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# **Bonuses**

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### **REPL**

## Rigor

Syntax Documentation for compiled code

## Strings, string operations and character escaping

## Arrays

We implemented syntactic sugar for LISP style lists so that they may be written using a more familiar style

$$(1\ 2\ 3\ 4\ 5) \rightarrow [1,\ 2,\ 3,\ 4,\ 5]$$

We chose syntactic sugar over native handling as it will result in less written code in project overall.

Arrays can contain any amount of Atomic values.

### **Array Nesting**

Arrays can have an infinite amount of nesting, to represent 2d arrays, 3d arrays and so on.

#### **Array Operation**

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There are a total of 7 array operations:

#### Head

head returns the first element of an array.

```
> (define a [1, 2, 3])
> (head a)
1
```

#### Last

last returns the first element of an array.

```
> (define a [1, 2, 3])
> (last a)
3
```

#### Tail

tail returns the array with its first element removed.

```
> (define a [1, 2, 3])
> (tail a)
[2,3]
```

### Init

init returns the array with its last element removed.

```
> (define a [1, 2, 3])
> (init a)
[1,2]
```

#### Join

join concatenates 2 arrays and returns it.

```
> (define a [1, 2, 3])
> (define b [4, 5, 6])
> (join a b)
[1,2,3,4,5,6]
```

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#### **PushFront**

pushFront adds an element to the beginning of an array and returns the array.

```
> (define a [2, 3, 4])
> (define b 1)
> (pushFront a b)
[1,2,3,4]
```

#### **Pushback**

pushBack adds an element to the end of an array and returns the array.

```
> (define a [1, 2, 3])
> (define b 4)
> (pushBack a b)
[1,2,3,4]
```

# Input/Output

Reading from Stdin

Writing to Stdout

Reading files

Floating point numbers