

X datatype

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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