

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>
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>

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)
len(li)
li.reverse()
```

5.2 Ruby

6 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]
```

7 C++ Templates

Hmmmm

8 C Typedefs

Hmmmm

9 Lambdas

Javascript
Scala
Ruby

Haskell
Erlang

```
function foo(x) { var y = x * 2; return y; }
(x: Int) => val y = x * 2; /*newline*/ return x;
lambda do |x| y = x * 2; return y; end
lambda { |x| y = x * 2; return y; }
\x -> x * 2
fun(Self, args) -> args; (_, X) -> X * 2 end
```

10 Y-Combinator

Hmmmm

11 Exceptions

Hmmmm

12 Objective-C Blocks

Hmmmm

13 Operator Precedence

Hmmmm

14 Iteration

Hmmmm

15 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)

16 Math

16.1 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

16.2 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>	

16.3 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

17 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

18 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

19 To learn

- perl
- pascal
- cobol
- fortran
- lua