

A

assignment statements 40
 audit trail of rule invocation 23
 auditing RuleSets 52
auditObject (*Variable*) 34
auditVarName (*Variable*) 34

B

breaking and tracing RuleSets 50

C

caller (*Variable*) 33
 colon-comma in a literal 38
 comments 32
 comparison with other rule languages 26
 compiler options for breaking and tracing 50
 computing selectors 39
 control structures for selecting rules 18
 converting from Buttriss Rules 55
 copying RuleSets 46
CopyRules (*Message*) 46
 creating RuleSets 45

D

DefAVP (*Function*) 5.5
DefRSM (*Function*) 48
Do1 (*RuleSet Control Structure*) 18
DoAll (*RuleSet Control Structure*) 19
 dollar notation to invoke RuleSets 42
 double colon in a literal 38
 double-dot syntax to invoke RuleSets 42
 double-dot-star syntax to invoke RuleSets 43

E

EditAllDecls 46
 editing RuleSets 45
EditMethod (*Message*) 45
EditRules (*Message*) 45
ER (*Message*) 45
 exclamation sign to compute names 39
 ExplicitFnActiveValue 4

F

factoring meta-level syntax 26
 first/last rules 23
FOR1 (*RuleSet Control Structure*) 21
FORALL (*RuleSet Control Structure*) 21

I

if-then rules 15
 infix operators 35
 installing RuleSets
 as methods 48
 in active values 49
 integrated programming environment 29
 Interlisp
 constants 34
 functions 37
 invoking RuleSets 42
 items in release 1
 iteration-condition in RuleSets 21

L

LHS syntax 31
ListRuleSets (*Function*) 47

literal 38
 loading rules 52

M

message sending 37
 meta-assignment statements 41
 meta-control of RuleSets 42
 multiple colons in a literal 40

O

one-shot rules 22

P

pop statement 42
PPR (*Message*) 47
PPRules (*Message*) 47
 printing RuleSets 47
 production rules 15
 properties 38
 push statement 42

Q

quoted constants 34

R

RE 51
reasons (*Variable*) 33
 recursive compound literals 40
 RHS syntax 32
rs (*Variable*) 33
RSGet (*Property*) 49
RSGetFn (*Function*) 49
RSPut (*Property*) 49
RSPutFn (*Function*) 49
 rule Exec 51
 rule-oriented programming 15
ruleApplied (*Variable*) 33
ruleLabel (*Variable*) 33
ruleNumber (*Variable*) 33
ruleObject (*Variable*) 33
 rules 15

 basic concepts 16
 forms 34
 language 31
 loading 52
 major features 15
 using 45
 work space 15

RuleSets 15
 approaches to organizing 17
 auditing 52
 breaking and tracing 50
 control structures 28
 copying 46
 creating 45
 editing 45
 hierarchy 27
 installing as methods 48
 installing in active values 49
 invoking 15,42
 iteration condition 21
 meta-control 42
 printing 47
 protocols 47
 running from LOOPS 47

saving on Lisp files 47
running RuleSets from LOOPS 47
RunRS (*Function*) 48

S

saving RuleSets on Lisp files 47
self (*Variable*) 33
single colon in a literal 38
Stop (*RuleSet Statement*) 43
strings 34
system configuration 1

T

transfer calls 43

U

unary message sending 37
using rules 45

V

variable names 39
variables 32,38

W

While1 (*RuleSet Control Structure*) 19
WhileAll (*RuleSet Control Structure*) 20
work space for rules 15

←
←+ push statement 42
←- pop statement 42

~
~ (*Rule Unary Operator*) 36
~= (*Rule Infix Operator*) 36

!
! to compute names 39

\$
\$ to invoke RuleSets 42

*
* (*Rule Infix Operator*) 35

+
+ (*Rule Infix Operator*) 35
++ (*Rule Infix Operator*) 35

-
- (*Rule Infix Operator*) 35
- (*Rule Unary Operator*) 36
-- (*Rule Infix Operator*) 35

.
.. to invoke RuleSets 42
..* to invoke RuleSets 43

/
/ (*Rule Infix Operator*) 35

:
: in a literal 38
:, in a literal 38
:: in a literal 38

<
< (*Rule Infix Operator*) 35
<< (*Rule Infix Operator*) 36
<= (*Rule Infix Operator*) 35

=
= (*Rule Infix Operator*) 36
== (*Rule Infix Operator*) 36

>
> (*Rule Infix Operator*) 35
>= (*Rule Infix Operator*) 35

ntionally left blank]

[This page inte