

Testing the programmatic interface to INSPECTW  
(assuming in **Interlisp** package)

**type:**

```
(CL:IN-PACKAGE "INTERLISP")
```

**type:**

```
(DEFINEQ (FETCHFROMLIST (AL PRP)
  (COND ((EQUAL PRP (QUOTE FIRST))
    (CAR (EVAL AL)))
    ((EQUAL PRP (QUOTE SECOND))
    (CADR (EVAL AL)))
    ((EQUAL PRP (QUOTE THIRD))
    (CADDR (EVAL AL)))
    ((EQUAL PRP (QUOTE FOURTH))
    (CADDR (EVAL AL))))))

(DEFINEQ (STOREINLIST (AL PRP NV)
  (SET AL
    (COND ((EQUAL PRP (QUOTE FIRST))
      (CONS NV (CDR (EVAL AL))))
      ((EQUAL PRP (QUOTE SECOND))
      (CONS (CAR (EVAL AL))
        (CONS NV (CDDR (EVAL AL))))))
      ((EQUAL PRP (QUOTE THIRD))
      (CONS (CAR (EVAL AL))
        (CONS (CADR (EVAL AL))
          (CONS NV
            (CDDR (EVAL AL))))))
      ((EQUAL PRP (QUOTE FOURTH))
      (CONS (CAR (EVAL AL))
        (CONS (CADR (EVAL AL))
          (CONS (CADDR (EVAL AL))
            (CONS NV NIL)))))))))

(DEFINEQ (PROPCOM (PRP AL INS)
  (SET AL (REVERSE (EVAL AL)))))

(DEFINEQ (VALCOM (VAL PRP AL INS)
  (SET AL (REVERSE (EVAL AL)))
  (INSPECTW.REDISPLAY INS NIL)))

(DEFINEQ (TITLECOM (INS AL)
  (SET AL (QUOTE (X Y Z A)))
  (INSPECTW.REDISPLAY INS NIL)))

(DEFINEQ (SELECTF (PRP VF INS)
  (PRINTOUT T T "YOU PICKED " PRP)
  (if VF then
    (PRINTOUT T " OR RATHER, THE VALUE OF " PRP T)
    else (PRINTOUT T " IT IS A PROPERTY" T))))

(DEFINEQ (PROPP (PRP AL)
  (LIST AL PRP)))

(SETQ ALIST ' (A B C D))

(SETQ WIND (INSPECTW.CREATE 'ALIST ' (FIRST SECOND THIRD FOURTH) 'FETCHFROMLIST 'STOREINLIST))
```

-- an inspect window appears



**select a name (first,second, third or fourth) with the left button, then press the middle button - select set.**

**type in a new value for the selected element, confirm that the value changes.**

**Type ALIST on the exec window and notice that the list has changed.**

**type:**

```
(INSPECTW.CREATE 'ALIST ' (FIRST SECOND THIRD FOURTH) 'FETCHFROMLIST 'STOREINLIST 'PROPCOM)
```

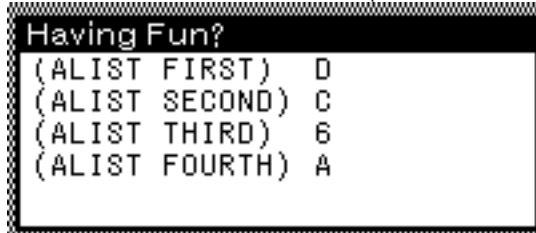
select a name (first,second, third or fourth) with the left button, then press the middle button. It should appear as if nothing has happened. Position the mouse in the title bar of the inspect window, press down the middle button - select refetch. *The values of Alist should be reversed.* Type ALIST on the exec window and notice that the list has changed.

**Close all inspector windows**

**type:**

```
(INSPECTW.CREATE 'ALIST '(FIRST SECOND THIRD FOURTH) 'FETCHFROMLIST 'STOREINLIST "HELLO THERE GUESS WHO?" 'VALCOM 'TITLECOM "Having Fun?" 'SELECTF WIND 'PROPP)
```

- the inspector window should appear where you placed the first one. Shape the window so you can view all of it. It should look like this (notice the new title):



**select something from the left-hand column**

-a window will appear telling you what you selected and that it is a property.

**press the middle button on the same selection**

- a message "HELLO THERE GUESS WHO" will appear in the prompt window

**select something from the right hand column**

-a message will appear in the same window that appeared two steps back telling you what property the value you selected belongs to and that it is a value.

**press the middle button on the same selection**

-the values reverse themselves again

**Put the mouse in the title bar and press the middle button**

-The values have all changed to be the following.

