

# Core Library Reference

core name space, version 0.0.7

## type identifiers

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

## Core

+version+	string	version string
%format	T string list	formatted output
load-file	string bool	load file through core reader
%make-keyword	string	make keyword
%quote	T cons	quote form
eval	T	eval form
apply	fn list	apply fn to list
compile	T	compile T in null environment
gensym	sym	create unique uninterned symbol
eql	T T	eql predicate

## Special Forms

%defmacro	sym list . body	symbol	define macro
%lambda	list . body	fn	define closure
if	T 'T	T	conditional
if	T 'T 'T	T	conditional

## Fixnum

1+	fix	fix	increment fix
1-	fix	fix	decrement fix
logand	fix 'fix	fix	bitwise and
lognot	fix	fix	bitwise negate
logor	fix 'fix	fix	bitwise or
logxor	fix 'fix	fix	bitwise xor

## List

%dropl	list fixnum	list	drop left
%dropr	list fixnum	list	drop right
%findl-if	fn list	T	element if applied function returns an atom, () otherwise
%foldl	fn T list	list	left fold
%foldr	fn T list	list	right fold
%mapc	fn list	list	apply fn to list cars, return list
%mapcar	fn list	list	new list from applying fn to list cars
%mapl	fn list	list	apply fn to list cdrs, return list
%maplist	fn list	list	new list from applying fn to list cdrs
%positionl-if	fn list	T	index of element if fn returns an atom, otherwise ()
%append	list	list	append lists
reverse	list	list	reverse list

## String

%string-position	char string	fix	index of char in string, nil if not found
%substr	string fix 'fix string		substring of string from start to end
%string=	string string'	bool	string predicate

## Vector

%make-vector	list	vector	specialized vector from list
%map-vector	fn vector	vector	mapc for vectors
make-vector	list	vector	general vector from list
bit-vector-p	vector	bool	bit vector?
vector-displaced-p	vector	bool	a displaced vector?
vector-length	vector	fix	length of vector
vector-ref	vector fix	T	element of vector at index fix
vector-slice	vector fix 'fix	vector	displaced vector from start for length
vector-type	vector	symbol	vector type

## Macro

define-symbol-macro	sym T	symbol	define symbol macro
macro-function	sym list	T	extract macro function with environment
macroexpand	T list	T	expand macro expression in environment
macroexpand-1	T list	T	expand macro expression once in environment

Predicate <span>s</span>			Exception <span>n</span>			Modules <span>s</span>		
<b>minusp</b> <i>fix</i>	<i>bool</i>	negative <i>fix</i>	<b>%exceptionf</b> <i>stream string bool struct</i>			<b>modules</b>	<i>list</i>	module definitions
<b>numberp</b> <i>T</i>	<i>bool</i>	<i>float</i> or <i>fixnum</i>		<i>string</i>	format exception	<b>provide</b> <i>string list</i>	<i>T</i>	define module
<b>%uninternedp</b> <i>sym</i>	<i>bool</i>	<i>symbol</i> interned	<b>%make-exception</b> <i>sym T string sym list</i>			<b>require</b> <i>string</i>	<i>bool</i>	load module
<b>charp</b> <i>T</i>	<i>bool</i>	<i>char</i>		<i>struct</i>	create exception	<b>Reader Syntax</b> <span>x</span>		
<b>consp</b> <i>T</i>	<i>bool</i>	<i>cons</i>	<b>error</b> <i>T symbol list</i>	<i>string</i>	error format	<i>;</i>		comment to end of line
<b>fixnump</b> <i>T</i>	<i>bool</i>	<i>fixnum</i>	<b>exceptionp</b> <i>struct</i>	<i>bool</i>	predicate	<i># ... #</i>		block comment
<b>floatp</b> <i>T</i>	<i>bool</i>	<i>float</i>	<b>raise</b> <i>T symbol list</i>		raise exception	<i>'form</i>		quoted form
<b>functionp</b> <i>T</i>	<i>bool</i>	<i>fn</i> tion	<b>raise-env</b> <i>T symbol list</i>		raise exception	<i>`form</i>		backquoted form
<b>keywordp</b> <i>T</i>	<i>bool</i>	<i>keyword</i>	<b>warn</b> <i>T string</i>	<i>T</i>	warning	<i>`(...)</i>		backquoted list (proper lists)
<b>listp</b> <i>T</i>	<i>bool</i>	<i>cons</i> or <i>()</i>	<b>with-exception</b> <i>fn fn T</i>		catch exception	<i>,form</i>		eval backquoted form
<b>namespacep</b> <i>T</i>	<i>bool</i>	<i>namespace</i>	<b>Macro Definitions</b> <span>s</span>			<i>,@form</i>		eval-splice backquoted form
<b>null</b> <i>T</i>	<i>bool</i>	<i>:nil</i> or <i>()</i>	<b>and</b> &rest ...	<i>T</i>	and of ...	<i>(...)</i>		constant <i>list</i>
<b>streamp</b> <i>T</i>	<i>bool</i>	<i>stream</i>	<b>cond</b> &rest ...	<i>T</i>	cond switch	<i>()</i>		empty <i>list</i> , prints as <i>:nil</i>
<b>stringp</b> <i>T</i>	<i>bool</i>	<i>char vector</i>	<b>let</b> <i>list</i> &rest ...	<i>T</i>	lexical bindings	<i>(... . .)</i>		dotted <i>list</i>
<b>structp</b> <i>T</i>	<i>bool</i>	<i>struct</i>	<b>let*</b> <i>list</i> &rest ...	<i>T</i>	dependent list of bindings	<i>"..."</i>		<i>string</i> , <i>char vector</i>
<b>symbolp</b> <i>T</i>	<i>bool</i>	<i>symbol</i>	<b>or</b> &rest ...	<i>T</i>	or of ...	<i> </i>		single escape in strings
<b>vectorp</b> <i>T</i>	<i>bool</i>	<i>vector</i>	<b>progn</b> &rest ...	<i>T</i>	evaluate rest list, return last evaluation	<i>/*...</i>		bit vector
<b>Type System</b> <span>t</span>			<b>unless</b> <i>T</i> &rest ...	<i>T</i>	if <i>T</i> is <i>()</i> , ( <b>progn</b> ...) otherwise <i>()</i>	<i>#x...</i>		hexadecimal <i>fixnum</i>
<b>%core-type-p</b> <i>T</i>	<i>bool</i>	a core type?	<b>when</b> <i>T</i> &rest ...	<i>T</i>	if <i>T</i> is an <i>atom</i> , ( <b>progn</b> ...) otherwise <i>()</i>	<i>#.</i>		read-time eval
<b>def-type</b> <i>symbol list</i>	<i>struct</i>	create core type of name <i>symbol</i>				<i>#\.</i>		<i>char</i>
<b>type-of</b> <i>T</i>	<i>sym</i>	core type symbol				<i>#(:type ...)</i>		<i>vector</i>
<b>typesp</b> <i>T typespec</i>	<i>bool</i>	does <i>T</i> conform to <i>typespec</i> ?				<i>#s(:type ...)</i>		<i>struct</i>
<b>Stream</b> <span>xu</span>						<i>#:symbol</i>		uninterned <i>symbol</i>
<b>%peek-char</b> <i>stream char</i>		read <i>char</i> from stream, unread	<b>append</b> &rest ...	<i>list</i>	append lists	<i>"` , ;</i>		terminating macro char
<b>%format</b> <i>T string list T</i>		formatted output to stream	<b>format</b> <i>T string</i> &rest ...	<i>T</i>	formatted output	<i>#</i>		non-terminating macro char
<b>read</b> <i>stream bool T</i>	<i>T</i>	read from stream with EOF handling	<b>fnall</b> <i>fn</i> &rest ...	<i>T</i>	apply <i>fn</i> to ...	<i>!\$%&amp;*+- .</i>		symbol constituents
<b>write</b> <i>T bool stream T</i>		write escaped object to stream	<b>list</b> &rest ...	<i>list</i>	<i>list</i> of ...	<i>&lt;=&gt;?@[ ]  </i>		
			<b>list*</b> &rest ...	<i>list</i>	append ...	<i>:^_{ }~ /</i>		
			<b>vector</b> &rest	<i>vector</i>	<i>vector</i> of ...	<i>A..Za..z</i>		
						<i>0..9</i>		
						<i>0x09 #\tab</i>		whitespace
						<i>0x0a #\linefeed</i>		
						<i>0x0c #\page</i>		
						<i>0x0d #\return</i>		
						<i>0x20 #\space</i>		