# The **pogoscript**js cheat sheet

## Variables

Variables can contain spaces, numbers, $ and _.

### Defining

```
small number = 8
```

Or, on a new line:

```
small number =
    8
```

### Identifier Conjugation

`small number` is the same as `smallNumber`

## Calling Functions

```
move file "logbook.txt" to dir "~/docs"
```

### Variable Arguments

```
filename = "logbook.txt"
docs dir = "~/docs"
move file (filename) to dir (docs dir)
```

### Without arguments

```
current time?
```

Or, with a !

```
refresh account info!
```

### With Optional Arguments

```
web server; port 80
```

### With Splat Arguments

```
sum (numbers) ...
```

### Block Arguments

```
set timeout
    console: log "hi!"
1000
```

Or all on one line:

```
set timeout @{console: log "hi!"} 1000
```

### Block Parameters

```
map each @(name) in (names) into
    "<div class='name'>#(name)</div>"
```

## Defining Functions

```
move file (filename) to dir (dir name) =
    ...
```

### Without Arguments

```
current time? = new (Date)
```

Or with a !

```
refresh account info! = ...
```

### With Optional Parameters

```
web server; port = ...
```

Or, with an default value

```
web server; port 80 = ...
```

### With Splat Parameters

```
sum (numbers) ... =
    ...
```

## Objects

### Calling Methods

```
date = new (Date 2011 4 5)
month = date: get month?
date: set minutes 5
```

### Defining Methods and Properties

```
size = {}
size: x = 10
size: y = 20
size: area? = self: x * self: y
```

Or as a hash:

```
size = {
    x = 10
    y = 20
    area? = self: x * self: y
}
```

## Self

### Accessing Self

`self` is akin to `this` in JavaScript

```
self: x
```

Or you can omit `self`

```
:x
```

## Blocks Preserve Self

Self is always preserved in blocks:

```
person = {
    name = 'Man Ray'
    say hi later =
        set timeout
            console: log "my name is #(:name)"
        1000
}
```

## Self Blocks Redefine Self

use => to allow self to be redefined by the caller of the block:

```
person; name = object =>
    :name = name
```

## Array Indexes

```
fib = [0, 1, 1, 2, 3, 5]

fib: 0
fib: 5 = 5
```

## Arrays

```
colours = ['red', 'blue', 'yellow']
```

## Hashes

```
colour scheme = {bg 'red', fg 'yellow'}
```

Or

```
colour scheme = {
    background = 'red'
    foreground = 'yellow'
}
```

## If

```
if (wind speed > 20)
    console: log "gone kitesurfing!"
else
    console: log "no wind, programming"
```

## While

```
finished = false

while (!finished)
    console: log "still going"
```

## Try Catch

```
try
    something complicated!
catch @(ex)
    console: log "it went horribly wrong"
finally
    something simpler?
```

## For Each

```
for each @(mountain) in (moutains)
    console: log (mountain)
```

## For

```
for (n = 0, n < 10, n = n + 1)
    console: log (n)
```

## Comments

```
// this is a comment

/* this
   is
   a
   comment */
```

## Strings

### Non-interpolating

```
'Sophie''s World'
```

### Interpolating

```
"hi #(persons name)"
```

### Special Characters

Only work in double-quoted strings:

```
"tab: \t
 linefeed: \n
 carriage return: \r"
```

### Multi-line

Newlines are permitted, and indentation on subsequent lines is ignored:

```
some html = "line one
             line two
             line three"
```

Or with single quotes:

```
some html = 'line one
             line two
             line three'
```

## Regexps

Regexps are between back-ticks (`), and accept the usual sufixes, g, i and m.

```
`.*\.jpg`i: test 'geographe.jpg'
```