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Variablen

Variablen Definieren erfolgt über (setq name wert)

Drucken ist (print name)

„~%“ = \n

Funktionen werden als macro definiert

(defmacro setTo10(num)

(setq num 10)(print num))

defvar

sind globale variablen

variablen Zugriff erfolgt mit ~

(let ((x 'a)

(y 'b)

(z 'c))

(format t "x = ~a y = ~a z = ~a" x y z))

Mit dieser Syntax kann man arrays in arrays definieren:

(prog ((x '(a b c))

(y '(1 2 3))

(z '(p q 10)))

(format t "x = ~a y = ~a z = ~a" x y z))

terpri = new line

Konstanten

(defconstant PI 3.141592)

(defun area-circle(rad)

(terpri)

(format t "Radius: ~5f" rad)

(format t "~%Area: ~10f" (\* PI rad rad)))

(area-circle 10)

Flächeninhalt eines Kreises

Operationen

Arithmetisch

+ - etc schreibt man vor die eigentliche Rechnung

(incf A 1) = i++

(decf A 1) = i—

(setq a 10)

(setq b 20)

(format t "~% A + B = ~d" (+ a b))

(format t "~% A - B = ~d" (- a b))

(format t "~% A \* B = ~d" (\* a b))

(format t "~% B / A = ~d" (/ b a))

(format t "~% Increment A by 3 = ~d" (incf a 3))

(format t "~% Decrement A by 4 = ~d" (decf a 4))

Ein paar Beispiele

Vergleiche nur Zahlen!

(= A B) -> ==

(/= A B) -> !=

(setq a 10)

(setq b 20)

(format t "~% A == B is ~a" (= a b))

(format t "~% A != B is ~a" (/= a b))

(format t "~% A > B is ~a" (> a b))

(format t "~% A < B is ~a" (< a b))

(format t "~% A >= B is ~a" (>= a b))

(format t "~% A <= B is ~a" (<= a b))

(format t "~% Max of A and B is ~a" (max a b))

(format t "~% Min of A and B is ~a" (min a b))

Logische Operatoren

(setq a 10)

(setq b 20)

(format t "~% A and B is ~a" (and a b))

(format t "~% A or B is ~a" (or a b))

(format t "~% not A is ~a" (not a))

(terpri)

(setq a nil)

(print "a is nil now.")

(setq b 5)

(format t "~% A and B is ~a" (and a b))

(format t "~% A or B is ~a" (or a b))

(format t "~% not A is ~a" (not a))

(terpri)

(print "a is 10 now")

(setq a 10)

(setq b 0)

(setq c 30)

(setq d 40)

(format t "~% Result of and operation on 10, 0, 30, 40 is ~a" (and a b c d))

(format t "~% Result of or operation on 10, 0, 30, 40 is ~a" (or a b c d))

(terpri)

(print "c is nil now")

(setq a 10)

(setq b 20)

(setq c nil)

(setq d 40)

(format t "~% Result of and operation on 10, 20, nil, 40 is ~a" (and a b c d))

(format t "~% Result of or operation on 10, 20, nil, 40 is ~a" (or a b c d))

Bitoperations

And or xor

Xor = false wenn beide gleich sind

(setq a 60)

(setq b 13)

(format t "~% BITWISE AND of a and b is ~a" (logand a b))

(format t "~% BITWISE INCLUSIVE OR of a and b is ~a" (logior a b))

(format t "~% BITWISE EXCLUSIVE OR of a and b is ~a" (logxor a b))

(format t "~% A NOT B is ~a" (lognor a b))

(format t "~% A EQUIVALANCE B is ~a" (logeqv a b))

(terpri)

(terpri)

(setq a 10)

(setq b 0)

(setq c 30)

(setq d 40)

(format t "~% Result of bitwise and operation on 10, 0, 30, 40 is ~a" (logand a b c d))

(format t "~% Result of bitwise or operation on 10, 0, 30, 40 is ~a" (logior a b c d))

(format t "~% Result of bitweise xor operation on 10, 0, 30, 40 is ~a" (logxor a b c d))

(format t "~% Result of bitwise equivalence operation on 10, 0, 30, 40 is ~a" (logeqv a b c d))

Entscheidungsbäume

(setq a 10)

(cond ((> a 20)

(format t " ~% a is less than 20"))

(t (format t "~% value of a is ~d " a)))

The t in the second clause ensures that the last action is performed if none other is fulfilled

* T markiert den default case

If case

(setq a 10)

(if (> a 20)

then (format t "~% a is less than 20"))

(format t "~% value of a is ~d " a)

If else case

(setq a 100)

(if (> a 20)

(format t "~% a is greater than 20")

(format t "~% a is less than 20"))

(format t "~% value of a is ~d " a)

When construct

(setq a 100)

(when (> a 20)

(format t "~% a is greater than 20"))

(format t "~% value of a is ~d " a)

Switch

(setq day 4)

(case day

(1 (format t "~% Monday"))

(2 (format t "~% Tuesday"))

(3 (format t "~% Wednesday"))

(4 (format t "~% Thursday"))

(5 (format t "~% Friday"))

(6 (format t "~% Saturday"))

(7 (format t "~% Sunday")))

Schleifen

Loop = while(true)

Läuft bis ein return statement kommt

(setq a 10)

(loop

(setq a (+ a 1))

(write a)

(terpri)

(when (> a 17) (return a)))

Loop for construct

(loop for x in '(tom dick harry)

do (format t "~s " x)

)

(loop for a from 10 to 20

do (print a)

)

Drucke nur alle durch 2 teilbaren

(loop for x from 1 to 20

if(evenp x)

do (print x)

)

The do Construct

(do ((x 0 (+ 2 x))

(y 20 ( - y 2)))

((= x y)(- x y))

(format t "~% x = ~d y = ~d" x y))

The dotimes Construct

(dotimes (n 11)

(setq temp (\* n n))

(format t "~% ~a ~b" n temp))

The dolist Construct

(setq list '(1 2 3 4 5 6 7 8 9))

(dolist (n list)

(format t "~% Number: ~d Square: ~d" n (\* n n)))

Blocks

(defun demo-function (flag)

(print 'entering-outer-block)

(block outer-block

(print 'entering-inner-block)

(print (block inner-block

(if flag

(return-from outer-block 3)

(return-from inner-block 5))

(print 'This-will-not-be-printed)))

(print 'left-inner-block)

(print 'leaving-outer-block)

t))

(demo-function t)

(terpri)

(demo-function nil)

Functions

Defun definiert eine function

(defun averagenum (n1 n2 n3 n4)

(/ ( + n1 n2 n3 n4) 4))

(write(averagenum 10 20 30 40))

Beispiel 2

(defun area-circle(rad)

(format t "~%Calculates area of a circle with given radius")

(terpri)

(format t "~%Radius : ~5f" rad)

(format t "~%Area: ~10f" (\* 3.141592 rad rad)))

(area-circle 10)

Input from Keyboard

(defun area-circle(rad)

(terpri)

(format t "~%Radius : ~5f" rad)

(format t "~%Area: ~10f" (\* 3.141592 rad rad)))

(format t "~%Calculates area of a circle with given radius~%")

(format t "~%Please give a radius: ")(area-circle (read))

Optional Parameters

(defun show-members (a b &optional c d) (write (list a b c d)))

(show-members 1 2 3)

(terpri)

(show-members 'a 'b 'c 'd)

(terpri)

(show-members 'a 'b)

(terpri)

(show-members 1 2 3 4)

Rest Parameters