

Reference to Joy of Postfix

from 2024-11-14

Subset of Joy Programming Language
with some Modifications

Original:

<https://www.kevinalbrecht.com/code/joy-mirror/html-manual.html>

Definition of Identifiers

identifier1 == word1 word2 word3 ...
identifier2 == word4 word5 word6 ...

Example:

makelist == [] swap [cons] times	<CALC>
10 20 30 40 50 3 makelist .s	<CALC>
... 10 20 [30 40 50]	

quote '
comment () #

Stack Notation

word (*input parameters --> output parameters*)
Description of the word's functionality.

Words for the Stack

The parameter stack is a linked list.

stack (--> *list*)

Pushes the stack as a list onto the stack.

unstack (*list* -->)

The *list* becomes the new stack.

clear (... --> (*null*))

Clears the stack.

dup (*x* --> *x x*)

Pushes an extra copy of *x* onto the stack.

pop (*x* -->)

Removes *x* from the top of the stack.

swap (*x y* --> *y x*)

Swaps *x* and *y* at the top of the stack.

over (*x y* --> *x y x*)

Gets the second value from stack.

rotate (*x y z* --> *z y x*)

Swap *x* and *z*.

rollup (*x y z* --> *z x y*)

rolldown (*x y z* --> *y z x*)

dupd (*x y* --> *x x y*)

popd (*x y* --> *y*)

swapped (*x y z* --> *y x z*)

rotated (*x y z k* --> *z y x k*)

rollupd (*x y z k* --> *z x y k*)

rolldownd (*x y z k* --> *y z x k*)

index (... *n* --> ... *nth_stack_value*)

Picks a copy of the stack value with position num relative to the stack top from the stack and pushes it onto the stack;
with *n* = 1 -> first value, *n* = 2 -> second value, ...

dip (*x* [*program*] --> ... *x*)

Stores the *x*, executes the *program*, pushes *x* back onto the stack.

dip2 (*x y* [*program*] --> ... *x y*)

Stores the *x* and *y*, executes the *program*, pushes *x* and *y* back onto the stack.

id (-->)

Identity function, does nothing; as a placeholder for a function.

collect (*value1 value2 ... valuen n* --> [*value1 value2 ... valuen*])

copy (*value1 value2 ... valuen n* --> *value1 value2 ... valuen value1 value2 ... valuen*)

The IO Monad for Pure Functional Programming

num [*program2*] ' !

(iomonad behavior)

[*iomonad*] [*program2*] ' !

(iomonad behavior)

First, the primitive monad *num* or the [*iomonad*] is executed

- i.e. a side effect is triggered. Then the [*program2*] is executed.

The iomonad is **at the end of** a sequence/program.

([*program2*] can also be an iomonad)

Words for Input/Output

.	(<i>value</i> -->) Prints the top value from the stack.	(iomonad behavior)
.s	(-->) Prints the contents of the stack.	(iomonad behavior)
print	(<i>list</i> -->) print (<i>string</i> -->) Outputs the <i>list</i> without square brackets. Outputs the <i>string</i> without quotation marks.	(iomonad behavior) (iomonad behavior)
load	(" <i>fname</i> " -->) A program text from the file <i>fname</i> from the "joy/" folder is read into the display with the definitions.	(iomonad behavior)
save	(" <i>fname</i> " -->) A program text from the display is saved under the name <i>fname</i> in the "joy/" folder	(iomonad behavior)
loadtext	(" <i>fname</i> " --> <i>string</i>) Loads the contents of a text file and pushes it as a <i>string</i> on the stack.	(iomonad behavior)
savetext	(" <i>fname</i> " <i>string</i> -->) Saves the <i>string</i> as text in a text file.	(iomonad behavior)
files	(--> <i>list</i>) Outputs a <i>list</i> of all file names in the "joy/" folder	(iomonad behavior)
fremove	(" <i>fname</i> " --> <i>bool</i>) Deletes the file named <i>fname</i> from the "joy/" folder.	(iomonad behavior)
fcopyto	(" <i>fname1</i> " " <i>fname2</i> " -->)	(iomonad behavior)
timestamp	(--> <i>num</i>)	(iomonad behavior)
date	(--> <i>string</i>)	(iomonad behavior)
viewurl	(<i>string</i> -->) Displays the web page for the URL in the web browser.	(iomonad behavior)
words	(-->) words == identlist print	(iomonad behavior)
dump	(-->) dump == identdump print	(iomonad behavior)
help	(-->) help == helpinfo viewurl	(iomonad behavior)

Words for List Processing

[*value1 value2 value3 ...*]

first (*list* --> *value*)
value is the first value of the nonempty *list*.

rest (*list1* --> *list*)
list is the remainder of the nonempty *list1* without the first value.

cons (*value1 list1* --> *list*)
the *list* is created from *list1* with new first *value1*.

swons (*list1 value1* --> *list*)
the *list* is created from *list1* with new first *value1*.

uncons (*list1* --> *value list*)
Puts the *first* and the *rest* of the nonempty *list1* on the stack.

unswons (*list1* --> *list value*)
Puts the *rest* and the *first* of the nonempty *list1* on the stack.

reverse (*list1* --> *list*)
The order of the elements of *list1* is reversed in the new *list*.

size (*list* --> *num*)
num is the number of elements in the *list*.

make (*data num* --> *list*)

take (*list1 num* --> *list*)
A *list* with the first *num* elements of *list1*.

drop (*list1 num* --> *list*)
A *list* without the first *num* elements of *list1*.

concat (*list1 list2* --> *list*)
The *list* is the concatenation of *list1* and *list2*.

swoncat (*list1 list2* --> *list*)
The *list* is the concatenation of *list2* and *list1*.

enconcat ()

last (*list1* --> *element*)

init (*list1* --> *list*)

iota (*num* --> *list*)
 Generates a *list* of numbers from 1 to *num*.

fromto (*num1 num2* --> *list*)
 Generates a *list* of numbers from *num1* to *num2*

at (*list num* --> *elementvnum*)
 Picks the *elementvnum* from the *list*.

of (*num list* --> *elementvnum*)

set (*list1 num value* --> *list*)

find (*list key* --> *num*)

count (*list key* --> *num*)

pair (*value1 value2* --> [*value1 value2*])

unpair ([*value1 value2*] --> *value1 value2*)

trans (*matrix1* --> *matrix*) (matrix = list of lists)

zip (*list1 list2* --> *matrix*) (matrix = list of pairs)

Words for Processing Dict Lists

[*key1 value1 key2 value2*]

get (*dict key* --> *value*)
 Gets the *value* for the *key* from the *dict*.

put (*dict1 key value* --> *dict*)
 Creates a new *value* for the *key* in a *dict* with *dict1* as a copy.

Mathematical Functions

- +** (*num1 num2 --> num*)
num is the result of adding *num1* and *num2*.
- (*num1 num2 --> num*)
num is the result of subtracting *num2* from *num1*.
- *** (*num1 num2 --> num*)
- ×** (*num1 num2 --> num*)
num is the product of *num1* and *num2*.
- /** (*num1 num2 --> num*)
- ÷** (*num1 num2 --> num*)
num is the quotient of *num1* divided by *num2*.
- mod** (*num1 num2 --> num*)
- rem** (*num1 num2 --> num*)
Modulo or Remainder.
- reci** (*num1 --> num*)
num is the reciprocal of *num1*
- pow** (*num1 num2 --> num*)
Power to the Bauer
- root** (*num1 n --> num*)
*n*th root of *num1*
- pred** (*num1 --> num*)
Predecessor function.
- succ** (*num1 --> num*)
Successor function.
- sign** (*num1 --> num*)
Signum function.
- abs** (*num1 --> num*)
Absolute function.
- neg** (*num1 --> num*)
num is the negative value of *num1*.
- floor** (*num1 --> num*)
Rounding down the number.
- ceil** (*num1 --> num*)
Round up the number.

trunc (*num1* --> *num*)
Integer value with truncation of the decimal places.

int (*num1* --> *num*)
num is the integer part of *num1*.

frac (*num1* --> *num*)
Fraction part of the number.

round (*num1* --> *num*)
Rounds to an integer value

roundto (*num1 fix* --> *num*)
Rounds to the *fix*-th decimal place.

exp (*num1* --> *num*)
Exponential function of the number.

log (*num1* --> *num*)
Natural logarithm of the number.

log10 (*num1* --> *num*)
Ten logarithm of the number.

log2 (*num1* --> *num*)
Dual logarithm of the number.

fact (*num1* --> *num*)
num is the Factorial of *num1*.

pi (--> 3.141592653589793)
Ludolf number (Circle number).

sin (*num1* --> *num*)
num is the sine of *num1* angle in radians.

cos (*num1* --> *num*)
num is the cosine of *num1* angle in radians.

tan (*num1* --> *num*)
Tangent function of the number in radians.

asin (*num1* --> *num*)
Arcsine function.

acos (*num1* --> *num*)
Arccosine function.

atan (*num1* --> *num*)
Arc tangent function.

atan2 (*y x* --> *num*)
Phase (or Arg) to (x,y)

sinh (*num1* --> *num*)
Hyperbolic sine function.

cosh (*num1* --> *num*)
Hyperbolic cosine function.

tanh (*num1* --> *num*)
Hyperbolic tangent function.

sq (*num1* --> *num*)
num is the square of *num1*.

sqrt (*num1* --> *num*)
num is the square root of *num1*.

cbrt (*num1* --> *num*)
num is the cube root of *num1*.

deg (*num1* --> *num*)
Radian value is converted to degree value.

rad (*num1* --> *num*)
Degree value is converted to radian value.

sum ([*num1 num2 ... numn*] --> *num*)
Sum of all elements of the list.

prod ([*num1 num2 ... numn*] --> *num*)
Product of all elements of the list.

Logical Functions

true and false are of type bool

true (--> true)

Pushes the value *true* onto the stack.

false (--> false)

Pushes the value *false* onto the stack.

not (bool1 --> bool)

Logical negation for truth values.

and (bool1 bool2 --> bool)

Logical conjunction for truth values.

or (bool1 bool2 --> bool)

Logical disjunction for truth values.

xor (bool1 bool2 --> bool)

Exclusive-OR operation for truth values.

= (data1 data2 --> bool)

Checks if *data1* is equal to *data2* and pushes the *bool* value onto the stack.

<> (data1 data2 --> bool)

!= (data1 data2 --> bool)

Checks for inequality.

< (data1 data2 --> bool)

Compare to less than.

> (data1 data2 --> bool)

Compare to greater-than.

<= (data1 data2 --> bool)

Comparison on less than or equal.

>= (data1 data2 --> bool)

Greater-equal comparison.

small (num --> bool)

small (list --> bool)

null (data1 --> bool)

list (data1 --> bool)

leaf (*data1* --> *bool*)

consp (*data1* --> *bool*)

bool (*data1* --> *bool*)

ident (*data1* --> *bool*)

float (*data1* --> *bool*)

string (*data1* --> *bool*)

undef (*data1* --> *bool*)

user (*ident1* --> *bool*)

type (*data1* --> *ident*)
?

in (*x list* --> *bool*)

has (*list x* --> *bool*)

min (*data1 data2* --> *data*)
Minimum of *data1* and *data2*.

max (*data1 data2* --> *data*)
Maximum of *data1* and *data2*.

qsort (*list1* --> *list*)
Recursive Quicksort.

String Functions

substr (*string1 num1 num2 --> string*)
Copies a substring from *string1*.

leftstr (*string1 num --> string*)

rightstr (*string1 num --> string*)

indexof (*string sub --> num*)
Searches the position of *substr* in the *string* from the left.

size (*string --> num*)
Specifies the length of the *string*.

upper (*string1 --> string*)
Converts the *string* to uppercase.

lower (*string1 --> string*)
Converts the *string* to lowercase.

capitalize (*string1 --> string*)
Converts the *string* into a capital word.

trim (*string1 --> string*)
Cuts off the spaces left and right.

triml (*string1 --> string*)
Cuts off the spaces on the left.

trimr (*string1 --> string*)
Cuts off the spaces on the right.

trimpre (*string1 pre --> string*)

chr (*num --> string*)
Produces a character according to the Unicode value.

ord (*string --> num*)
Specifies the Unicode value of the first character.

replace (*string1 old new --> string*)

replace1 (*string1 old new --> string*)

split (*string sep --> list*)

Breaks the *string* into a *list* of strings without *sep*.

join (*list sep --> string*)

Connects the strings of the *list* with *sep* in between.

unpack (*string --> list*)

Breaks the *string* into a *list* of individual characters.

pack (*list --> string*)

Concatenates the strings of the *list* into a total *string*.

parse (*string --> list*)

Converts the string representation into a list of internal representations.

tostr (*data --> string*)

Converts the *data* value into a *string* representation.

toval (*string --> data1*)

Converts numbers, words, lists in the *string* into *data1*.

trytoval (*string*)

strtod (*string --> num*)

timeformat (*num --> string*)

Words for Flow Control and Combinators

' *identifier* --> *identifier*

The identifier following the quote is pushed onto the stack.

i (*[program]* --> ...)

Executes the program.

dip (*x [program]* --> ... *x*)

Stores the value *x*, executes the program, pushes value *x* back onto the stack.

dip2 (*x y [program]* --> ... *x y*)

Stores the *x* and *y*, executes the program, pushes the *x* and *y* back onto the stack.

nullary ()

do (<*stack*> [... *x return* ... *y*] --> <*stack*> *x*)

do (<*stack*> [... *y*] --> <*stack*> *y*)

if (*bool [then] [else]* --> ...)

If *bool* = true -> *then* is executed;

if *bool* = false -> *else* is executed.

branch (*bool [then] [else]* --> ...)

*like if

ifte (*[bool] [then] [else]* --> ...)

If *bool* = true -> *then* is executed;

if *bool* = false -> *else* is executed.

choice (*bool value-t value-e* --> *value*)

case (*valuei [[value1 rest1...] [value2 rest2...] ... [valuen restn...]] --> [resti...] i*)

cond ([*[[bool1] then1...] [[bool2] then2...] ... [[booln] thenn...] [true else...]*] --> ...)

times (*num [program]* --> ...)

The *program* is executed *num* times.

while (*[test] [program]* --> ...)

If executing test evaluates to true, the program is executed and repeated until test evaluates to false.

loop ([... *break* ...] --> ...)

step (*list [program] --> ...*)

map (*list1 [program] --> list*)

fold (*list zero [program] --> cross-result*)

filter (*list [predicate] --> list*)

split2 (*list [predicate] --> list1 list2*)

cleave (*x [program1] [program2] --> result1 result2*)

primrec (*x [init] [operand] --> result*)

tailrec ()

genrec ()

linrec ()

binrec ()

Y (*[program] --> ...*)
Y-Combinator in Joy

try (*[program]*)

ifnull (*x [then] [else] --> ...*)

iflist (*x [then] [else] --> ...*)

ifcons (*x [then] [else] --> ...*)

ifbool (*x [then] [else] --> ...*)

ifident (*x [then] [else] --> ...*)

iffloat (*x [then] [else] --> ...*)

ifstring (*x [then] [else] --> ...*)

ifundef (*x [then] [else] --> ...*)

Misc Functions

type (*data1* --> cons | ident | float | string | bool | null | "Int" | "Long" | undef)

name (*ident* --> *string*)
Extracts the *string* of the *ident*.

body (*ident* --> *num* | *list* | undef)
Extracts the definition value of the *ident*.

info (*ident* --> *string*)
Extracts the compiler-*string* of the *ident*.

intern (*string* --> *ident*)
Pushes the *ident* whose name is *string*.

user (*ident* --> *bool*)

bound (*ident* --> *bool*)

identlist (--> *list*)
list of all used identifiers.

identdump (--> *string*)

helpinfo (--> *string*)
Information on where to find help on the Internet.

gc (-->)
Forces a garbage collection that otherwise only occurs spontaneously.

abort (>>> *exception*)
Aborts the execution of the current Joy program with an *exception*.

error (*string* >>> *exception*)

undefined (>>> *exception*)