

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 <i>T string list</i>	string	formatted output
load-file <i>string</i>	bool	load file through core reader
%make-keyword <i>string</i>		make keyword
%quote <i>T</i>	cons	quote form
eval <i>T</i>	T	eval form
apply <i>fn list</i>	T	apply <i>fn</i> to <i>list</i>
compile <i>T</i>	T	compile <i>T</i> in null environment
gensym	sym	create unique uninterned symbol

Special Forms

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

Fixnum

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

List

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

String

%string-position <i>char string</i>	<i>fix</i>	index of char in <i>string</i> , nil if not found
%substr <i>string fix 'fix string</i>		substring of <i>string</i> from start to end

Vector

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

Macro

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

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