1. Runtime creation

Examples

4. Conversions

5. Comparisons

All comparators can be applied on X: **=**, **==**, **<>**, **>**, **<**, **>=**, **<=**, **=?**. In addition, **min**, and **max** are also supported.

6. Testing values

Use `X` to check if a value is of the `X` datatype.

Use `type?` to return the datatype of a given value.

7. Predefined words

7.1. Actions

7.2. Functions

7.3. Natives

7.4. Operators