

Kozmos Operators, Constants, and Data Structures

The following chart lists the built-in operators, constants, and data structures of the **Kozmos** programming language:

Category	Purpose	Operator
Arithmetic	addition	$a + b$
	subtraction	$a - b$
	multiplication	$a * b$
	division	a / b
		$a \text{ div } b$
	modulus	$a \text{ mod } b$
	extrema	$a \text{ min } b$ -or- $\text{min}(a, b, c, \dots)$
		$a \text{ max } b$ -or- $\text{max}(a, b, c, \dots)$
Relational	equals	$a = b$
	not equals	$a \lt\!> b$
	less than	$a < b$
	greater than	$a > b$
	at least	$a \geq b$
	at most	$a \leq b$
Logical	conjunction	$a \text{ and } b$
	disjunction	$a \text{ or } b$
	equivalence	$a \text{ eqv } b$
	implication	$a \text{ imp } b$
	negation	$\text{not } a$
Bitwise	and	$a \& b$
	inclusive or	$a \setminus b$
	exclusive or	$a ! b$
	not	$\sim a$
	left shift	$a \ll b$
	right shift	$a \gg b$

The following are the assignment operators:

Category	Syntax
Simple	<code>a := b</code>
Compound	<code>A[i] :<operator>= v</code>
	<code>{l:_} :<operator>= v</code>

Kozmos provides the following built-in constants:

Category	Constant
Arithmetic	<code>+Inf</code>
	<code>-Inf</code>
	<code>NaN</code>
Boolean	<code>True</code>
	<code>False</code>
Reference	<code>Nil</code>

Kozmos has the following built-in data structures:

Category	Declaration
Array	<code>Array<T></code>
Linked list	<code>List<T></code>
Hash Map	<code>Map<K -> V></code>
Hash Set	<code>Set<T></code>
Priority Queue	<code>Queue<T></code>
Minima Heap	<code>Heap<T></code>

NOTE: **Kozmos** does not support general-purpose *generics*. Instead, it has *trait compliance* where the type parameter has to be with one of the built-in root traits such as `Eq`, `Ord`, `Sync`, etc., or a user designed trait that implements those root traits.

In a data structure declaration, the type parameter has to be a known trait, e.g. `<Ord>`; a descendant of a trait, e.g. `<T: Ord>`; or a descendant of multiple traits (i.e. a *union* of them), e.g. `<T: Ord | Sync>`.

The following operations are available for built-in data structures

Category	Subcategory	Operator
Catenation	Two arrays (Strings incl.)	<code>a ++ b</code>

Category	Subcategory	Operator
	Array with single item	<code>a ++ [b]</code>
Slicing		<code>a[i .. j]</code>
Range		<code>[a .. b]</code>
Indexing		<code>a[i]</code>
List access	Head	<code>{l: _}</code>
	Tail	<code>{_: l}</code>
	Append	<code>{a} ++ b</code>
	Prepend	<code>b ++ {a}</code>

Kozmos does **not** support operator *overloading*. Instead, it supports operator *extension*: operators can be extended for a certain type (i.e. a **record**, a **trait**, or a **class**) only on the condition that the expression reduces to one of the built-in uses.