

Programming Language Reference

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1 Prelude

Hmmmmm.

2 Ternary Operator

C	<code>a ? b : c</code>
Lisp	<code>if a b c</code>
Haskell	<code>(if a then b else c)</code>
Erlang	<code>case A of true -> B; false -> C end</code>
	<code>if A == true -> B; true -> C end</code>
Python	<code>b if a else c</code>
Ruby	<code>if a then b elsif d then e else c end</code>
	<code>(a && b) c</code>
Scala	<code>if (a) b else c</code>
Perl	<code>a ? b : c</code>

3 List Construction

Lisp	<code>(cons 1 (cons 2 nil))</code>
Scala	<code>1 :: 2 :: Nil</code>
Haskell	<code>1 : 2 : []</code>
Erlang	<code>[1 [2 []]]</code>
Ruby	<code>[] << 1 << 2</code>

4 Arrays

- C
- Java
- Scala

5 List API

5.1 Python

```
li.append(x)
li.index(x)
li.insert(i, x)
li.pop(i = -1)
li.remove(x) # void
len(li)
li.reverse()
```

5.2 Ruby

```

a + b # extend
a & b # intersection
a - b # array difference
a | b # union
li.collect { |x| block } # map
li.count
li.count(x) # occurrences of x
li.delete(x) # returns x
li.delete_at(i) # returns x
li.delete_if { |item| block } # list of elements deleted
li.each { |x| block }
li.each_index { |i| block }
li.empty?
li.index(x)
li.index { |item| block }
li.drop(n) # returns last length - n elements
li.first
li.first(n) # returns first n elements
li.last(n) # returns last n elements
li.take(n) # first n elements
li.insert(i, obj...)
li.map.with_index { |x, i| block }
li.pop # end
li.push(obj, ...) # end
li.shift # front
li.unshift(obj, ...) front
li.slice
li.sort
li.sort { |a, b| block }
li.zip(arr, ...) # merges elements, creating li.size lists

```

5.3 Javascript

5.4 Java

5.5 C++

5.6 Scala

6 Slicing

Hmmmmm

7 List Comprehensions

Python
 Ruby
 Scala
 Erlang
 Haskell

```

[x ** 2 for x in range(10) if x ** 2 > 3]
(1..10).select { |x| x ** 2 > 3 }.collect { |X| 2 * x }
for (x <- 0 until 10 if x * x > 3) yield 2 * x
[2 * X || X <- lists:seq(0, 10), X * X > 3]
[2 * x | x <- [0..10], x ^ 2 > 3]

```

8 C++ Templates

Hmmmm

9 C Typedefs

Hmmmm

10 Lambdas

Javascript	<code>function foo(x) { var y = x * 2; return y; }</code>
Scala	<code>(x: Int) => val y = x * 2; /*newline*/ return x;</code>
Ruby	<code>lambda do x y = x * 2; return y; end</code>
Haskell	<code>lambda { x y = x * 2; return y; }</code>
Erlang	<code>\x -> x * 2</code>
	<code>fun(Self, args) -> args; (_, X) -> X * 2 end</code>

11 Y-Combinator

```
function Y(le) {  
  return (function(f) {  
    return f(f);  
  })(function(f) {  
    return le(function(x) {  
      return f(f)(x);  
    });  
  });  
}  
  
var factorial = Y(function(recurse) {  
  return function(n) {  
    return n == 0 ? 1 : n * recurse(n - 1);  
  };  
});
```

12 Exceptions

Java, Scala, Python, Ruby, C++, Javascript, PHP

13 Objective-C Blocks

Hmmmm

14 Operator Precedence

Hmmmm

15 Iteration

Java, C++, Python, Scala, Ruby, PHP, Javascript, Erlang, Haskell, Lisp

16 Ranges

Language	Exclusive	Inclusive
Scala	0 until n	0 to n
Ruby	0... n	0.. n
Python	range(0, n)	range(0, n + 1)
Haskell	[0.. n - 1]	[0.. n]
Erlang	lists :seq(0, n - 1)	lists :seq(0, n)

17 Math

17.1 Exponentiation

C	<code>pow(x, y)</code>
Scala	<code>Math.pow(x, y)</code>
Java	<code>Math.pow(x, y)</code>
Javascript	<code>Math.pow(x, y)</code>
Erlang	<code>math:pow(x, y)</code>
Ruby	<code>x ** y</code>
Python	<code>x ** y</code>
Haskell	<code>(^)</code> :: (Num a, Integral b) => a -> b -> a <code>(^^)</code> :: (Fractional a, Integral b) => a -> b -> a <code>(**)</code> :: Floating a => a -> a -> a

17.2 Division

Family	Integer	Decimal	Truncate towards
C	<code>a / b</code>	<code>(double) a / b</code>	
Python	<code>a // b</code>	<code>a / b</code>	
Ruby	<code>a / b</code>	<code>a.to_f / b</code>	
Erlang	<code>A div B</code> <code>floor(A / B)</code>	<code>A / B</code>	
Haskell	<code>quot a b</code> <code>div a b</code>	<code>a / b</code>	
Lisp	<code>(floor (/ a b))</code>	<code>(/ a b)</code>	

17.3 Remainder

Family	Syntax	Same sign as
C	<code>a % b</code>	Dividend
Haskell	<code>rem a b</code>	Dividend
Haskell	<code>mod a b</code>	Divisor
Erlang	<code>a rem b</code>	Dividend
Python	<code>a % b</code>	Divisor
Ruby	<code>a % b</code>	Divisor
Ruby	<code>modulo(a, b)</code> <code>remainder(a, b)</code>	Dividend
Lisp	<code>(modulo a b)</code>	Divisor
Lisp	<code>(remainder a b)</code>	Dividend

18 Haskell Integer Types

Instance	Classes	Description
<code>Int</code>	<code>Num</code> , <code>Real</code> , <code>Integral</code>	
<code>Integer</code>	<code>Num</code> , <code>Real</code> , <code>Integral</code>	
<code>Float</code>	<code>Num</code> , <code>Real</code> , <code>RealFrac</code> , <code>Floating</code> , <code>RealFloat</code>	
<code>Double</code>	<code>Num</code> , <code>Real</code> , <code>RealFrac</code> , <code>Floating</code> , <code>RealFloat</code>	

Class	Extends	Description
<code>Num</code>		
<code>Real</code>	<code>Num</code>	
<code>Fractional</code>	<code>Num</code>	
<code>Integral</code>	<code>Real</code>	
<code>RealFrac</code>	<code>Real</code> , <code>Fractional</code>	

Floating
RealFloat

Fractional
RealFrac, Floating

19 Comments

Hmmmmm

20 Boolean and Logical Operators

Language	And	Or	Not	Type	True	False
Haskell	&&		not	Bool	True	False

21 Gotchas

- Quot truncates towards 0, and rem has the same sign as the dividend. Div truncates towards negative infinity, and mod has the same sign as the divisor

22 To learn

- perl
- pascal
- cobol
- fortran
- lua