
9. LISTS AND ITERATIVE STATEMENTS

Medley gives you a large number of predicates, conditional functions, and control functions. Also, there is a complex “iterative statement” facility which allows you to easily create complex loops and iterative constructs.

Data Type Predicates

Medley provides separate functions for testing whether objects are of certain commonly-used types:

(**LITATOM** *X*) [Function]

Returns **T** if *X* is a symbol; **NIL** otherwise. Note that a number is not a symbol.

(**SMALLP** *X*) [Function]

Returns *X* if *X* is a small integer; **NIL** otherwise. (The range of small integers is -65536 to +65535.

(**FIXP** *X*) [Function]

Returns *X* if *X* is a small or large integer; **NIL** otherwise.

(**FLOATP** *X*) [Function]

Returns *X* if *X* is a floating point number; **NIL** otherwise.

(**NUMBERP** *X*) [Function]

Returns *X* if *X* is a number of any type, **NIL** otherwise.

(**ATOM** *X*) [Function]

Returns **T** if *X* is an atom (i.e. a symbol or a number); **NIL** otherwise.

(**ATOM** *X*) is **NIL** if *X* is an array, string, etc. In Common Lisp, **CL:ATOM** is defined equivalent to the Interlisp function **NLISTP**.

(**LISTP** *X*) [Function]

Returns *X* if *X* is a list cell (something created by **CONS**); **NIL** otherwise.

(**NLISTP** *X*) [Function]

(**NOT** (**LISTP** *X*)). Returns **T** if *X* is not a list cell, **NIL** otherwise.

(**STRINGP** *X*) [Function]

Returns *X* if *X* is a string, **NIL** otherwise.

(**ARRAYP** *X*) [Function]

Returns *X* if *X* is an array, **NIL** otherwise.

INTERLISP-D REFERENCE MANUAL

(**HARRAYP** *X*) [Function]

Returns *X* if it is a hash array object; otherwise **NIL**.

HARRAYP returns **NIL** if *X* is a list whose **CAR** is an **HARRAYP**, even though this is accepted by the hash array functions.

Note: The empty list, **()** or **NIL**, is considered to be a symbol, rather than a list. Therefore, **(LITATOM NIL) = (ATOM NIL) = T** and **(LISTP NIL) = NIL**. Take care when using these functions if the object may be the empty list **NIL**.

Equality Predicates

Sometimes, there is more than one type of equality. For instance, given two lists, you can ask whether they are exactly the same object, or whether they are two distinct lists that contain the same elements. Confusion between these two types of equality is often the source of program errors.

(**EQ** *X Y*) [Function]

Returns **T** if *X* and *Y* are identical pointers; **NIL** otherwise. **EQ** should not be used to compare two numbers, unless they are small integers; use **EQP** instead.

(**NEQ** *X Y*) [Function]

The same as **(NOT (EQ *X Y*))**

(**NULL** *X*) [Function]

(**NOT** *X*) [Function]

The same as **(EQ *X* NIL)**

(**EQP** *X Y*) [Function]

Returns **T** if *X* and *Y* are **EQ**, or if *X* and *Y* are numbers and are equal in value; **NIL** otherwise. For more discussion of **EQP** and other number functions, see Chapter 7.

EQP also can be used to compare stack pointers (Section 11) and compiled code (Chapter 10).

(**EQUAL** *X Y*) [Function]

EQUAL returns **T** if *X* and *Y* are one of the following:

1. **EQ**
2. **EQP**, i.e., numbers with equal value
3. **STREQUAL**, i.e., strings containing the same sequence of characters
4. Lists and **CAR** of *X* is **EQUAL** to **CAR** of *Y*, and **CDR** of *X* is **EQUAL** to **CDR** of *Y*

EQUAL returns **NIL** otherwise. Note that **EQUAL** can be significantly slower than **EQ**.

A loose description of **EQUAL** might be to say that *X* and *Y* are **EQUAL** if they print out the same way.

CONDITIONALS AND ITERATIVE STATEMENTS

`(EQUALALL X Y)`

[Function]

Like `EQUAL`, except it descends into the contents of arrays, hash arrays, user data types, etc. Two non-`EQ` arrays may be `EQUALALL` if their respective components are `EQUALALL`.

Note: In general, `EQUALALL` descends all the way into all datatypes, both those you've defined and those built into the system. If you have a data structure with fonts and pointers to windows, `EQUALALL` will descend those also. If the data structures are circular, as windows are, `EQUALALL` can cause stack overflow.

Logical Predicates

`(AND X X ... X)`

[NLambda NoSpread Function]

Takes an indefinite number of arguments (including zero), that are evaluated in order. If any argument evaluates to `NIL`, `AND` immediately returns `NIL`, without evaluating the remaining arguments. If all of the arguments evaluate to non-`NIL`, the value of the last argument is returned. `(AND) => T`.

`(OR X X ... X)`

[NLambda NoSpread Function]

Takes an indefinite number of arguments (including zero), that are evaluated in order. If any argument is non-`NIL`, the value of that argument is returned by `OR` (without evaluating the remaining arguments). If all of the arguments evaluate to `NIL`, `NIL` is returned. `(OR) => NIL`.

`AND` and `OR` can be used as simple logical connectives, but note that they may not evaluate all of their arguments. This makes a difference if some of the arguments cause side-effects. This also means you can use `AND` and `OR` as simple conditional statements. For example: `(AND (LISTP X) (CDR X))` returns the value of `(CDR X)` if `X` is a list cell; otherwise it returns `NIL` without evaluating `(CDR X)`. In general, you should avoid this use of `AND` and `OR` in favor of more explicit conditional statements in order to make programs more readable.

COND Conditional Function

`(COND CLAUSE CLAUSE ... CLAUSE)`

[NLambda NoSpread Function]

`COND` takes an indefinite number of arguments, called clauses. Each `CLAUSE` is a list of the form `(P C ... C)`, where `P` is the predicate, and `C ... C` are the consequents. The operation of `COND` can be paraphrased as:

`IF P THEN C ... C ELSEIF P THEN C ... C ELSEIF P ...`

The clauses are considered in sequence as follows: The predicate `P` of the clause `CLAUSE` is evaluated. If the value of `P` is "true" (non-`NIL`), the consequents `C ... C` are evaluated in order, and the value of the `COND` is the value of the last expression in the clause. If `P` is "false" (`EQ` to `NIL`), then the remainder of `CLAUSE` is ignored, and the next clause, `CLAUSE`, is considered. If no `P` is true for any clause, the value of the `COND` is `NIL`.

If a clause has no consequents, and has the form `(P)`, then if `P` evaluates to non-`NIL`, it is returned as the value of the `COND`. It is only evaluated once.

INTERLISP-D REFERENCE MANUAL

Example:

```
← (DEFINEQ (DOUBLE (X)
  (COND ((NUMBERP X) (PLUS X X))
        ((STRINGP X) (CONCAT X X))
        ((ATOM X) (PACK* X X))
        (T (PRINT "unknown") X)
        (HORRIBLE-ERROR)))
  (DOUBLE)
  (DOUBLE 5)
  10
  (DOUBLE "FOO")
  "FOOFOO"
  (DOUBLE 'BAR)
  BARBAR
  (DOUBLE '(A B C))
  "unknown"
  (A B C))
```

A few points about this example: Notice that 5 is both a number and an atom, but it is “caught” by the NUMBERP clause before the ATOM clause. Also notice the predicate T, which is always true. This is the normal way to indicate a COND clause which will always be executed (if none of the preceeding clauses are true). (HORRIBLE-ERROR) will never be executed.

The IF Statement

The IF statement lets you write conditional expressions that are easier to read than using COND directly. CLISP translates expressions using IF, THEN, ELSEIF, or ELSE (or their lowercase versions) into equivalent CONDS. In general, statements of the form:

```
(if AAA then BBB elseif CCC then DDD else EEE)
```

are translated to:

```
(COND (AAA BBB)
      (CCC DDD)
      (T EEE))
```

The segment between IF or ELSEIF and the next THEN corresponds to the predicate of a COND clause, and the segment between THEN and the next ELSE or ELSEIF as the consequent(s). ELSE is the same as ELSEIF T THEN. These words are spelling corrected using the spelling list CLISPFIWORDSPLST. You may also use lower-case versions (if, then, elseif, else).

If there is nothing following a THEN, or THEN is omitted entirely, the resulting COND clause has a predicate but no consequent. For example, (if X then elseif ...) and (if X elseif ...) both translate to (COND (X) ...)—if X is not NIL, it is returned as the value of the COND.

Each predicate must be a single expression, but multiple expressions are allowed as the consequents after THEN or ELSE. Multiple consequent expressions are implicitly wrapped in a PROGN, and the value of the last one is returned as the value of the consequent. For example:

```
(if X then (PRINT "FOO") (PRINT "BAR") elseif Y then (PRINT "BAZ"))
```

CONDITIONALS AND ITERATIVE STATEMENTS

Selection Functions

(**SELECTQ** *X* *CLAUSE* *CLAUSE* ... *CLAUSE*
DEFAULT)

[NLambda NoSpread Function]

Selects a form or sequence of forms based on the value of *X*. Each clause *CLAUSE* is a list of the form (*S* *C* ... *C*) where *S* is the selection key. Think of **SELECTQ** as:

```
IF X = S THEN C ... C ELSEIF X = S
  THEN ... ELSE DEFAULT
```

If *S* is a symbol, the value of *X* is tested to see if it is EQ to *S* (which is *not* evaluated). If so, the expressions *C* ... *C* are evaluated in sequence, and the value of the **SELECTQ** is the value of the last expression.

If *S* is a list, the value of *X* is compared with each element (not evaluated) of *S*, and if *X* is EQ to any one of them, then *C* ... *C* are evaluated as above.

If *CLAUSE* is not selected in one of the two ways described, *CLAUSE* is tested, etc., until all the clauses have been tested. If none is selected, *DEFAULT* is evaluated, and its value is returned as the value of the **SELECTQ**. *DEFAULT* must be present.

An example of the form of a **SELECTQ** is:

```
[SELECTQ MONTH
  (FEBRUARY (if (LEAPYEARP) then 29 else 28))
  ((SEPTEMBER APRIL JUNE NOVEMBER) 30) 31]
```

If the value of *MONTH* is the symbol *FEBRUARY*, the **SELECTQ** returns 28 or 29 (depending on *(LEAPYEARP)*); otherwise if *MONTH* is *APRIL*, *JUNE*, *SEPTEMBER*, or *NOVEMBER*, the **SELECTQ** returns 30; otherwise it returns 31.

SELECTQ compiles open, and is therefore very fast; however, it will not work if the value of *X* is a list, a large integer, or floating point number, since **SELECTQ** uses EQ for all comparisons.

SELCHARQ (Chapter 2) is a version of **SELECTQ** that recognizes *CHARCODE* symbols.

(**SELECTC** *X* *CLAUSE* *CLAUSE* ... *CLAUSE*
DEFAULT)

[NLambda NoSpread Function]

"**SELECTQ-on-Constant.**" Like **SELECTQ**, but the selection keys are evaluated, and the result used as a **SELECTQ**-style selection key.

SELECTC is compiled as a **SELECTQ**, with the selection keys evaluated at compile-time. Therefore, the selection keys act like compile-time constants (see Chapter 18).

For example:

```
[SELECTC NUM
  ((for X from 1 to 9 collect (TIMES X X)) "SQUARE") "HIP"]
```

compiles as:

```
(SELECTQ NUM
  ((1 4 9 16 25 36 49 64 81) "SQUARE") "HIP")
```

PROG and Associated Control Functions

(**PROG1** *X X ... X*) [NLambda NoSpread Function]

Evaluates its arguments in order, and returns the value of its first argument *X*. For example, (PROG1 *X* (SETQ *X Y*)) sets *X* to *Y*, and returns *X*'s original value.

(**PROG2** *X X ... X*) [NoSpread Function]

Like PROG1. Evaluates its arguments in order, and returns the value of its second argument *X*.

(**PROGN** *X X ... X*) [NLambda NoSpread Function]

PROGN evaluates each of its arguments in order, and returns the value of its last argument. PROGN is used to specify more than one computation where the syntax allows only one, e.g., (SELECTQ ... (PROGN ...)) allows evaluation of several expressions as the default condition for a SELECTQ.

(**PROG** *VARLST E E ... E*) [NLambda NoSpread Function]

Lets you bind some variables while you execute a series of expressions. *VARLST* is a list of local variables (must be NIL if no variables are used). Each symbol in *VARLST* is treated as the name of a local variable and bound to NIL. *VARLST* can also contain lists of the form (*NAME FORM*). In this case, *NAME* is the name of the variable and is bound to the value of *FORM*. The evaluation takes place before any of the bindings are performed, e.g., (PROG ((*X Y*) (*Y X*)) ...) will bind local variable *X* to the value of *Y* (evaluated *outside* the PROG) and local variable *Y* to the value of *X* (outside the PROG). An attempt to use anything other than a symbol as a PROG variable will cause an error, Arg not symbol. An attempt to use NIL or T as a PROG variable will cause an error, Attempt to bind NIL or T.

The rest of the PROG is a sequence of forms and symbols (labels). The forms are evaluated sequentially; the labels serve only as markers. The two special functions, GO and RETURN, alter this flow of control as described below. The value of the PROG is usually specified by the function RETURN. If no RETURN is executed before the PROG "falls off the end," the value of the PROG is NIL.

(**GO** *L*) [NLambda NoSpread Function]

GO is used to cause a transfer in a PROG. (GO *L*) will cause the PROG to evaluate forms starting at the label *L* (GO does not evaluate its argument). A GO can be used at any level in a PROG. If the label is not found, GO will search higher progs *within the same function*, e.g., (PROG ... *A* ... (PROG ... (GO *A*))). If the label is not found in the function in which the PROG appears, an error is generated, Undefined or illegal GO.

(**RETURN** *X*) [Function]

A RETURN is the normal exit for a PROG. Its argument is evaluated and is immediately returned the value of the PROG in which it appears.

CONDITIONALS AND ITERATIVE STATEMENTS

Note: If a GO or RETURN is executed in an interpreted function which is not a PROG, the GO or RETURN will be executed in the last interpreted PROG entered if any, otherwise cause an error.

GO or RETURN inside of a compiled function that is not a PROG is not allowed, and will cause an error at compile time.

As a corollary, GO or RETURN in a functional argument, e.g., to SORT, will not work compiled. Also, since NLSETQ's and ERSETQ's compile as *separate* functions, a GO or RETURN *cannot* be used inside of a compiled NLSETQ or ERSETQ if the corresponding PROG is outside, i.e., above, the NLSETQ or ERSETQ.

(LET VARLIST E ... E) [Macro]

LET is essentially a PROG that can't contain GO's or RETURN's, and whose last form is the returned value.

(LET* VARLIST E ... E) [Macro]

(PROG* VARLIST E ... E) [Macro]

LET* and PROG* differ from LET and PROG only in that the binding of the bound variables is done "sequentially." Thus

```
(LET* ((A (LIST 5))
      (B (LIST A A)))
      (EQ A (CADR B)))
```

would evaluate to T; whereas the same form with LET might find A an unbound variable when evaluating (LIST A A).

The Iterative Statement

The various forms of the iterative statement (i.s.) let you write complex loops easily. Rather than writing PROG, MAPC, MAPCAR, etc., let Medley do it for you.

An iterative statement is a form consisting of a number of special words (known as i.s. operators or i.s.oprs), followed by operands. Many i.s.oprs (FOR, DO, WHILE, etc.) act like loops in other programming languages; others (COLLECT, JOIN, IN, etc.) do things useful in Lisp. You can also use lower-case versions of i.s.oprs (do, collect, etc.).

```
← (for X from 1 to 5 do (PRINT 'FOO))
FOO
FOO
FOO
FOO
FOO
FOO
NIL

← (for X from 2 to 10 by 2 collect (TIMES X X))
(4 16 36 64 100)

← (for X in '(A B 1 C 6.5 NIL (45)) count (NUMBERP X))
2
```

Iterative statements are implemented using CLISP, which translates them into the appropriate PROGS, MAPCARS, etc. They're translated using all CLISP declarations in effect (standard/fast/undoable/etc.); see Chapter 21. Misspelled i.s.oprs are recognized and corrected using the spelling list

INTERLISP-D REFERENCE MANUAL

CLISPFORWORDSPLST. Operators can appear in any order; CLISP scans the entire statement before it begins to translate.

If you define a function with the same name as an i.s.opr (WHILE, TO, etc.), that i.s.opr will no longer cause looping when it appears as CAR of a form, although it will continue to be treated as an i.s.opr if it appears in the interior of an iterative statement. To alert you, a warning message is printed, e.g., (While defined, therefore disabled in CLISP).

I.S. Types

Every iterative statement must have exactly one of the following operators in it (its “is.stype”), to specify what happens on each iteration. Its operand is called the “body” of the iterative statement.

DO *FORMS* [I.S. Operator]

Evaluate *FORMS* at each iteration. DO with no other operator specifies an infinite loop. If some explicit or implicit terminating condition is specified, the value of the loop is NIL. Translates to MAPC or MAP whenever possible.

COLLECT *FORM* [I.S. Operator]

The value of *FORM* at each iteration is collected in a list, which is returned as the value of the loop when it terminates. Translates to MAPCAR, MAPLIST or SUBSET whenever possible.

When COLLECT translates to a PROG (if UNTIL, WHILE, etc. appear in the loop), the translation employs an open TCONC using two pointers similar to that used by the compiler for compiling MAPCAR. To disable this translation, perform (CLDISABLE 'FCOLLECT).

JOIN *FORM* [I.S. Operator]

FORM returns a list; the lists from each iteration are concatenated using NCONC, forming one long list. Translates to MAPCONC or MAPCON whenever possible. /NCONC, /MAPCONC, and /MAPCON are used when the CLISP declaration UNDOABLE is in effect.

SUM *FORM* [I.S. Operator]

The values of *FORM* from each iteration are added together and returned as the value of the loop, e.g., (for I from 1 to 5 sum (TIMES I I)) returns 1+4+9+16+25 = 55. IPLUS, FPLUS, or PLUS will be used in the translation depending on the CLISP declarations in effect.

COUNT *FORM* [I.S. Operator]

Counts the number of times that *FORM* is true, and returns that count as the loop's value.

ALWAYS *FORM* [I.S. Operator]

Returns T if the value of *FORM* is non-NIL for all iterations. **Note:** Returns NIL as soon as the value of *FORM* is NIL).

CONDITIONALS AND ITERATIVE STATEMENTS

NEVER *FORM*

[I.S. Operator]

Like **ALWAYS**, but returns T if the value of *FORM* is *never* true. **Note:** Returns NIL as soon as the value of *FORM* is non-NIL.

Often, you'll want to set a variable each time through the loop; that's called the "iteration variable", or i.v. for short. The following i.s.types explicitly refer to the i.v. This is explained below under **FOR**.

THEREIS *FORM*

[I.S. Operator]

Returns the first value of the i.v. for which *FORM* is non-NIL, e.g., (for X in Y thereis (NUMBERP X)) returns the first number in Y.

Note: Returns the value of the i.v. as soon as the value of *FORM* is non-NIL.

LARGEST *FORM*

[I.S. Operator]

SMALLEST *FORM*

[I.S. Operator]

Returns the value of the i.v. that provides the largest/smallest value of *FORM*. \$\$EXTREME is always bound to the current greatest/smallest value, \$\$VAL to the value of the i.v. from which it came.

Iteration Variable I.s.oprs

You'll want to bind variables to use during the loop. Rather than putting the loop inside a **PROG** or **LET**, you can specify bindings like so:

BIND *VAR*

[I.S. Operator]

BIND *VARS*

[I.S. Operator]

Used to specify dummy variables, which are bound locally within the i.s.

Note: You can initialize a variable *VAR* by saying *VAR*←*FORM*:

(bind HEIGHT ← 0 WEIGHT ← 0 for SOLDIER in ...)

To specify iteration variables, use these operators:

FOR *VAR*

[I.S. Operator]

Specifies the iteration variable (i.v.) that is used in conjunction with **IN**, **ON**, **FROM**, **TO**, and **BY**. The variable is rebound within the loop, so the value of the variable outside the loop is not affected. Example:

```
←(SETQ X 55)
55
←(for X from 1 to 5 collect (TIMES X X))
(1 4 9 16 25)
←X
55
```

FOR **OLD** *VAR*

[I.S. Operator]

Like **FOR**, but *VAR* is *not* rebound, so its value outside the loop *is* changed. Example:

```
←(SETQ X 55)
55
```

INTERLISP-D REFERENCE MANUAL

```
←(for old X from 1 to 5 collect (TIMES X X))
(1 4 9 16 25)
←X
6
```

FOR VARS [I.S. Operator]

VARs a list of variables, e.g., (for (X Y Z) in ...). The first variable is the i.v., the rest are dummy variables. See BIND above.

IN FORM [I.S. Operator]

FORM must evaluate to a list. The i.v. is set to successive elements of the list, one per iteration. For example, (for X in Y do ...) corresponds to (MAPC Y (FUNCTION (LAMBDA (X) ...))). If no i.v. has been specified, a dummy is supplied, e.g., (in Y collect CADR) is equivalent to (MAPCAR Y (FUNCTION CADR)).

ON FORM [I.S. Operator]

Same as IN, but the i.v. is reset to the corresponding *tail* at each iteration. Thus IN corresponds to MAPC, MAPCAR, and MAPCONC, while ON corresponds to MAP, MAPLIST, and MAPCON.

```
←(for X on '(A B C) do (PRINT X))
(A B C)
(B C)
(C)
NIL
```

Note: For both IN and ON, *FORM* is evaluated before the main part of the i.s. is entered, i.e. *outside* of the scope of any of the bound variables of the i.s. For example, (for X bind (Y←'(1 2 3)) in Y ...) will map down the list which is the value of Y evaluated *outside* of the i.s., *not* (1 2 3).

IN OLD VAR [I.S. Operator]

Specifies that the i.s. is to iterate down *VAR*, with *VAR* itself being reset to the corresponding tail at each iteration, e.g., after (for X in old L do ... until ...) finishes, L will be some tail of its original value.

IN OLD (VAR←FORM) [I.S. Operator]

Same as IN OLD VAR, except *VAR* is first set to value of *FORM*.

ON OLD VAR [I.S. Operator]

Same as IN OLD VAR except the i.v. is reset to the current value of *VAR* at each iteration, instead of to (CAR *VAR*).

ON OLD (VAR←FORM) [I.S. Operator]

Same as ON OLD VAR, except *VAR* is first set to value of *FORM*.

CONDITIONALS AND ITERATIVE STATEMENTS

INSIDE *FORM*

[I.S. Operator]

Like **IN**, but treats first non-list, non-NIL tail as the last element of the iteration, e.g.,
INSIDE ' (A B C D . E) iterates five times with the i.v. set to E on the last iteration.
INSIDE 'A is equivalent to **INSIDE** ' (A), which will iterate once.

FROM *FORM*

[I.S. Operator]

Specifies the initial value for a numerical i.v. The i.v. is automatically incremented by 1 after each iteration (unless **BY** is specified). If no i.v. has been specified, a dummy i.v. is supplied and initialized, e.g., (**from** 2 to 5 **collect** Sqrt) returns (1.414 1.732 2.0 2.236).

TO *FORM*

[I.S. Operator]

Specifies the final value for a numerical i.v. If **FROM** is not specified, the i.v. is initialized to 1. If no i.v. has been specified, a dummy i.v. is supplied and initialized. If **BY** is not specified, the i.v. is automatically incremented by 1 after each iteration. When the i.v. is definitely being *incremented*, i.e., either **BY** is not specified, or its operand is a positive number, the i.s. terminates when the i.v. exceeds the value of *FORM*. Similarly, when the i.v. is definitely being decremented the i.s. terminates when the i.v. becomes *less* than the value of *FORM* (see description of **BY**).

FORM is evaluated only once, when the i.s. is first entered, and its value bound to a temporary variable against which the i.v. is checked each iteration. If the user wishes to specify an i.s. in which the value of the boundary condition is recomputed each iteration, he should use **WHILE** or **UNTIL** instead of **TO**.

When both the operands to **TO** and **FROM** are numbers, and **TO**'s operand is less than **FROM**'s operand, the i.v. is decremented by 1 after each iteration. In this case, the i.s. terminates when the i.v. becomes *less* than the value of *FORM*. For example, (**from** 10 to 1 **do** **PRINT**) prints the numbers from 10 down to 1.

BY *FORM* (without **IN** or **ON**)

[I.S. Operator]

If you aren't using **IN** or **ON**, **BY** specifies how the i.v. itself is reset at each iteration. If you're using **FROM** or **TO**, the i.v. is known to be numerical, so the new i.v. is computed by adding the value of *FORM* (which is reevaluated each iteration) to the current value of the i.v., e.g., (**for** N **from** 1 to 10 **by** 2 **collect** N) makes a list of the first five odd numbers.

If *FORM* is a positive number (*FORM* itself, not its value, which in general CLISP would have no way of knowing in advance), the loop stops when the value of the i.v. *exceeds* the value of **TO**'s operand. If *FORM* is a negative number, the loop stops when the value of the i.v. becomes *less* than **TO**'s operand, e.g., (**for** I **from** N to M **by** -2 **until** (**LESSP** I M) ...). Otherwise, the terminating condition for each iteration depends on the value of *FORM* for that iteration: if *FORM* < 0, the test is whether the i.v. is less than **TO**'s operand, if *FORM* > 0 the test is whether the i.v. exceeds **TO**'s operand; if *FORM* = 0, the loop terminates unconditionally.

INTERLISP-D REFERENCE MANUAL

If you didn't use `FROM` or `TO` and *FORM* is not a number, the i.v. is simply reset to the value of *FORM* after each iteration, e.g., `(for I from N by (FOO) ...)` sets *I* to the value of `(FOO)` on each loop after the first.

BY *FORM* (with `IN` or `ON`)

[I.S. Operator]

If you did use `IN` or `ON`, *FORM*'s value determines the *tail* for the next iteration, which in turn determines the value for the i.v. as described earlier, i.e., the new i.v. is `CAR` of the tail for `IN`, the tail itself for `ON`. In conjunction with `IN`, you can refer to the current tail within *FORM* by using the i.v. or the operand for `IN/ON`, e.g., `(for Z in L by (CDDR Z) ...)` or `(for Z in L by (CDDR L) ...)`. At translation time, the name of the internal variable which holds the value of the current tail is substituted for the i.v. throughout *FORM*. For example, `(for X in Y by (CDR (MEMB 'FOO (CDR X))) collect X)` specifies that after each iteration, `CDR` of the current tail is to be searched for the atom `FOO`, and `(CDR of)` this latter tail is to be used for the next iteration.

AS *VAR*

[I.S. Operator]

Lets you have more than one i.v. for a single loop, e.g., `(for X in Y as U in V do ...)` moves through the lisps *Y* and *V* in parallel (see `MAP2C`). The loop ends when any of the terminating conditions is met, e.g., `(for X in Y as I from 1 to 10 collect X)` makes a list of the first ten elements of *Y*, or however many elements there are on *Y* if less than 10.

The operand to `AS`, *VAR*, specifies the new i.v. For the remainder of the i.s., or until another `AS` is encountered, all operators refer to the new i.v. For example, `(for I from 1 to N as J from 1 to N by 2 as K from N to 1 by -1 ...)` terminates when *I* exceeds *N*, or *J* exceeds *N*, or *K* becomes less than 1. After each iteration, *I* is incremented by 1, *J* by 2, and *K* by -1.

OUTOF *FORM*

[I.S. Operator]

For use with generators. On each iteration, the i.v. is set to successive values returned by the generator. The loop ends when the generator runs out.

Condition I.S. Oprs

What if you want to do things only on certain times through the loop? You could make the loop body a big `COND`, but it's much more readable to use one of these:

WHEN *FORM*

[I.S. Operator]

Only run the loop body when *FORM*'s value is non-NIL. For example, `(for X in Y collect X when (NUMBERP X))` collects only the elements of *Y* that are numbers.

UNLESS *FORM*

[I.S. Operator]

Opposite of `WHEN`: `WHEN Z` is the same as `UNLESS (NOT Z)`.

WHILE *FORM*

[I.S. Operator]

`WHILE FORM` evaluates *FORM* before each iteration, and if the value is NIL, exits.

CONDITIONALS AND ITERATIVE STATEMENTS

UNTIL *FORM* [I.S. Operator]

Opposite of **WHILE**: Evaluates *FORM* *before* each iteration, and if the value is *not* **NIL**, exits.

REPEATWHILE *FORM* [I.S. Operator]

Same as **WHILE** except the test is performed *after* the loop body, but before the i.v. is reset for the next iteration.

REPEATUNTIL *FORM* [I.S. Operator]

Same as **UNTIL**, except the test is performed *after* the loop body.

Other I.S. Operators

FIRST *FORM* [I.S. Operator]

FORM is evaluated once before the first iteration, e.g., `(for X Y Z in L first (FOO Y Z) ...)`, and **FOO** could be used to initialize **Y** and **Z**.

FINALLY *FORM* [I.S. Operator]

FORM is evaluated after the loop terminates. For example, `(for X in L bind Y_0 do (if (ATOM X) then (SETQ Y (PLUS Y 1))) finally (RETURN Y))` will return the number of atoms in **L**.

EACHTIME *FORM* [I.S. Operator]

FORM is evaluated at the beginning of each iteration before, and regardless of, any testing. For example, consider,

```
(for I from 1 to N
  do (... (FOO I) ...)
  unless (... (FOO I) ...)
  until (... (FOO I) ...))
```

You might want to set a temporary variable to the value of `(FOO I)` in order to avoid computing it three times each iteration. However, without knowing the translation, you can't know whether to put the assignment in the operand to **DO**, **UNLESS**, or **UNTIL**. You can avoid this problem by simply writing `EACHTIME (SETQ J (FOO I))`.

DECLARE: *DECL* [I.S. Operator]

Inserts the form `(DECLARE DECL)` immediately following the **PROG** variable list in the translation, or, in the case that the translation is a mapping function rather than a **PROG**, immediately following the argument list of the lambda expression in the translation. This can be used to declare variables bound in the iterative statement to be compiled as local or special variables. For example `(for X in Y declare: (LOCALVARS X) ...)`. Several **DECLARE:s** can appear in the same i.s.; the declarations are inserted in the order they appear.

DECLARE *DECL* [I.S. Operator]

Same as **DECLARE:**.

INTERLISP-D REFERENCE MANUAL

Since `DECLARE` is also the name of a function, `DECLARE` cannot be used as an i.s. operator when it appears as `CAR` of a form, i.e. as the first i.s. operator in an iterative statement. However, `declare` (lowercase version) *can* be the first i.s. operator.

ORIGINAL *I.S.OPR OPERAND*

[I.S. Operator]

I.S.OPR will be translated using its original, built-in interpretation, independent of any user defined i.s. operators.

There are also a number of i.s.oprs that make it easier to create iterative statements that use the clock, looping for a given period of time. See timers, Chapter 12.

Miscellaneous Hints For Using I.S.Oprs

Lowercase versions of all i.s. operators are equivalent to the uppercase, e.g., `(for X in Y ...)` is equivalent to `(FOR X IN Y ...)`.

Each i.s. operator is of lower precedence than all Interlisp forms, so parentheses around the operands can be omitted, and will be supplied where necessary, e.g., `BIND (X Y Z)` can be written `BIND X Y Z`, `OLD (X_FORM)` as `OLD X_FORM`, etc.

`RETURN` or `GO` may be used in any operand. (In this case, the translation of the iterative statement will always be in the form of a `PROG`, never a mapping function.) `RETURN` means return from the loop (with the indicated value), *not* from the function in which the loop appears. `GO` refers to a label elsewhere in the function in which the loop appears, except for the labels `$$LP`, `$$ITERATE`, and `$$OUT` which are reserved, as described below.

In the case of `FIRST`, `FINALLY`, `EACHTIME`, `DECLARE`: or one of the i.s.types, e.g., `DO`, `COLLECT`, `SUM`, etc., the operand can consist of more than one form, e.g., `COLLECT (PRINT (CAR X)) (CDR X)`, in which case a `PROGN` is supplied.

Each operand can be the name of a function, in which case it is applied to the (last) i.v., e.g., `(for X in Y do PRINT when NUMBERP)` is the same as `(for X in Y do (PRINT X) when (NUMBERP X))`. Note that the i.v. need not be explicitly specified, e.g., `(in Y do PRINT when NUMBERP)` will work.

For i.s.types, e.g., `DO`, `COLLECT`, `JOIN`, the function is always applied to the first i.v. in the i.s., whether explicitly named or not. For example, `(in Y as I from 1 to 10 do PRINT)` prints elements on `Y`, not integers between 1 and 10.

Note that this feature does not make much sense for `FOR`, `OLD`, `BIND`, `IN`, or `ON`, since they “operate” before the loop starts, when the i.v. may not even be bound.

In the case of `BY` in conjunction with `IN`, the function is applied to the current *tail* e.g., `(for X in Y by CDDR ...)` is the same as `(for X in Y by (CDDR X) ...)`.

While the exact translation of a loop depends on which operators are present, a `PROG` will always be used whenever the loop specifies dummy variables—if `BIND` appears, or there is more than one variable specified by a `FOR`, or a `GO`, `RETURN`, or a reference to the variable `$$VAL` appears in any of the operands. When `PROG` is used, the form of the translation is:

```
(PROG VARIABLES
  {initialize})
```

CONDITIONALS AND ITERATIVE STATEMENTS

```
$$LP {eachtime}
    {test}
    {body}
$$ITERATE
    {aftertest}
    {update}
    (GO $$LP)
$$OUT {finalize}
    (RETURN $$VAL))
```

where {test} corresponds to that part of the loop that tests for termination and also for those iterations for which {body} is not going to be executed, (as indicated by a WHEN or UNLESS); {body} corresponds to the operand of the i.s.type, e.g., DO, COLLECT, etc.; {aftertest} corresponds to those tests for termination specified by REPEATWHILE or REPEATUNTIL; and {update} corresponds to that part that resets the tail, increments the counter, etc. in preparation for the next iteration. {initialize}, {finalize}, and {eachtime} correspond to the operands of FIRST, FINALLY, and EACHTIME, if any.

Since {body} always appears at the top level of the PROG, you can insert labels in {body}, and GO to them from within {body} or from other i.s. operands, e.g., (for X in Y first (GO A) do (FOO) A (FIE)). However, since {body} is dwimified as a list of forms, the label(s) should be added to the dummy variables for the iterative statement in order to prevent their being dwimified and possibly “corrected”, e.g., (for X in Y bind A first (GO A) do (FOO) A (FIE)). You can also GO to \$\$LP, \$\$ITERATE, or \$\$OUT, or explicitly set \$\$VAL.

Errors in Iterative Statements

An error will be generated and an appropriate diagnostic printed if any of the following conditions hold:

1. Operator with null operand, i.e., two adjacent operators, as in (for X in Y until do ...)
2. Operand consisting of more than one form (except as operand to FIRST, FINALLY, or one of the i.s.types), e.g., (for X in Y (PRINT X) collect ...).
3. IN, ON, FROM, TO, or BY appear twice in same i.s.
4. Both IN and ON used on same i.v.
5. FROM or TO used with IN or ON on same i.v.
6. More than one i.s.type, e.g., a DO and a SUM.

In 3, 4, or 5, an error is not generated if an intervening AS occurs.

If an error occurs, the i.s. is left unchanged.

If no DO, COLLECT, JOIN or any of the other i.s.types are specified, CLISP will first attempt to find an operand consisting of more than one form, e.g., (for X in Y (PRINT X) when ATOM X ...), and in this case will insert a DO after the first form. (In this case, condition 2 is not considered to be met, and an error is not generated.) If CLISP cannot find such an operand, and no WHILE or UNTIL appears in the i.s., a warning message is printed: NO DO, COLLECT, OR JOIN: followed by the i.s.

INTERLISP-D REFERENCE MANUAL

Similarly, if no terminating condition is detected, i.e., no IN, ON, WHILE, UNTIL, TO, or a RETURN or GO, a warning message is printed: Possible non-terminating iterative statement: followed by the iterative statement. However, since the user may be planning to terminate the i.s. via an error, Control-E, or a RETFROM from a lower function, the i.s. is still translated.

Note: The error message is not printed if the value of CLISPI . S . GAG is T (initially NIL).

Defining New Iterative Statement Operators

The following function is available for defining new or redefining existing iterative statement operators:

(I . S . OPR NAME FORM OTHERS EVALFLG) [Function]

NAME is the name of the new i.s.opr. If FORM is a list, NAME will be a new i.s.type, and FORM its body.

OTHERS is an (optional) list of additional i.s. operators and operands which will be added to the i.s. at the place where NAME appears. If FORM is NIL, NAME is a new i.s.opr defined entirely by OTHERS.

In both FORM and OTHERS, the atom \$\$VAL can be used to reference the value to be returned by the i.s., I . V. to reference the current i.v., and BODY to reference NAME's operand. In other words, the current i.v. will be substituted for all instances of I . V. and NAME's operand will be substituted for all instances of BODY throughout FORM and OTHERS.

If EVALFLG is T, FORM and OTHERS are evaluated at translation time, and their values used as described above. A dummy variable for use in translation that does not clash with a dummy variable already used by some other i.s. operators can be obtained by calling (GETDUMMYVAR). (GETDUMMYVAR T) will return a dummy variable and also insure that it is bound as a PROG variable in the translation.

If NAME was previously an i.s.opr and is being redefined, the message (NAME REDEFINED) will be printed (unless DFNFLG=T), and all expressions using the i.s.opr NAME that have been translated will have their translations discarded.

The following are some examples of how I . S . OPR could be called to define some existing i.s.oprs, and create some new ones:

```
COLLECT (I . S . OPR 'COLLECT
        ' (SETQ $$VAL (NCONC1 $$VAL BODY)))

SUM (I . S . OPR 'SUM
    ' (SETQ $$VAL (PLUS $$VAL BODY)
      ' (FIRST (SETQ $$VAL0)))

NEVER (I . S . OPR 'NEVER
    ' (if BODY then
      (SETQ $$VAL NIL) (GO $$OUT)))
```

Note: (if BODY then (RETURN NIL)) would exit from the i.s. immediately and therefore not execute the operations specified via a FINALLY (if any).

CONDITIONALS AND ITERATIVE STATEMENTS

```

THEREIS  (I.S.OPER 'THEREIS
          '(if BODY then
            (SETQ $$VAL I.V.) (GO $$OUT)))

RCOLLECT  To define RCOLLECT, a version of COLLECT which uses CONS
          instead of NCONC1 and then reverses the list of values:

          (I.S.OPER 'RCOLLECT
            '(FINALLY (RETURN
                       (DREVERSE $$VAL)))]

TCOLLECT  To define TCOLLECT, a version of COLLECT which uses TCONC:

          (I.S.OPER 'TCOLLECT
            '(TCONC $$VAL BODY)
            '(FIRST (SETQ $$VAL (CONS))
                   FINALLY (RETURN
                             (CAR $$VAL)))]

PRODUCT  (I.S.OPER 'PRODUCT
          '(SETQ $$VAL $$VAL*BODY)
          '(FIRST ($$VAL 1)))]

UPTO     To define UPTO, a version of TO whose operand is evaluated only
          once:

          (I.S.OPER 'UPTO
            NIL
            '(BIND $$FOO←BODY TO $$FOO)]

TO       To redefine TO so that instead of recomputing FORM each
          iteration, a variable is bound to the value of FORM, and then that
          variable is used:

          (I.S.OPER 'TO
            NIL
            '(BIND $$END FIRST
              (SETQ $$END BODY)
              ORIGINALTO $$END)]

```

Note the use of ORIGINAL to redefine TO in terms of its original definition. ORIGINAL is intended for use in redefining built-in operators, since their definitions are not accessible, and hence not directly modifiable. Thus if the operator had been defined by the user via I.S.OPER, ORIGINAL would not obtain its original definition. In this case, one presumably would simply modify the i.s.opr definition.

I.S.OPER can also be used to define synonyms for already defined i.s. operators by calling I.S.OPER with *FORM* an atom, e.g., (I.S.OPER 'WHERE 'WHEN) makes WHERE be the same as WHEN. Similarly, following (I.S.OPER 'ISTHERE 'THEREIS), one can write (ISTHERE ATOM IN Y), and following (I.S.OPER 'FIND 'FOR) and (I.S.OPER 'SUCHTHAT 'THEREIS), one can write (find X in Y suchthat X member Z). In the current system, WHERE is synonymous with WHEN, SUCHTHAT and ISTHERE with THEREIS, FIND with FOR, and THRU with TO.

INTERLISP-D REFERENCE MANUAL

If *FORM* is the atom `MODIFIER`, then *NAME* is defined as an i.s.opr which can immediately follow another i.s. operator (i.e., an error will not be generated, as described previously). *NAME* will not terminate the scope of the previous operator, and will be stripped off when `DWIMIFY` is called on its operand. `OLD` is an example of a `MODIFIER` type of operator. The `MODIFIER` feature allows the user to define i.s. operators similar to `OLD`, for use in conjunction with some other user defined i.s.opr which will produce the appropriate translation.

The file package command `I.S.OPRS` (Chapter 17) will dump the definition of i.s.oprs. (`I.S.OPRS` `PRODUCT` `UPTO`) as a file package command will print suitable expressions so that these iterative statement operators will be (re)defined when the file is loaded.

CONDITIONALS AND ITERATIVE STATEMENTS

[This page intentionally left blank]