libenv Reference

lib namespace, version *0.1.48*

Type Keywords and aliases

supertype	*T*	
bool	(),:nil are false, otherwise true	
condition	*keyword,* see **Exception**	
list	*cons* or (),:nil	
frame	*cons,* see **Frame**	
ns	*keyword* or (), see **Namespace**	
:null	(),:nil	
:char	*char*	
:cons	*cons*	
:fixnum	*fixnum, fix*	56 bit signed integer
:float	*float, fl*	32 bit IEEE float
:func	*function, fn*	function
:keyword	*keyword, key*	*symbol*
:stream	*stream, strm*	file or string type
:struct	*struct*	typed vector
:symbol	*symbol, sym*	LISP-1 symbol
:vector	*vector, string, str*	
	:char :t :byte :fixnum :float	

Heap   p

hp-info	*vector*	heap static information
	#(:t *type pages pagesize*)	
hp-stat	*vector*	heap allocations
	#(:t *:type size total free ...*)	
hp-size *T*	*fixnum*	heap occupancy in bytes

Frame   e

frame binding: (*fn* . #(:t …))

frames	*list*	active *frame binding* list
fr-pop *fn*	*fn,*	pop *function's* top frame binding
fr-push *frame*	*cons*	push frame binding
fr-ref *fix fix*	*T*	frame id, offset

Symbol   l

boundp *sym*	*bool*	is *symbol* bound?
keyword *str*	*key*	*keyword* from *string*
symbol *str*	*symbol*	uninterned *symbol*
sy-ns *sym*	*key*	*symbol* namespace
sy-name *sym*	*string*	*symbol* name binding
sy-val *sym*	*T*	*symbol* value binding

Special Forms   s

:lambda *list . list'*		
	function	anonymous function
:quote *form*	*list*	quoted form
:if *form T T'*	*T*	conditional

Core   s

apply *fn list*	*T*	apply *function* to *list*
eval *form*	*T*	evaluate *form*
eq *T T'*	*bool*	*are T* and *T'* identical?
type-of *T*	*keyword*	
compile *form*	*T*	*mu* form compiler
view *form*	*vector*	vector of object
utime	fixnum	elapsed time usec
repr *type T*	*T*	tag representation
	type - :t :vector	

if type is :vector, return 8 byte byte vector of argument tag bits, otherwise convert argument byte vector to tag.

fix *fn form*	*T*	fixpoint of *function* on *form*
gc *bool*	*bool*	garbage collection, verbose
version	*string*	type *symbol,* version string

Future   s

fapply *fn list*	*struct*	future application
fwait *struct*	*T*	wait for completion
fpoll *struct*	*bool*	poll completion

Fixnum   m

fx-mul *fix fix'*	*fixnum*	product
fx-add *fix fix'*	*fixnum*	sum
fx-sub *fix fix'*	*fixnum*	difference
fx-lt *fix fix'*	*bool*	*fix < fix'*?
fx-div *fix fix'*	*fixnum*	quotient
ash *fix fix'*	*fixnum*	arithmetic shift
logand *fix fix'*	*fixnum*	bitwise and
logor *fix fix'*	*fixnum*	bitwise or
lognot *fix*	*fixnum*	bitwise complement

Float   t

fl-mul *fl fl'*	*float*	product
fl-add *fl fl'*	*float*	sum
fl-sub *fl fl'*	*float*	difference
fl-lt *fl fl'*	*bool*	*fl < fl'*?
fl-div *fl fl'*	*float*	quotient

Conses/Lists   s

append *list T*	*list*	append
car *list*	*list*	head of *list*
cdr *list*	*T*	tail of *list*
cons *T T'*	*cons*	(*form . form'*)
length *list*	*fixnum*	length of *list*
nth *fix list*	*T*	*nth car* of *list*
nthcdr *fix list*	*T*	*nth cdr* of *list*

Vector   s

vector *key list*	*vector*	specialized vector from list
sv-len *vector*	*fixnum*	length of *vector*
sv-ref *vector fix*	*T*	*n*th element
sv-type *vector*	*key*	type of *vector*

Reader/Printer   s

read *strm bool T → T*		read stream object
write *T bool strm → T*		write escaped object

Struct   t

struct *key list*	*struct*	of type *key* from list
st-type *struct*	*key*	struct type keyword
st-vec *struct*	*vector*	of struct members

Exception   n

with-ex *fn fn'*   *T*   catch exception
        fn - (:lambda (`obj cond src`) . `body`)
        fn'- (:lambda () . `body`)

raise *T keyword*   raise exception with
                              condition

        :arity :eof   :open   :read :syscall
        :write :error :syntax :type :sigint
        :div0   :stream :range :except :future
        :ns   :over   :under :unbound

Stream

std-in   *symbol* standard input *stream*
std-out   *symbol* standard output *stream*
err-out   *symbol* standard error *stream*

open `type direction` *string*
                stream open *stream*
        `type`   - :file :string
        `direction` - :input :output :bidir

close *stream*   *bool*   close *stream*
openp *stream*   *bool*   is *stream* open?

flush s*tream*   *bool*   flush output steam
get-str *stream*   *string*   from *string stream*

rd-byte *stream bool T*
                byte   read *byte* from *stream,*
                             error on `eof`, *T:* eof value

rd-char *stream bool T*
                char   read *char* from *stream,*
                             error on `eof`, *T:* eof value

un-char *char stream*
                char   push *char* onto *stream*

wr-byte *byte stream*
                byte   write *byte* to *stream*
wr-char *char stream*
                char   write *char* to *stream*

Namespace

make-ns *ns*   *key*   make namespace
ns-map   *list*   list of mapped namespaces
unbound *ns string*
                      symbol intern unbound symbol
intern *ns string value*
                      symbol intern bound symbol
ns-find *ns string*
                      symbol map *string* to *symbol*
ns-syms *type ns*
                      T   namespace's *symbols*
                      type   - :list :vector

Features   I

```
[dependencies]
default = [ "nix", "std", "sysinfo" ]
```

nix: uname
std: command, exit
sysinfo: sysinfo

libenv API   I

```
[dependencies]
mu = {
    git = "https://github.com/Software-Knife-and-Tool/mu.git",
    branch=main
}

use libenv::{Condition, Config, Env, Exception, Result, Tag}

config string format: "npages:N,gcmode:GCMODE"
        GCMODE - { none, auto, demand }

If the signal_exception() interface is called, ^C will
generate a :sigint exception.

impl Env {
  const VERSION: &str
  fn signal_exception()
  fn config(config: Option<String>) → Option<Config>
  fn new(config: &Config) → Mu
  fn apply(&self, func: Tag, args: Tag) → Result<Tag>
  fn compile(&self, form: Tag) → Result<Tag>
  fn eq(&self, func: Tag, args: Tag) → bool;
  fn exception_string(&self, ex: Exception) → String
  fn eval(&self, exp: Tag) → Result<Tag>
  fn eval_str(&self, exp: &str) → Result<Tag>
  fn load(&self, file_path: &str) → Result<bool>
  fn load_image(&self, path: &str) → Result<bool>;
  fn read(&self, st: Tag, eofp: bool, eof: Tag) → Result<Tag>
  fn read_str(&self, str: &str) → Result<Tag>
  fn save_and_exit(&self, path: &str) → Result<bool>
  fn err_out(&self) → Tag
  fn std_in(&self) → Tag
  fn std_out(&self) → Tag
  fn write(&self, exp: Tag, esc: bool, st: Tag) → Result<()>
  fn write_str(&self, str: &str, st: Tag) → Result<()>
  fn write_to_string(&self, exp: Tag, esc: bool) → String
}
```

Reader Syntax

;		comment to end of line
#|...|#		block comment
'*form*		quoted form
`*form*		backquoted form
`(...)		backquoted list (proper lists only)
,*form*		eval backquoted form
,@*form*		eval-splice backquoted form
(...)		constant *list*
()		empty *list*, prints as :nil
(... . .)		dotted *list*
"..."		*string, char vector*
\		single escape in strings
#x		hexadecimal *fixnum*
#\c		*char*
#(:type …)		*vector*
#s(:type …)		*struct*
#:symbol		uninterned *symbol*
"`,;		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		

Runtime

```
mu-sys: x.y.z: [-h?pvcelq0] [file…]

?: usage message
h: usage message
c: [name:value,…]
e: eval [form] and print result
l: load [path]
p: pipe mode (no repl)
q: eval [form] quietly
v: print version and exit
0: null terminate
```