0.0.1 Append At

The Primitive appendAt uses the Primitive atDepth to navigated into a nested collection coll? (called coll bellow). The Value v? passed to appendAt will be appended to coll at $idxs?_j$. This results in a coll! which is equivalent to coll? except for at the value at the path $idxs?_i$... $idxs?_j \in coll$?.

```
AppendAt[Collection, Collection, V]_{\perp}
AtDepth
coll?, coll!, idxs?: Collection
v?:V
appendAt_{-}: Collection \times Collection \times V \longrightarrow Collection
appendAt = \langle atDepth\_, append\_, \langle atDepth\_, remove\_, append\_ \rangle \# idxs?-1 \rangle
coll! = appendAt(coll?, idxs?, v?) \bullet
     let \ coll == append(atDepth(coll?, idxs? \triangleleft idxs?_i), v?, idxs?_i) \bullet
           \forall n: i..j-1 \bullet j = first(last(idxs?)) \mid \exists c_n \bullet
                let c_i == atDepth(coll?, (idxs? | i)) \Rightarrow atIndex(coll?, idxs?_i)
                      c_n == atDepth(c_{n-1}, (idxs? \mid n))
                      c_{j-1} == atDepth(c_n, (idxs? \mid j-1)) \iff n = j-2
                      c_j == append(c_{j-1}, v?, (idxs? \mid j)) \Rightarrow c_j = coll = coll!_j
                      coll!_{j-1} == append(remove(c_{j-2}, idxs?_{j-1}), c_j, idxs?_{j-1})
                      coll!_n == append(remove(c_{n-1}, idxs?_n), coll!_{n+1}, idxs?_n)
                      coll!_i == append(remove(c_i, idxs?_n), coll!_n, idxs?_n) \iff n = i + 1
     = append(remove(coll?, idxs?_i), coll!_i, idxs?_i)
```

The relationship described above $coll? \triangleleft idxs_i = coll! \triangleleft idxs_i$ is described above as $\langle atDepth_, remove_, append_ \rangle^{\# idxs?-1}$. The variables $coll!_{i...j}$ were used to describe the sub Collections which have to have a single index updated given idxs?. Those subcollections are combined together to produce coll! such that the only difference between $coll? \land coll!$ is found at path idxs? The following examples demonstrate the properties of appendAt described above.

```
X = \langle x_0, x_1, x_2 \rangle
x_0 = 0
x_1 = foo
x_2 = \langle a, b, c \rangle
appendAt(X, \langle 1, 3 \rangle, z) = \langle x_0, fooz, x_2 \rangle \Rightarrow foo = \langle f, o, o \rangle
appendAt(X, \langle 1 \rangle, 5) = \langle \langle 0, 5 \rangle, x_1, x_2 \rangle \qquad \text{[existing item gets 0 index]}
appendAt(X, \langle 1, 0 \rangle, 5) = \langle \langle 5, 0 \rangle, x_1, x_2 \rangle \qquad \text{[overwritting default behavior]}
appendAt(X, \langle 2, 0 \rangle, d) = \langle x_0, x_1, \langle d, a, b, c \rangle \rangle
appendAt(X, \langle 2 \rangle, d) = \langle x_0, x_1, \langle a, b, c, d \rangle \rangle
```