

# Core Reference

core name space, version 0.0.14

## type identifiers

%lambda	closure lambda
%exception	exception
%vector	vector
%closure	lexical closure
bool	false if (), otherwise true
char	
cons	
env	
fixnum	fix
float	
function	fn
keyword	key
namespace	ns
null	
stream	
string	str
struct	
symbol	sym
vector	vec

## core

<b>load</b> string	bool	load file through core reader
<b>eval</b> T	T	eval form
<b>apply</b> fn list	T	apply fn to list
<b>compile</b> T	T	compile T in null environment
<b>identity</b> T	T	identity function
<b>type-of</b> T	symbol	object type
<b>eql</b> T T	bool	eql predicate

## special forms

<b>%defmacro</b> sym list . body	sym	define macro
<b>%lambda</b> list . body	fn	define closure
<b>%if</b> T T	T	conditional
<b>%if</b> T T "T"	T	conditional

## lists

<b>assq</b> T list	list	assoc
<b>rassq</b> T list	list	reverse assoc
<b>find-if</b> fn list	T	element if applied fn returns an atom, else ()
<b>position-if</b> fn list	T	index of element if fn returns an atom, else ()
<b>dropl</b> list fixnum	list	drop left
<b>dropr</b> list fixnum	list	drop right
<b>foldl</b> fn T list	list	left fold
<b>foldr</b> fn T list	list	right fold
<b>mapc</b> fn list	list	apply fn to list cars, return list
<b>mapcar</b> fn list	list	new list from applying fn to list cars
<b>mapl</b> fn list	list	apply fn to list cdrs, return list
<b>maplist</b> fn list	list	new list from applying fn to list cdrs
<b>append</b> list	list	append lists
<b>reverse</b> list	list	reverse list

## vectors

<b>make-vector</b> list	list	reverse list
<b>bit-vector-p</b> vec	bool	a bit vector?
<b>vector-displaced-p</b> vec	bool	a displaced vector?
<b>vector-ref</b> vec fixnum	T	index vec
<b>vector-slice</b> vec fix 'fix	vec	displaced vector - start, length
<b>vector-type</b> vec	symbol	specialized vector type

## macros

<b>define-symbol-macro</b> symbol T	symbol	define symbol macro
<b>get-macro-character</b> char	T	expand character macro
<b>set-macro-character</b> char fn bool	symbol	create character macro
<b>macro-function</b> symbol env	fn	macro expander function or ()
<b>macroexpand</b> T env	T	expand macro completely
<b>macroexpand-1</b> T env	T	expand macro once

## symbols

<b>gensym</b>	sym	create unique uninterned symbol
<b>gentemp</b>	sym	create unique temp symbol

## streams

<b>read</b> stream bool T	T	read from stream with EOF handling
<b>write</b> T bool stream	T	write escaped object to stream

## predicates §

<b>minusp</b> <i>fix</i>	<i>bool</i>	negative value
<b>numberp</b> <i>T</i>	<i>bool</i>	float or fixnum
<b>charp</b> <i>T</i>	<i>bool</i>	char
<b>consp</b> <i>T</i>	<i>bool</i>	cons
<b>fixnump</b> <i>T</i>	<i>bool</i>	fixnum
<b>floatp</b> <i>T</i>	<i>bool</i>	float
<b>functionp</b> <i>T</i>	<i>bool</i>	function
<b>keywordp</b> <i>T</i>	<i>bool</i>	keyword
<b>listp</b> <i>T</i>	<i>bool</i>	cons or ()
<b>namespacep</b> <i>T</i>	<i>bool</i>	namespace
<b>null</b> <i>T</i>	<i>bool</i>	:nil or ()
<b>streamp</b> <i>T</i>	<i>bool</i>	stream
<b>stringp</b> <i>T</i>	<i>bool</i>	char vector
<b>structp</b> <i>T</i>	<i>bool</i>	struct
<b>symbolp</b> <i>T</i>	<i>bool</i>	symbol
<b>vectorp</b> <i>T</i>	<i>bool</i>	vector

## streams xu

<b>read</b> <i>stream bool T</i>	<i>T</i>	read from stream with EOF handling
<b>write</b> <i>T bool stream</i>	<i>T</i>	write escaped object to stream

## exceptions n

<b>error</b> <i>T symbol list</i>	<i>string</i>	error format
<b>exceptionp</b> <i>struct</i>	<i>bool</i>	predicate
<b>raise</b> <i>T sym str</i>		raise exception
<b>raise-env</b> <i>T sym str</i>		raise exception
<b>warn</b> <i>T string</i>	<i>T</i>	warning
<b>with-exception</b> <i>fn fn</i>	<i>T</i>	catch exception

## macro definitions §

<b>and</b> ...	<i>T</i>	logical <i>and</i> of ...
<b>cond</b> ...	<i>T</i>	cond switch
<b>let</b> <i>list</i> ...	<i>T</i>	lexical bindings
<b>let*</b> <i>list</i> ...	<i>T</i>	dependent list of bindings
<b>or</b> ...	<i>T</i>	logical <i>or</i> of ...
<b>progn</b> ...	<i>T</i>	evaluate rest list, return final evaluation
<b>unless</b> <i>T</i> ...	<i>T</i>	if <i>T</i> is (), ( <b>progn</b> ...)
<b>when</b> <i>T</i> ...	<i>T</i>	else () if <i>T</i> is an <i>atom</i> , ( <b>progn</b> ...) else ()

## rest functions §

<b>append</b> ...	<i>list</i>	append lists
<b>apply</b> <i>fn</i> ...	<i>T</i>	apply <i>fn</i> to ...
<b>format</b> <i>T string</i> ...	<i>T</i>	formatted output
<b>funcall</b> <i>fn</i> ...	<i>T</i>	apply <i>fn</i> to ...
<b>list</b> ...	<i>list</i>	<i>list of</i> ...
<b>list*</b> ...	<i>list</i>	<i>list dot</i> ...
<b>mapc</b> <i>fn</i> ...	<i>list</i>	mapc of ...
<b>mapcar</b> <i>fn</i> ...	<i>list</i>	mapcar of ...
<b>mapl</b> <i>fn</i> ...	<i>list</i>	mapl of ...
<b>maplist</b> <i>fn</i> ...	<i>list</i>	maplist of ...
<b>vector</b> ...	<i>vec</i>	make general vector of ...

## Reader Syntax x

;	comment to end of line
# ... #	block comment
' <i>form</i>	quoted form
` <i>form</i>	backquoted form
~(...)	backquoted list (proper lists)
, <i>form</i>	eval backquoted form
,@ <i>form</i>	eval-splice backquoted form
(...)	constant <i>list</i>
()	empty <i>list</i> , prints as :nil
(... . .)	dotted <i>list</i>
"..."	<i>string</i> , <i>char vector</i>
\	single escape in strings
*...	bit vector
#x...	hexadecimal <i>fixnum</i>
#.	read-time eval
#\.	<i>char</i>
#(:type ...)	<i>vector</i>
#s(:type ...)	<i>struct</i>
#:symbol	uninterned <i>symbol</i>
"`;"	terminating macro char
#	non-terminating macro char
!\$%&*+-.	symbol constituents
<>=?@[	
:_~ /	
A..Za..z	
0..9	
0x09 #\tab	whitespace
0x0a #\linefeed	
0x0c #\page	
0x0d #\return	
0x20 #\space	