

Specware® 4.1 Quick Reference

Shell Commands

<code>help</code> [<i>command</i>]	Print help for shell commands
<code>cd</code> [<i>folder-name</i>]	Change or print current folder
<code>dir</code> <code>dirr</code>	List .sw files in folder (current or recursively)
<code>path</code> [<i>path</i> ; ... ; <i>path</i>]	Set or print Specware path
<code>proc</code> [<i>unit</i>]	Process unit(s)
<code>cinit</code>	Clear unit cache
<code>show</code> <code>showx</code> [<i>unit</i>]	Process and print unit (normal or extended form)
<code>punits</code> <code>lpunits</code> [<i>unit</i> [<i>target-file</i>]]	Generate proof-units for unit (global or local)
<code>ctext</code> [<i>spec</i>]	Sets context for evaluation
<code>eval</code> <code>eval-lisp</code> [<i>expression</i>]	Evaluate and print expression (directly or in Lisp)
<code>gen-lisp</code> <code>lgen-lisp</code> [<i>spec</i> [<i>target-file</i>]]	Generate Lisp from spec (global or local)
<code>gen-java</code> <code>gen-c</code> [<i>spec</i> [<i>target-file</i>]]	Generate Java or C from spec
<code>make</code> [<i>spec</i>]	Generate C with makefile and call make on it
<code>ld</code> <code>cf</code> <code>cl</code> [<i>lisp-file</i>]	Load, compile, or load+compile Lisp file
<code>exit</code> <code>quit</code>	Terminate shell

Units (specs, morphisms, diagrams, ...)

<code>[[/]<i>name</i>/.../<i>name</i>][#<i>name</i>]</code>	Unit-identifier
<code><i>unit-id</i> = <i>unit-term</i></code>	Unit-definition
<code><i>spec</i> <i>declaration</i> ... endspec</code>	Returns spec-form
<code><i>qualifier</i> qualifying <i>spec</i></code>	Qualifies unqualified type- and op-names
<code>translate <i>spec</i> by { [type op] <i>name</i> +-> <i>name</i>, ... }</code>	Spec-translation: replaces lhs names in spec by rhs names
<code><i>spec</i> [<i>morphism</i>]</code>	Spec-substitution: replaces source spec of morphism by target spec in the given spec
<code>colimit <i>diagram</i></code>	Returns spec at apex of colimit cocone
<code>obligations <i>spec-or-morphism</i></code>	Returns spec containing proof obligations
<code>morphism <i>spec</i> -> <i>spec</i> { [type op] <i>name</i> +-> <i>name</i>, ... }</code>	Returns spec-morphism
<code>diagram { <i>diagram-node-or-edge</i>, ... }</code>	Returns diagram
<code><i>name</i> +-> <i>spec</i></code>	Diagram-node
<code><i>name</i> : <i>name</i> -> <i>name</i> +-> <i>morphism</i></code>	Diagram-edge
<code>generate [c java lisp] <i>spec</i> [in "<i>filename</i>"]</code>	Generates C, Java, or Lisp code
<code>prove <i>claim</i> in <i>spec</i> [with snark] [using { <i>claim</i>, ... }] [options <i>prover-options</i>]</code>	Proof-term

Names

<code>[<i>qualifier</i>.] <i>name</i></code>	Type-name, op-name
<code><i>word-symbol</i></code>	Qualifier
<code><i>word-symbol</i> <i>non-word-symbol</i></code>	Name, constructor, field-name, (type-)var
<code>A3 posNat? z_k</code>	Examples of word-symbols
<code>`~! @\$^ &*~ +=\ :< >/?</code>	Examples of non-word-symbols

Literals

<code>true false</code>	Boolean-literal
<code>0 1 ...</code>	Nat-literal
<code>#<i>char-glyph</i> #"</code>	Char-literal
<code>" <i>char-glyph</i>... "</code>	String-literal
<code>A ... Z a ... z 0 ... 9 ! : # ... \\ \" \a \b \t \n \v \f \r \s \x00 ... \xff</code>	Char-glyph

Declarations and Definitions

import <i>spec</i>	Import-declaration
type <i>type-name</i>	Type-declaration
type <i>type-name type-var</i>	Polymorphic type-declaration
type <i>type-name (type-var, ...)</i>	
type <i>type-name</i> [<i>type-var</i> (<i>type-vars</i>)] = <i>type</i>	Type-definition
op <i>op-name</i> [infixl infixr <i>prio</i>] : [[<i>sort-var, ...</i>]] <i>type</i>	Op-declaration; optional infix assoc/prio; optional polymorphic type parameters
def [[<i>sort-var, ...</i>]] <i>op-name</i> [<i>pattern ...</i>] [: <i>type</i>] = <i>expr</i>	Op-definition; optional polymorphic type parameters; optional formal parameters
axiom theorem conjecture <i>name</i> is [[<i>sort-var, ...</i>]] <i>expr</i>	Claim-definition; optional polymorphic type parameters

Types

<i>constructor</i> [<i>type</i>] ... <i>constructor</i> [<i>type</i>]	Sum type
<i>type</i> -> <i>type</i>	Function type
<i>type</i> * ... * <i>type</i>	Product type
{ <i>field-name</i> : <i>type</i> , ... }	Record type
(<i>type</i> <i>expr</i>)	Subtype (Type-restriction)
{ <i>pattern</i> : <i>type</i> <i>expr</i> }	Subtype (Type-comprehension)
<i>type</i> / <i>expr</i>	Quotient type
<i>type</i> <i>type</i> ₁	Type-instantiation
<i>type</i> (<i>type</i> ₁ , ...)	

Expressions

fn [] <i>pattern</i> -> <i>expr</i> ...	Lambda-form
case <i>expr of</i> [] <i>pattern</i> -> <i>expr</i> ...	Case-expression
let <i>pattern</i> = <i>expr</i> in <i>expr</i>	Let-expression
let <i>rec-let-binding ... in</i> <i>expr</i>	
def <i>name</i> [<i>pattern ...</i>][: <i>type</i>] = <i>expr</i>	Rec-let-binding; optional formal parameters
if <i>expr then</i> <i>expr</i> else <i>expr</i>	If-expression
fa ex (<i>var, ...</i>) <i>expr</i>	Quantification (non-constructive)
<i>expr</i> <i>expr</i> ₁ ... <i>expr</i> ₁ <i>op-name</i> <i>expr</i> ₂	Application (prefix- or infix-application)
restrict <i>expr</i> <i>expr</i> ₁	Restrict-expression
<i>expr</i> : <i>type</i>	Annotated-expression
<i>expr</i> . <i>N</i>	
<i>expr</i> . <i>field-name</i>	Field-selection, record sort
(<i>expr, expr, ...</i>)	Tuple-display (has product type)
{ <i>field-name</i> = <i>expr, ...</i> }	Record-display (has record type)
[<i>expr, ...</i>]	List-display
project relax quotient choose <i>expr</i>	Various structors
[embed] <i>constructor</i>	Embedder
embed? <i>constructor</i>	Embedding-test
<i>op-name</i>	Op-name
<i>var</i>	Local-variable
<i>literal</i>	Literal

Patterns

<i>pattern</i> : <i>type</i>	Annotated-pattern
<i>var as</i> <i>pattern</i>	Aliased-pattern
<i>pattern</i> _{hd} : : <i>pattern</i> _{tl}	Cons-pattern
<i>constructor</i> [<i>pattern</i>]	Embed-pattern
(<i>pattern, pattern, ...</i>)	Tuple-pattern
{ <i>field-name</i> = <i>pattern, ...</i> }	Record-pattern
[<i>pattern, ...</i>]	List-pattern
quotient <i>expr</i> <i>pattern</i>	Quotient-pattern
relax <i>expr</i> <i>pattern</i>	Relax-pattern
_	Wildcard-pattern
<i>var</i>	Variable-pattern
<i>literal</i>	Literal-pattern