

The Implementation of WHYSE

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May 11, 2024

Contents

1	WHYSE Projects	1
1.1	Database initialization	6
1.2	Customizing the behaviour of <code>whyse</code> with hooks	8
2	Parsing project nowebs	9
2.1	PEG rules	9
2.1.1	indexing	15
2.1.2	cross referencing	18
3	Processing parsed nowebs into SQL	22
3.1	Processing	22
3.1.1	Reducing complexity in the alist	23
3.1.2	Determining parent-child relationships in a multiple inheritance environment	29
A	Packaging <code>whyse</code>	30
B	TESTING	33
B.1	Parsing tool syntax within a temporary buffer	33
C	Indices	34
C.1	Chunks	34
C.2	Identifiers	35
C.3	Miscellaneous code and functions useful for development and debugging	36
D	License	38

Abstract

(no)Web HYpertext System in Emacs (WHYSE) is an integrated development environment for Noweb and L^AT_EX within Emacs, similar to EDE but not sharing development principles. It is based off of CITE an academic paper written in 1991 by Brown and Czejdo. A paper describing this implementation—written in Noweb and browsable, editable, and auditable with WHYSE, or readable in the printed form—is hoped to be submitted to The Journal of Open Source Software (JOSS) before the year 2024. N.B.: the paper will include historical information about literate programming, and citations (especially of those given credit in the <<Commentary>> for ideating WHYSE itself).

Users of WHYSE in Emacs are expected to be familiar with Noweb; this does not include how Noweb is built from source (that is arcane, supposedly). It may, however, include the writing of filters implemented with Sed, AWK, or other languages. Users must know how to write a custom command-line for noweave (read the manual section regarding the `-v` option). If you only know how to call the noweave command you're reading the wrong document. Read the Noweb manual first, please. Developers of WHYSE extensions should read the Noweb Hacker's Guide until they understand it, afterwards reading this documentation several times until the full implementation is understood. I recommend modifying the system using itself to keep organized, and writing literately; you'll thank yourself later for doing so.

Chapter 1

WHYSE Projects

The organization of this literate program is linear, with aspects of the program explained as the user would encounter them, more or less. A user will read from the package description that they should call an interactive command to create a project. The WHYSE application has a single interactive command: `whyse`. The command loads the first element of the customization variable `w-registered-projects`, considering that the default project, or it opens the “Easy Customization Interface” for the application’s customization group (`M-x customize-group whyse`): an effective prompt for the user to enter the necessary information. If user’s dislike this, they can disable it.

A customization group for WHYSE is defined to organize its customization variables, and these details are explained before moving on to explain the struct used during runtime.

```
1 <Customization and global variables 1>≡
  (defgroup whyse nil
    "noWeb Hypertext System in Emacs"
    :tag "WHYSE"
    :group 'applications)

  (defcustom w-registered-projects nil
    "This variable stores all of the projects that are known to WHYSE."
    :group 'whyse
    :type '(repeat w--project-widget)
    :require 'widget
    :tag "WHYSE Registered Projects")
```

Defines:

`w-registered-projects`, used in chunks 1 and 3.
`whyse`, used in chunks 1, 4, 1, 28a, 31, 1, and 33.

The `w--project-widget` type used for the registered projects variable is a simple list widget containing the name of the project and its Noweb source file, along with a filename for a shell script which generates the Noweb tool syntax for this project. Each Noweb project has a different command-line, and some are complex enough to have a makefile, or multiple makefiles! Noweb itself is an example of that level of complexity. The shell script is later executed by WHYSE upon loading the project, and the standard output captured for parsing by a PEG parser.

```
2  <Widgets 2>≡
    (define-widget 'w--project-widget 'list
      "The WHYSE project widget type."
      :format "\n%v\n"
      :offset 0
      :indent 0

      ;; NOTE: the convert-widget keyword with the argument
      ;; 'widget-types-convert-widget is absolutely necessary for ARGS to be
      ;; converted to widgets.
      :convert-widget 'widget-types-convert-widget
      :args '((editable-field
                :format "%t: %v"
                :tag "Name"
                :value ""

                (file
                  :tag "Noweb source file (*.nw)"
                  :format "%t: %v"
                  :valid-regexp ".*\\.nw$"
                  :value "")

                (string
                  :tag "A shell command to run a shell script to generates Noweb
                  :format "%t: %v"
                  :documentation "A shell script which will produce the
                  Noweb tool syntax. Any shell commands involved with
                  noweb should be included, but totex should of course
                  be excluded from this script. The script should output
                  the full syntax to standard output. See the Noweb
                  implementation of WHYSE for explanation."
                  :value "")))
```

An example of what the list generated from the information entered into Customize would look like is given here for elucidation (as it would exist in a custom-set-variables form).

```
'(w-registered-projects
  '(("noWeb Hypertext System in Emacs"
    "~/Desktop/whyse.nw"
    "make -C ~/Desktop --silent --file ~/src/whyse/Makefile tool-syntax")
    nil
    (widget)))
```

The function documentation string should be explanatory enough for the behaviour of the whyse command.

```
3  <WHYSE 3>≡
    (defun whyse ()
      "Opens the default whyse project, conditionally running hooks.

Hooks are only run if a project is actually opened. If
`w-load-default-project?' and
`w-open-customize-when-no-project-defined?' are both nil then a
warning is given and hooks are not run.

When both customization variables are non-nil, or if only
`w-load-default-project?' is nil, then Customize is opened to the
whyse group."
      (interactive)
      ;; Warn the user that their customization options have made `whyse' a
      ;; no-op function.
      (when (and (not w-load-default-project?)
                  (not w-open-customize-when-no-projects-defined?))
        (warn "The customization options for `whyse' have effectively disabled
              (if-let ((w-load-default-project?)
                        (default-project (cl-first w-registered-projects))
                        (project (make-w-project :name (cl-first default-project)
                                                :noweb (cl-second default-project)
                                                :script (cl-third default-project)))
                        (parse-tree <parse-project-in-temp-buffer 19c>)))

              ;; FIXME: peculiar error: "UNIQUE constraint failed:
              ;; module.module_number", 19, nil, "constraint failed"
              (progn
                <setup project database 6b>
                (run-hooks 'w-open-project-hook))
              (unless (not w-open-customize-when-no-projects-defined?)
                (customize-group 'whyse))))))
```

Defines:

whyse, used in chunks 1, 4, 1, 28a, 31, 1, and 33.

Uses w-load-default-project? 4, w-open-customize-when-no-projects-defined? 4,
and w-registered-projects 1.

4 <Customization and global variables 1>+≡

```
(defcustom w-load-default-project? t
```

```
  "Non-nil values mean the system will load the default project.
```

```
  nil will cause the interactive command `whyse' to open Customize on  
  its group of variables."
```

```
  :type 'boolean
```

```
  :group 'whyse
```

```
  :tag "Load default project when `whyse' is invoked?")
```

```
(defcustom w-open-customize-when-no-projects-defined? t
```

```
  "Non-nil values mean the system will open Customize as necessary.
```

```
  nil will cause `whyse' to simply do nothing when no project is  
  defined."
```

```
  :type 'boolean
```

```
  :group 'whyse
```

```
  :tag "Open Customize to the whyse group when `whyse' is invoked and no
```

Defines:

w-load-default-project?, used in chunk 3.

w-open-customize-when-no-projects-defined?, used in chunk 3.

Uses whyse 1 3.

The structure accessed in the namesake command of the package is rather simple. TODO Ensure that the previous statement in-prose [not in the TODO summary] is still correct. It is defined quickly, then explained briefly.

```
5  <WHYSE project structure 5>≡
    (cl-defstruct w-project
      "A WHYSE project"
      ;; Fundamental
      name
      noweb
      script
      database-file
      database-connection

      ;; Usage
      frame

      ;; Metadata
      (date-created (current-time-string))
      date-last-edited
      date-last-exported

      ;; TODO: limit with a customization variable so that it does not grow
      history-sql-commands)
```


Instances of this struct are only initialized with a few values: `name`, `noweb`, and `script`. The rest of the fields either have default values dependent upon the input data (like the database-file, database-connection, and date-created), or are given values when appropriate later in operation (such as `date-last-exported`) or upon initialization (`frame`).

Initialization when the interactive command is called is covered next; to summarize: `w-open-project-hook` is run. TODO Describe initialization of the system after parsing.

1.1 Database initialization

TODO finish the creation of a database. Use what I learned in the fall!

Every project should have a database file located somewhere within the user's Emacs directory; if the user is a Spacemacs user, then Spacemacs' cache directory is used, otherwise the database is made in the user's Emacs directory and not a sub-directory thereof.

The form used to create the absolute path for the location of the database joins three things: the user's Emacs directory, `nil` or Spacemacs' cache directory, and the name of the project with ".db" appended. Note that concatenating `nil` with a string is the same as returning the string unchanged.

```
6a  <return a filename for the project database 6a>≡
      (file-name-concat
        ;; Usually ~/.emacs.d/
        user-emacs-directory
        ;; `nil' or the Spacemacs cache directory.
        (when (file-directory-p (expand-file-name ".cache" user-emacs-directory)
                                ".cache")
              "cache")
        ;; PROJECT-NAME.db
        (concat (w-project-name project)
                  ".db"))
```

For SQLite, the path name of the database to connect to or create is sufficient to establish a connection, so the next step is to connect to the database and store the connection object in the appropriate slot of the project struct.

```
6b  <setup project database 6b>≡
      <create a database connection 7a>
      <map over SQL s-expressions, creating the tables 7b>
```

```

7a  <create a database connection 7a>≡
      (setf (w-project-database-connection project)
        (emacsqli-sqlite <return a filename for the project database 6a>
          ;; TODO: make this debug log buffer into a package
          ;; customization.
          :debug (with-current-buffer
                    (get-buffer-create "emacsqli-sqlite-debu
                    (erase-buffer)
                    (current-buffer))))))

```

The only thing left to do is establish the schema of the tables, which is done by mapping over several EmacsSQL s-expressions.

```

7b  <map over SQL s-expressions, creating the tables 7b>≡
      (mapcar (lambda (expression)
        (emacsqli (w-project-database-connection project) expression))

;; A list of SQL s-expressions to create the tables.
'([[:create-table-if-not-exists module
    ([module-name content file-name section-name displacement
      module-number]])

[:create-table-if-not-exists parent-child
  ([ (parent integer) (child integer)
    ;; [(parent integer) (child integer) (line-number integer)]
    (:primary-key [parent child])
    (:foreign-key parent :references module-number :in module)
    (:foreign-key child :references module-number :in module))]

[:create-table-if-not-exists identifier-used-in-module
  ([identifier-name
    (module-number integer)
    (line-number integer)
    type-of-usage]
    ;; (:primary-key [identifier-name module-number line-number
    ;;               type-of-usage])
    )])

[:create-table-if-not-exists topic-referenced-in-module
  ([ (topic-name nil) (module-number integer)
    ;; (:primary-key [topic-name module-number])
    )]))

```

1.2 Customizing the behaviour of **whyse** with hooks

WHYSE is meant to be customizable, defining as little as necessary to implement a development environment for Noweb as described by (CITE Brown and Czejdo).

```
8a <open-project-hook 8a>≡
    (defvar w-open-project-hook '()
      "Hooks to run when `whyse' has opened a project.")
```

Defines:

`w-open-project-hook`, used in chunk 8a.

The default behaviour of WHYSE is to insert all the chunks of the parsed document into a database. Before it does that it works upon the parse tree, preparing it into a suitable format usable with EmacsSQL (which the author is aware he's stated elsewhere).

```
8b <default hook functions 8b>≡
    (add-hook 'w-open-project-hook 'w--prepare-sexp-sql-from-file-tokens)
```

Chapter 2

Parsing project noweb

This section covers the parsing of the noweb tool syntax produced when **whyse** executes the project’s defined shell script to generate the tool syntax.

The peg package provides automatic parser generation from a formal PEG grammar. The grammar is based off of the description of the tool syntax given in the CITE Noweb Hacker’s Guide.

2.1 PEG rules

Every character of an input text to be parsed by parsing expressions in a PEG must be defined in terminal rules of the formal grammar. The root rule in the grammar for Noweb tool syntax is the appropriately named **noweb** rule. Beginning **with-peg-rules** brought into scope, the root rule **noweb** is ran on the buffer containing the tool syntax produced by the project shell script.

The grammar can be broken into five sections, each covering some part of parsing.

9a $\langle \text{PEG rules 9a} \rangle \equiv$
 $\langle \text{high-level Noweb tool syntax structure 9b} \rangle$
 $\langle \text{files and their paths 10b} \rangle$
 $\langle \text{chunks and their boundaries 11} \rangle$
 $\langle \text{quotations 14b} \rangle$
 $\langle \text{keyword definitions 14c} \rangle$
 $\langle \text{meta rules 10a} \rangle$

As stated, the **noweb** rule defines the root expression—or starting expression—for the grammar. The tool syntax of Noweb is simply a list of one or more files, which are each composed of at least one chunk. Ergo, the following $\langle \text{high-level Noweb tool syntax structure 9b} \rangle$ is defined.

9b $\langle \text{high-level Noweb tool syntax structure 9b} \rangle \equiv$
 `;;; Overall Noweb structure`
 `(noweb (bob) (not header) (+ file) (not trailer) (eob))`

It is a fatal error for WHYSE if the header or trailer wrapper keywords appear in the text it is to parse. They are totally irrelevant, and only matter for the final back-ends (T_EX, L^AT_EX, or HTML) that produce human-readable documentation.

The grammar needs to address the fact that the syntax of the Noweb tool format is highly line-oriented, given the influence of AWK on the design and usage of Noweb (a historical version was entirely implemented in AWK). The following ⟨meta rules 10a⟩ define rules which organize the constructs of a line-oriented, or data-oriented, syntax.

10a ⟨meta rules 10a⟩≡
 ;; Helpers
 (nl (eol) "\n")
 (!eol (+ (not "\n") (any)))
 (spc " ")

TODO: Review the following paragraph and rephrase it.

With the ⟨meta rules 10a⟩ enabling easier definitions of what a given “key-word” looks like, the concept of a file needs to be defined. A file is “anything that looks like a file to Noweb”. However, by default, only the chunk named “*” (it’s chunk header is <<*>>) is tangled when no specific root chunk is given on the command line.

TODO: Write about the need for the overall document to be separate from the one-or-more files specified in the document. Exempli gratia: the current document, contained in `whyse.nw` contains two files, though they are separately tangled: `whyse.el` and `test-parser-with-temporary-buffer.el`. If these two files were tangled at the same time, such that the output file discovery ability of Noweb was used, then there would be more than one file in the intermediate tool syntax, but still a single preceding documentation chunk before the first file, and a single succeeding documentation chunk after the last file.

10b ⟨files and their paths 10b⟩≡
 ;; Technically, file is a tagging keyword, but that classification only
 ;; makes sense in the Hacker's guide, not in the syntax.
 (file (bol) "@file" spc (substring path) nl
 (list (and (+ chunk)
 (list (or (and x-chunks i-identifiers)
 (and i-identifiers x-chunks)))))
 ;; Trailing documentation chunk and new-lines after the xref
 ;; and index.
 (opt chunk)
 (opt (+ nl)))
 `(path chunk-list -- (cons path chunk-list)))
 (path (opt (or ".." ".")) (* path-component) file-name)
 (path-component (and path-separator (+ [word])))
 (path-separator ["\\\/"])
 (file-name (+ (or [word] "."))))

NOTE: Writing PEXes for matching file names was the most difficult part I have encountered so far, as it has forced me to understand that a first reading of documentation is usually not sufficient to understand a complex library in an area of programming I have not practiced in before (language parsing).

Because chunks must not overlap, but can nest, the beginnings of chunks need to be pushed to the parsing stack and the end of a chunk needs to be popped off of it. The stack pushing operations in `kind` and `ordinal` delimit chunks by their kinds and number, and the stack actions in the `end` rule check that the chunk-related tokens on the stack are balanced.

```
11 <chunks and their boundaries 11>≡
    (chunk begin (list (* chunk-contents)) end)
    (begin (bol) "@begin" spc kind spc ordinal (eol) nl
      (action (if (string= (cl-second peg--stack) "code")
        (setq w--peg-parser-within-codep t))))
    (end (bol) "@end" spc kind spc ordinal (eol) nl
      (action
        (setq w--peg-parser-within-codep nil))
      ;; The stack grows down and the heap grows up,
      ;; that's the yin and yang of the computer thang
      `(kind-one
        ordinal-one
        keywords
        kind-two
        ordinal-two
        --
        (if (and (= ordinal-one ordinal-two) (string= kind-one kind-two))
          (cons (cons (if (string= kind-one "code")
            'code
            'docs)
            ordinal-one)
            keywords)
          (error "Chunk nesting error encountered."))))
    (ordinal (substring [0-9] (* [0-9])))
    `(number -- (string-to-number number)))
    (kind (substring (or "code" "docs")))
```

Valid **chunk-contents** is somewhat confusing, because chunks can contain many types of information other than text and new lines. The definition of what is valid follows.

1. **text**
2. **nl**
3. **defn** *name*
4. **use** *name*
5. **line** *n*
6. **language** *language*
7. **index** ...
8. **xref** ...

Any other keywords are invalid inside a code block. An example of an invalid keyword is anything related to quotations! This restriction only applies to code blocks, however, and documentation chunks may contain quotations, of course. As an exception, the keywords were originally banned inside code chunks, but to parse the noweb document in which WHYSE itself was written it needed to be adjusted. The grammar should be studied again to ensure that textual description and reality are in step.

12a $\langle \text{chunks and their boundaries 11} \rangle + \equiv$
 (**chunk-contents**
 (**or**
 $\langle \text{structural keywords 13a} \rangle$
 $\langle \text{tagging keywords 13b} \rangle$
 x-notused
 $\langle \text{tool errors 13c} \rangle$))

It is easier to handle the fatal keyword appearing inside chunks when it is a permissible keyword to appear inside a chunk; this allows the parser to consider a chunk with fatal inside of it as a valid chunk, but that does not mean that a chunk with a fatal keyword inside it does not invalidate a Noweb, it still does: the fatal keyword causes a fatal crash in parsing regardless. Those structural keywords which may be used inside the contents of a chunk are given next.

12b $\langle \text{structural keywords (except quotations) 12b} \rangle \equiv$
 ;; structural
 text
 nwnl ;; Noweb's @nl keyword, as differentiated from the rule **nl** := "\n".
 defn
 use ;; NOTE: related to the 'identifier-used-in-module' table.

All structural keywords, then, are:

13a \langle structural keywords 13a $\rangle \equiv$
 \langle structural keywords (except quotations) 12b \rangle
 quotation

13b \langle tagging keywords 13b $\rangle \equiv$
 ;; tagging
 line
 language
 ;; index
 i-define-or-use
 i-definitions
 ;; xref
 x-prev-or-next-def
 x-continued-definitions-of-the-current-chunk
 i-usages
 x-usages
 x-label
 x-ref

TODO Verify that this statement is true: “Usually Noweb will warn a user that a chunk was referenced but undefined, or that there was some other issue with chunks.” Sometimes, however, the system will permit a chunk to be undefined and this leads to the only cases in the tool syntax where it is not line-oriented. `noidx` will read the cross references to other chunks and will be unable to generate the label, so it will insert `@notdef` where it would otherwise upcase “nw” and then insert the label. This is why `x-undefined` is placed among the other \langle tool errors 13c \rangle keywords.

13c \langle tool errors 13c $\rangle \equiv$
 ;; error
 fatal
 x-undefined

The fundamental keywords are text and nwnl (new line, per Noweb convention). Text keywords contain source text, and any new line tokens in the source text are replaced with the appropriate number of `@nl` keywords (per convention); these are reduced to a single text token when they are adjacent on the `peg--stack`.

13d \langle chunks and their boundaries 11 $\rangle + \equiv$
 (text (bol) "@text" spc (substring (* (and (not "\n") (any)))) nl
 `(txt -- (w--concatenate-text-tokens (cons 'text txt))))
 (nwnl (bol) (substring "@nl") nl
 ;; Be sure that when thinking about the symbol `nl' here that
 ;; you're not confusing it with the peg rule nl.
 `(nl -- (w--concatenate-text-tokens (cons 'nl "\n"))))

Uses `w--concatenate-text-tokens` 26.

Nowebs are built from chunks, so the definition and usage of (i.e. references to) a chunk are important keywords.

```
14a  <chunks and their boundaries 11>+≡
      (defn "@defn" spc (substring !eol) nl
        `(name -- (cons 'chunk name)))

      (use (bol) "@use" spc (substring !eol) nl
        `(name -- (if name
                      (cons 'chunk-child-usage name)
                      (error "UH-OH! There's a syntax error in the tool
```

Documentation may contain text and newlines, represented by @text and [@nwnl]. It may also contain quoted code bracketed by @quote . . . @endquote. Every @quote must be terminated by an @endquote within the same chunk. Quoted code corresponds to the ... construct in the noweb source.

```
14b  <quotations 14b>≡
      (quotation (bol) "@quote" nl
        (action (when w--peg-parser-within-codep
                     (error "The parser found a quotation within a code
                     (substring (+ (and (not "@endquote") (any))))
                     (bol) "@endquote" nl
                     `(lst -- (cons 'quotation lst)))
```

```
14c  <keyword definitions 14c>≡
      (line (bol) "@line" spc (substring ordinal) nl
        `(o -- (cons 'line o)))

      (language (bol) "@language" spc (substring words-eol))
```

The indexing and cross-referencing abilities of Noweb are excellent features which enable a reader to navigate through a printed (off-line) or on-line version of the literate document quite nicely. These functionalities each begin with a rule which matches only part of a line of the tool syntax since there are many indexing and cross-referencing keywords. The common part of each line is a rule which merely matches the `@index` or `@xref` keyword. The rest of the lines are handled by a list of rules in `index-keyword` or `xref-keyword`.

The Noweb Hacker’s Guide lists these two lines in the “Tagging keywords” table, indicating that it’s unlikely (or forbidden) that the index or xref keywords would appear alone without any subsequent information on the same line.

```
@index ... Index information.
@xref ... Cross-reference information
```

There are many keywords defined by the Noweb tool syntax, so they are referenced in this block and defined and documented separately. Some of these keywords are delimiters, so they are not given full “keyword” status (defined as a PEX rule) but exist as constants in the definition of a rule that defines the grouping.

```
15a <keyword definitions 14c>+≡
    ;; Index
    <indexing and cross-referencing set-off words 15b>
    <fundamental indexing keywords, which are restricted to within a code chunk 16a>
    <the index of identifiers 16d>
    <unsupported indexing keywords 17>

    ;; Cross-reference
    <cross-referencing keywords 18>

    ;; Error
    <error-causing keywords 19a>
```

Further keywords are categorized neatly as Indexing or Cross-referencing keywords, so they are contained in subsections.

2.1.1 indexing

Indexing keywords, both those used within chunks and those used outside of chunks, are defined in this section. The `<<fundamental indexing keywords, which are restricted to within a code chunk>>`, index definitions or usages of identifiers and track the definitions of identifiers in a chunk and the usages of identifiers in a chunk. They may seem redundant, but are not; the Noweb Hacker’s Guide offers a better explanation of the differences.

```
15b <indexing and cross-referencing set-off words 15b>≡
    (idx (bol) "@index" spc)
    (xr (bol) "@xref" spc)
```

16a \langle fundamental indexing keywords, which are restricted to within a code chunk 16a $\rangle \equiv$

```
(i-define-or-use
  idx
  (substring (or "defn" "use")) spc (substring !eol) nl
  (action
    (unless w--peg-parser-within-codep
      (error "WHYSE parse error: index definition or index usage occurred")
      `(s1 s2 -- (cons (make-symbol s1) s2))))

  (identifiers defined in a chunk 16b)
  (identifiers used in a chunk 16c))
```

16b \langle identifiers defined in a chunk 16b $\rangle \equiv$

```
(i-definitions idx "begindefs" nl
  (list (+ (and (+ i-isused) i-defitem)))
  idx "enddefs" nl
  `(definitions -- (cons 'definitions definitions)))
(i-isused idx (substring "isused") spc (substring label) nl
  `(u 1 -- (cons 'used! 1)))
(i-defitem idx (substring "defitem") spc (substring !eol) nl
  `(d i -- (cons 'def-item i)))
```

16c \langle identifiers used in a chunk 16c $\rangle \equiv$

```
(i-usages idx "beginuses" nl
  (list (+ (and (+ i-isdefined) i-useitem)))
  idx "enduses" nl
  `(usages -- (cons 'usages usages)))
(i-isdefined idx (substring "isdefined" spc label) nl)
(i-useitem idx (substring "useitem" spc !eol) nl) ;; !eol := ident
```

The summary index of identifiers is a file-specific set of keywords. The index lists all identifiers defined in the file (at least all of those recognized by the autodefinitions filter).

16d \langle the index of identifiers 16d $\rangle \equiv$

```
(i-identifiers idx "beginindex" nl
  (list (+ i-entry))
  idx "endindex" nl
  `(1 -- (cons 'i-identifiers 1)))
(i-entry idx "entrybegin" spc (substring label spc !eol) nl
  (list (+ (or i-entrydefn i-entryuse)))
  idx "entryend" nl
  `(entry-label lst -- (cons 'entry-label lst)))
(i-entrydefn idx (substring "entrydefn") spc (substring label) nl
  `(defn label -- (cons 'defn label)))
(i-entryuse idx (substring "entryuse") spc (substring label) nl
  `(use lst -- (cons 'use lst)))
```

The following chunk's name is documentation enough for the purposes of WHYSE. See the Noweb Hacker's Guide for more information.

`@index nl` was deprecated in Noweb 2.10, and `@index localdefn` is not widely used (assumedly) nor well-documented, so it is unsupported by WHYSE (contributions for improved support are welcomed).

```
17  <unsupported indexing keywords 17>≡
    ;; @index nl was deprecated in Noweb 2.10, and @index localdefn is not
    ;; widely used (assumedly) nor well-documented, so it is unsupported by
    ;; WHYSE (contributions for improved support are welcomed).
    (i-localdefn idx "localdefn" spc !eol nl)
    (i-nl idx "nl" spc !eol nl
      (action (error <index nl error message 19b>))))
```

2.1.2 cross referencing

```

18 <cross-referencing keywords 18>≡
  (x-label xr (substring "label" spc label) nl
    `(substr -- (cons 'x-label (cadr (split-string substr))))))
  (x-ref xr (substring "ref" spc label) nl
    `(substr -- (cons 'ref (cadr (split-string substr))))))

;; FIXME: improve the error handling at this point. It is not fragile
;; any longer, because most things are ignored and this is hackish;
;; however, the message reporting is not too helpful. It would be nice
;; to have only the chunk name reported, and formatted with << and >>.
;;; Reproduction steps: make a reference to an undefined code chunk
;;; within another code chunk. For fixing this issue, undefined code
;;; chunks should also be referenced within quotations in documentation.
(x-undefined
  xr (or "ref" "chunkbegin") spc
  (guard
    (if (string= "nw@notdef"
      (buffer-substring-no-properties (point) (+ 9 (point))))
      (error (format "%s: %s: %s:\n@<<%s>>"
        "WHYSE"
        "nw@notdef detected"
        "an undefined chunk was referenced"
        (buffer-substring-no-properties (progn (forward-line)
          (end-of-line)))))))

(x-prev-or-next-def
  xr (substring (or "nextdef" "prevdef")) spc (substring label) nl
  `(previous-or-next-chunk-defn label -- (cons (make-symbol previous-defn))))

(x-continued-definitions-of-the-current-chunk
  xr "begindefs" nl
  (list (+ (and xr (substring "defitem") spc (substring label) nl)))
  xr "enddefs" nl)

(x-usages
  xr "beginuses" nl
  (list (+ (and xr "useitem" spc (substring label) nl)))
  xr "enduses" nl)

(x-notused xr "notused" spc (substring !eol) nl
  `(name -- (cons 'unused! name)))

(x-chunks nwnl
  nwnl
  xr "beginchunks" nl
  (list (+ x-chunk))

```

```

        xr "endchunks" nl
        `(1 -- (cons 'x-chunks 1)))
(x-chunk xr "chunkbegin" spc (substring label) spc (substring !eol) nl
  (list (+ (list (and xr
                    (substring (or "chunkuse" "chunkdefn"))
                    `(chunk-usage-or-definition -- (make-symbol
                    spc
                    (substring label)
                    nl))))))
xr "chunkend" nl)

;; Associates label with tag (@xref tag $LABEL $TAG)
(x-tag xr "tag" spc label spc !eol nl)
(label (+ (or "-" [alnum]))) ;; A label never contains whitespace.

```

19a \langle error-causing keywords 19a $\rangle \equiv$

```

;; User-errors (header and trailer) and tool-error (fatal)
;; Header and trailer's further text is irrelevant for parsing, because
(header (bol) "@header" ;; formatter options
  (action (error "[ERROR] Do not use totex or tohtml in your noweb
(trailer (bol) "@trailer" ;; formatter
  (action (error "[ERROR] Do not use totex or tohtml in your noweb
(fatal (bol) "@fatal"
  (action (error "[FATAL] There was a fatal error in the pipeline.

```

19b \langle index nl error message 19b $\rangle \equiv$

```

(string-join
  '("@index nl" detected."
    "This indicates hand-written @ %def syntax in the Noweb source."
    "This syntax was deprecated in Noweb 2.10, and is entirely unsupported
    "Write an autodefs AWK script for the language you are using.")
  "\n")

```

19c \langle parse-project-in-temp-buffer 19c $\rangle \equiv$

```

(with-temp-buffer
  (insert (shell-command-to-string (w-project-script project)))
  (goto-char (point-min))
  (w--parse-current-buffer-with-rules))

```

Uses `w--parse-current-buffer-with-rules` 21a.

```
20  <with-project 20>≡
    ;; TODO: understand how and why this macro works like
    ;; `with-temp-buffer'; I only copied a couple things from the defintion
    ;; of that macro, but I don't yet understand its definition fully. I
    ;; will need to before I really start to understand Emacs Lisp. I do
    ;; understand enough, but there is a lot more to know. A whole lot.
    (defmacro w-with-project (project &rest body)
      (declare (indent 0) (indent 2) (debug t))
      "Evaluates BODY with PROJECT in scope. This is like `let' except
      it doesn't bind arbitrary values to arbitrary symbols. PROJECT is
      taken as the symbol `project' during evaluation of BODY.

      PROJECT is in scope because it is an argument of this macro. This
      may or may not work as expected."
      (eval `(progn ,@body)))
```

Defines:

w-with-project, never used.

21a \langle buffer parsing function 21a $\rangle \equiv$

```
;; FIXME: the current parse tree contains a `nil' after the chunk type
;; and number assoc, and that needs to be analyzed. Why is this `nil' in
;; the stack? I assume and believe it is because of the collapsing of
;; stringy tokens; when a token should be put back onto the stack it may
;; also be putting a `nil' onto the stack in the first call to the
;; function.
;;; Parsing expression grammar (PEG) rules
(defun w--parse-current-buffer-with-rules ()
  "Parse the current buffer with the PEG defined for Noweb tool syntax."
  (with-peg-rules
    (<PEG rules 9a>)
    (let (w--peg-parser-within-codep
          (w--first-stringy-token? t))
      (peg-run (peg noweb) #'w--parse-failure-function))))

(defun w--parse-failure-function (lst)
  (setq w--parse-success nil)
  (pop-to-buffer (clone-buffer))
  (save-excursion
    (put-text-property (point) (point-min)
                       'face 'success)

    (put-text-property (point) (point-max)
                       'face 'error)

    (goto-char (point-max))
    (message "PEXes which failed:\n%S" lst)))
```

Defines:

w--parse-current-buffer-with-rules, used in chunks 19c and 33.

w--parse-failure-function, never used.

Uses w--parse-success 21b 33.

21b \langle Customization and global variables 1 $\rangle + \equiv$

```
(defvar w--parse-success t
  "The success or failure of the last parsing of noweb tool syntax.")
```

Defines:

w--parse-success, used in chunk 21a.

Chapter 3

Processing parsed nowebbs into SQL

This section covers how the parsed text generated in the last section is processed, creating a series of SQL statements that will be executed by SQLite using the interface provided by the EmacsSQL package.

First, the overall structure of the parsed text should be diagrammed. The parse tree is a list of noweb documents, each being a list themselves. The first atom of an inner list, corresponding to a document, is the filename of that document (hopefully the same filename as passed on the command-line elsewhere when the document is used).

Deeper, each document-list contains as the second atom a list of its contents, which is an association list thereof. Each association in the alist is between the symbol relating to the rule that generated the cons cell, and the contents appropriate to the symbol.

3.1 Processing

There are many steps to compiling the parse tree into SQL. The first step is to ensure the association lists in the parse tree are in a format that is acceptable to built-in Emacs Lisp functions; this will make it easier to navigate the tree and transform it. Other texts call this manipulation of the parse tree “list destructuring”; it could be thought of as code generation, since the data is used to generate DML which is partly code and partly data.

Some associations are reductions from the initial parse tree—which thanks to the peg package and PEG parsing in general—are not reduced in a second step. Modifications to the parsing procedure can occur directly without losing information, and thanks to literate programming should be easy for advanced users.

The initial parse tree begins like the one below.

```
'((noweb-document-one
```

```

((docs . 0)
 (text . "\tex{} is cool!"))
((code . 1)
 (text . "(message \"LISP is awesome!\")"))
(noweb-document-two
 ((code . 0)
  (text . "asdf is a system definition format in Common LISP,")
  (nwnl . "\n")
  (text . "and I like to use it.")
 (code . 1)
  (text . "jkl; is the right-handed corollary of asdf.))
 (docs . 2)
  (text . "\latex{} is great!"))
 (docs . 3)
  (text . "Noweb, written by Norman Ramsey is sweet!"))))

```

The reductions which occur during parsing make chunk zero of the second noweb document look like this in the final result:

```

((code . 0)
 (text .
  "asdf is a system definition format in Common LISP,
  and I like to use it.))

```

; the new result is much easier to use as data for other programs (SQL in this case). In the verbatim text a literal newline was inserted rather than retaining the escape sequence, which is exactly what happens in the reduction step as well. The next subsection discusses the details of how the reduction in complexity exemplified above is achieved.

3.1.1 Reducing complexity in the alist

The first step in making the parse tree navigable for other programs is collapsing adjacent “stringy” tokens into single `text` tokens. The output tool syntax of notangle, and the parse tree resulting from the PEG, (briefly) contain individual text tokens for fragments of whole text lines and form feed characters. These tokens exist because the cross-referencing tokens fragment the text lines, and new lines in the noweb document are treated specially to facilitate this fragmentation.

A small quote from the tool syntax of a development version of WHYSE is shown in this example in its parsed form. However, during actual parsing these adjacent tokens are immediately collapsed into singular tokens.

```

(text . "  and \textsc{Noweb}'s \texttt{finduses.nw}!")
(nwnl . "@nl")
(text . "\end{enumerate}")
(nwnl . "@nl")
(text . "")
(nwnl . "@nl")

```

To collapse these tokens into a single text token the *peg--stack* must be manipulated carefully. It isn't advisable to manipulate this variable in the course of a PEG grammar's actions. There is a use case for it when the previous rules and actions won't accomodate the necessary action without refactoring a larger part of the grammar. In this development version that is not a goal; basic functionality is sought after, not robustness or beauty, so hacking the desired behaviour together quickly is better.

`w--nth-chunk-of-nth-noweb-document` retrieves the parse tree for the `nth` noweb document, which in the case of `whyse.nw` is the parse tree of the zeroth-indexed document. It's quite a simple function. To obtain a given chunk of this document from the parse tree the result of the function is called with `nth` and the index of the chunk.

24 `<(functions for navigating WHYSE parse trees 24)>≡`

```
(defun w--nth-document-file-name (nth-document parse-tree)
  "Return the file name of the nth-indexed document in the parse tree."
```

For the first document in the parse tree, that is the zeroth-indexed document."

```
(cl-first (nth nth-document parse-tree)))
```

```
(defun w--nth-document (nth-document parse-tree)
  "Return the subtree of the nth-indexed document in the parse tree."
  (cl-second (nth nth-document parse-tree)))
```

```
(defun w--nth-chunk-of-document (n document)
  "Return the subtree for the Nth chunk of a noweb document parse subtree
  (nth n document))
```

```
(defun w--chunk-number (chunk)
  "Return the chunk number of CHUNK."
  (or (cdr (assq 'code chunk))
      (cdr (assq 'docs chunk))))
```

```
(defun w--chunk-text (chunk)
  "Join all the strings returned from the collection in the loop,
  and return the single string."
  (string-join
    (cl-loop for elt in chunk collect
      (when (and (listp elt) (equal 'text (car elt)))
        (cdr elt)))
    ""))
```

```
(defun w--chunk-name (chunk)
  "Return non-nil if CHUNK is a code chunk, and thereby has a name."
```

The return value, if non-nil, is actually the name of the chunk."

```
(if-let ((name (assq 'chunk chunk)))
  (cdr name)))
```

Defines:

```
w--chunk-name, used in chunk 27.
w--chunk-number, used in chunk 27.
w--chunk-text, used in chunk 27.
w--nth-chunk-of-document, never used.
w--nth-document, never used.
w--nth-document-file-name, never used.
```

TODO: place this inclusion better

25

⟨Code 25⟩≡

⟨functions for navigating WHYSE parse trees 24⟩

⟨functions to collapse text and newline tokens into their largest possible form 26⟩

```

26  <functions to collapse text and newline tokens into their largest possible form 26>≡
    (defun w--concatenate-text-tokens (new-token)
      "Join the values of two text token associations in a two-element token

      If the two associations shouldn't be joined, return them to the stack."
      (prog1
        ;; Concatenation only occurs when the previous token examined was
        ;; a text or nwnl token, ergo there must have been a text or nwnl
        ;; token previously examined for any concatenation to occur. When
        ;; no such token has been examined immediately return the
        ;; (stringy) token recieved and indicate it must have been a
        ;; stringy token by chaning the value of `w--first-stringy-token?'
        ;; accordingly. Subsequent runs will then operate on potential
        ;; pairs of stringy tokens.
        (if-let ((not-first-stringy-token? (not w--first-stringy-token?))
                  (previous-token (pop peg--stack))
                  ;; The previous token cannot be a text or nwnl token if
                  ;; it is not a list, and checking prevents causing an
                  ;; error by taking the `car' of a non-list token, e.g. th
                  ;; filename token.
                  (previous-token-is-alist?
                   (prog1 (and (listp previous-token)
                               (listp new-token)
                               (or (assoc 'text `(,new-token))
                                   (assoc 'nl `(,new-token)))
                               (or (assoc 'text `(,previous-token))
                                   (assoc 'nl `(,previous-token)))))))
          ;; Join the association's values and let the caller push a sin
          ;; token back onto the `peg--stack'.
          (cons 'text (format "%s%s" (cdr previous-token)
                              (cdr new-token)))

          ;; Push the previous token back to the `peg--stack', and let the
          ;; caller push the new token to that stack.
          (push previous-token peg--stack)
          new-token)
        (when w--first-stringy-token? (setq w--first-stringy-token? nil))))

```

Defines:

w--concatenate-text-tokens, used in chunk 13d.

TODO Better document the functionality of the default hook function:

`w--prepare-sexp-sql-from-file-tokens`. The current explanation is a copy of the brief explanation in the hook documentation string.

The 'parse-tree' from the lexical environment (or scope, given that WHYSE is not implemented with lexical binding) is mapped over until every file token has been processed and records have been inserted into all four tables of the database.

27

(default hook functions sb)+≡

```
(defun w--prepare-sexp-sql-from-file-tokens ()
```

```
  "Prepare an s-expression of SQL statements for `emacs-sql'.
```

The 'parse-tree' from the lexical environment (or scope, given that WHYSE is not implemented with lexical binding) is mapped over until every file token has been processed and records have been inserted into all four tables of the database.

This hook depends on this object being in scope: 'parse-tree'. That object is in scope when this hook runs with the default implementation of 'whyse'. (This is not meant to imply other implementations exist [yet], only that hacked up installations won't operate with any guarantees or according to the original documentation. You know that, though, because you're reading the source code and documentation for the original right now, and it should be obvious that changing the source code should have been accompanied with changes in the documentation.)"

```
(mapcar
```

```
  (lambda (file-token)
```

```
    (let* ((file-name (car file-token))
```

```
           (chunks (cdr file-token))
```

```
           (modules (vector
```

```
                     :insert-into 'module
```

```
                     :values (mapcar #'w--vectorize-chunk-data chunks)
```

```
                     :on-conflict-do-nothing))
```

```
      (connection (w-project-database-connection project)))
```

```
    (mapcar (lambda (seq) (emacs-sql connection seq))
```

```
      (list modules
```

```
        ;; TODO 2024-05-11: find the parent-child
```

```
        ;; relationships using the used and not-used tokens
```

```
        ;; in the parse tree. parent-child should be quite
```

```
        ;; easy.
```

```
        ;;;
```

```
        ;; parent-child
```

```
        ;; identifier-used-in-module
```

```
        ;; topic-referenced-in-module
```

```
      )))
```

```
  parse-tree))
```

```
;; TODO 2024-05-11: find the sections each module is defined within.
(defun w--vectorize-chunk-data (chunk)
  "Convert an individual chunk to a vector of objects."
  ;; NOTE: order of arguments: [module-name module-text file-name
  ;; section displacement module-number]
  (vector (w--chunk-name chunk) (w--chunk-text chunk) file-name nil nil
    (w--chunk-number chunk)))
```

Defines:

w--prepare-sexp-sql-from-file-tokens, used in chunk 27.

w--vectorize-chunk-data, never used.

Uses w--chunk-name 24, w--chunk-number 24, and w--chunk-text 24.

28a

```
<the sections of all modules 28a>≡
;; Find the titles of sections in SECTION-ALIST using the functions
;; associated with the sectioning command symbol. This function assumes
;; it is called with a whyse project in scope under the symbol
;; `project'.
(vector :update 'modules :values <find section titles 29>
  :on-conflict-do-nothing)
```

Uses whyse 1 3.

When the SEQL (S-EXP SQL) has been compiled, it should be logged. This might be better controlled with DCL (the data control language featureset of SQL). TODO Make the number of entries in this history list customizable, limited to some given number or a default of one hundred. The history of SEQL statements compiled is treated like a stack, with the newest statement being the first element of the list. A shoddy implementation of a “stack-based history” is given next.

28b

```
<push the compiled SQL to the database and to the history stack 28b>≡
;; NOTE: the result of evaluating the SQL is pushed to the history stack
;; alongside the SQL that was executed.
(cl-pushnew (cons (emacs-sql (w-project-database-connection default-project)
  compiled-parse-tree)
  . compiled-parse-tree)
  (w-project-history-sql-commands default-project))
```

3.1.2 Determining parent-child relationships in a multiple inheritance environment

The solution is simple: inbreeding. Every now and then in real-life heredity there are cases of inbreeding. It affects “natural populations” and humans too (who are also “natural populations”). Thinking of multiple inheritance in object-orientation is much more difficult, and I don’t know anything about it other than the following name: “the multiple inheritance problem”. That’s why the solution to the problem is simple in this state.

There is also no actual inheritance, other than the *section*, *chapter*, or other sectioning command that precedes or contains the chunk. The children of a chunk will “inherit” that section, even if they occur in another section of the literate document. Referring to $\langle \text{WHYSE } 3 \rangle$ in a documentation chunk is easily understood as a cross-reference, and a *use* of a chunk in another constitutes the parent-child relationship between the two chunks. Thus, if the sectioning commands preceding a chunk are “inherited”, they are inherited only indirectly and not because they’ve actually received a copy of a gene or a pointer to a function.

What section does a chunk belong to? Whatever sectioning command is “in effect” when the chunk is defined will work nicely, and as long as it remains sufficient, a user might query the sections of all the parents of that chunk rather than concern themselves with the multiple sections the chunk “belongs” to. That’s how the “problem” is interpreted in the literate document.

I do not have enough experience in \LaTeX to know how to search for all of the sectioning commands that may be in use from any given macro package. I don’t know if that’s possible. The easiest way to get the needed information is to parse the human-readable noweb document looking for any sectioning commands defined by the user; if the user is using a custom sectioning macro package in their document nobody else might know about it, and it would be unsupported in that case and there would be unnecessarily missing information in their project database.

There needs to be a function which can take a generalizable approach to determining the name of a section defined by any possible sectioning command. To easily do that a function could be provided by the user for any sectioning commands that are exotic, and those functions will accommodate the \LaTeX command while the calling function will handle finding them and collecting their output.

Appendix A

Packaging whyse

Installing an Emacs Lisp package is quite easy if the system is distributed through the GNU Emacs Lisp Package Archive (GNU ELPA), and only slightly less easy if it is distributed through MELPA (Milkypostman’s Emacs Lisp Package Archive). Other package archives have existed, but they are all ephemeral. The most popular alternative to GNU ELPA, Non-GNU ELPA, and MELPA is direct distribution of files through Git servers and the use of a package by the end user to install directly from such.

This software is in-development, so it will only be distributed directly through Git.

WHYSE follows the form of “simple”, single-file packages documented in the Emacs Lisp Reference Manual. The package file, *whyse.el*, is emitted by *notangle* which is called by the Makefile in every target but *clean*. All source development occurs in *whyse.nw* using Polymode.

The makefile distributed alongside *whyse.nw* in the tarball contains the command-line used to tangle and weave WHYSE.

```
30 <whyse.el 30>≡
    <Emacs Lisp package headers 31a>
    <Licensing and copyright 31d>
    <Commentary 32a>
    <Code 25>
    <provide the whyse feature and list the file local variables 32c>
```

```

31a  <Emacs Lisp package headers 31a>≡
      ;;; whyse.el --- noWeb HYpertext System in Emacs -*- lexical-binding: ni
      ;; Yes, you read that right: no lexical binding in this file.

      ;; Copyright © 2023 Bryce Carson

      ;; Author: Bryce Carson <bcars268@mtroyal.ca>
      ;; Created 2023-06-18
      ;; Keywords: tools tex hypermedia
      ;; URL: https://github.com/bryce-carson/whyse

      ;; This file is not part of GNU Emacs.

```

Uses `whyse` 1.3.

```

31b  <whyse-pkg.el 31b>≡
      (define-package "whyse" "0.1" "noWeb HYpertext System in Emacs"
        '(<required packages 31c>))

```

Uses `whyse` 1.3.

The following chunk lists the `<required packages 31c>`; as of `whyse-0.1-devel` the only required packages are `peg` and `cl-lib`.

```

31c  <required packages 31c>≡
      (emacs "25.1")
      (emacsql "20230220")
      (peg "1.0.1")
      (cl-lib "1.0")

```

The license text was included in this document using its L^AT_EX form in the License section at the end of this document.

```

31d  <Licensing and copyright 31d>≡
      ;; This program is free software: you can redistribute it and/or
      ;; modify it under the terms of the GNU General Public License as
      ;; published by the Free Software Foundation, either version 3 of the
      ;; License, or (at your option) any later version.

      ;; This program is distributed in the hope that it will be useful, but
      ;; WITHOUT ANY WARRANTY; without even the implied warranty of
      ;; MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU
      ;; General Public License for more details.

      ;; You should have received a copy of the GNU General Public License
      ;; along with this program. If not, see
      ;; <https://www.gnu.org/licenses/>.

```

```

32a  <Commentary 32a>≡
      ;;; Commentary:
      ;; WHYSE was described by Brown and Czedjo in _A Hypertext for Literate
      ;; Programming_ (1991).
      ;;
      ;; Brown, M., Czejdo, B. (1991). A hypertext for literate programming.
      ;; In: Akl, S.G., Fiala, F., Koczkodaj, W.W. (eds) Advances in
      ;; Computing and Information - ICCI '90. ICCI 1990. Lecture Notes in
      ;; Computer Science, vol 468. Springer, Berlin, Heidelberg.
      ;; https://doi-org.libproxy.mtroyal.ca/10.1007/3-540-53504-7\_82.
      ;;
      ;; A paper describing this implementation---written in Noweb and browsab
      ;; editable, and auditable with WHYSE, or readable in the printed form--
      ;; hoped to be submitted to The Journal of Open Source Software (JOSS)
      ;; before the year 2024. N.B.: the paper will include historical
      ;; information about literate programming, and citations (especially
      ;; of those given credit here for ideating WHYSE itself).

32b  <Code 25>+≡
      ;;; Code:
      ;;;; Compiler directives
      (eval-when-compile (require 'wid-edit))

      ;;;; Internals
      <Customization and global variables 1>
      <Widgets 2>
      <WHYSE project structure 5>
      <with-project 20>
      <buffer parsing function 21a>
      <open-project-hook 8a>
      <default hook functions 8b>

      ;;;; Commands
      ;;;###autoload
      <WHYSE 3>

32c  <provide the whyse feature and list the file local variables 32c>≡
      (provide 'whyse)

      ;; Local Variables:
      ;; mode: emacs-lisp
      ;; no-byte-compile: t
      ;; no-native-compile: t
      ;; End:

```

Appendix B

TESTING

TODO Adopt the ERT (Emacs Regression Tests) package to test WHYSE features as they are developed and become featureful. When a feature is implemented a test should be written which conforms to the current documentation so that regressions can be caught when changes are made.

TODO Adopt/use `makem.sh`, by “alphapapa”.

B.1 Parsing tool syntax within a temporary buffer

```
33 <test-parser-with-temporary-buffer.el 33>≡
;; -*- lexical-binding: nil; -*-
(defun w--parse-success t
  "A simple boolean regarding the success or fialure of the last
  attempt to parse a buffer of Noweb tool syntax.")

<buffer parsing function 21a>
(with-temp-buffer
  (insert (shell-command-to-string
    "make --silent --file ~/src/whyse/Makefile tool-syntax"))
  (goto-char (point-min))
  (w--parse-current-buffer-with-rules))

;; Local Variables:
;; mode: lisp-interaction
;; no-byte-compile: t
;; no-native-compile: t
;; eval: (read-only-mode)
;; End:
```

Defines:

`w--parse-success`, used in chunk 21a.

Uses `w--parse-current-buffer-with-rules` 21a and `whyse` 1 3.

Appendix C

Indices

C.1 Chunks

⟨buffer parsing function 21a⟩
⟨chunks and their boundaries 11⟩
⟨Code 25⟩
⟨Commentary 32a⟩
⟨create a database connection 7a⟩
⟨cross-referencing keywords 18⟩
⟨Customization and global variables 1⟩
⟨default hook functions 8b⟩
⟨Emacs Lisp package headers 31a⟩
⟨error-causing keywords 19a⟩
⟨files and their paths 10b⟩
⟨find section titles 29⟩
⟨functions for navigating WHYSE parse trees 24⟩
⟨functions to collapse text and newline tokens into their largest possible form 26⟩
⟨fundamental indexing keywords, which are restricted to within a code chunk 16a⟩
⟨high-level Noweb tool syntax structure 9b⟩
⟨identifiers defined in a chunk 16b⟩
⟨identifiers used in a chunk 16c⟩
⟨index nl error message 19b⟩
⟨indexing and cross-referencing set-off words 15b⟩
⟨keyword definitions 14c⟩
⟨Licensing and copyright 31d⟩
⟨map over SQL s-expressions, creating the tables 7b⟩
⟨meta rules 10a⟩
⟨open-project-hook 8a⟩
⟨parse-project-in-temp-buffer 19c⟩
⟨PEG rules 9a⟩
⟨provide the whyse feature and list the file local variables 32c⟩
⟨push the compiled SQL to the database and to the history stack 28b⟩

<quotations 14b>
 <required packages 31c>
 <return a filename for the project database 6a>
 <setup project database 6b>
 <structural keywords 13a>
 <structural keywords (except quotations) 12b>
 <tagging keywords 13b>
 <test-parser-with-temporary-buffer.el 33>
 <the index of identifiers 16d>
 <the sections of all modules 28a>
 <tool errors 13c>
 <unsupported indexing keywords 17>
 <WHYSE 3>
 <WHYSE project structure 5>
 <whyse-pkg.el 31b>
 <whyse.el 30>
 <Widgets 2>
 <with-project 20>

C.2 Identifiers

w--chunk-name: [24](#), [27](#)
 w--chunk-number: [24](#), [27](#)
 w--chunk-text: [24](#), [27](#)
 w--concatenate-text-tokens: [13d](#), [26](#)
 w--log-in-buffer: [36](#)
 w--nth-chunk-of-document: [24](#)
 w--nth-document: [24](#)
 w--nth-document-file-name: [24](#)
 w--parse-current-buffer-with-rules: [19c](#), [21a](#), [33](#)
 w--parse-failure-function: [21a](#)
 w--parse-success: [21a](#), [21b](#), [33](#)
 w--prepare-sexp-sql-from-file-tokens: [27](#), [27](#), [27](#)
 w--vectorize-chunk-data: [27](#)
 w-load-default-project?: [3](#), [4](#)
 w-open-customize-when-no-projects-defined?: [3](#), [4](#)
 w-open-project-hook: [8a](#), [8a](#)
 w-registered-projects: [1](#), [1](#), [3](#)
 w-with-project: [20](#)
 whyse: [1](#), [1](#), [1](#), [1](#), [3](#), [4](#), [1](#), [1](#), [1](#), [28a](#), [31a](#), [31b](#), [1](#), [33](#)

List of notes

1	CITE: an academic paper written in 1991 by Brown and Czejdo . . .	1
2	TODO: Ensure that the previous statement in-prose [not in the TODO summary] is still correct.	5
3	TODO: Describe initialization of the system after parsing.	6
4	TODO: finish the creation of a database. Use what I learned in the fall!	6
5	CITE: Brown and Czejdo	8
6	CITE: Noweb Hacker's Guide	9
7	TODO: Verify that this statement is true: "Usually Noweb will warn a user that a chunk was referenced but undefined, or that there was some other issue with chunks."	13
8	TODO: Better document the functionality of the default hook function: <code>w--prepare-sexp-sql-from-file-tokens</code> . The current explanation is a copy of the brief explanation in the hook documentation string.	27
9	TODO: Make the number of entries in this history list customizable, limited to some given number or a default of one hundred.	28
10	TODO: Adopt the ERT (Emacs Regression Tests) package to test WHYSE features as they are developed and become featureful. When a feature is implemented a test should be written which conforms to the current documentation so that regressions can be caught when changes are made.	33
11	TODO: Adopt/use <code>makem.sh</code> , by "alphapapa".	33

C.3 Miscellaneous code and functions useful for development and debugging

36

⟨Code 25⟩+≡

```
(defun w--log-in-buffer (buffer-name &rest body)
  "In a new buffer named BUFFER-NAME, insert the value of evaluating BOD
  (save-mark-and-excursion
    (with-current-buffer
      (generate-new-buffer buffer-name)
        (insert (format-message "%S" body))))))
```

Defines:

`w--log-in-buffer`, never used.

Appendix D

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Also add information on how to contact you by electronic and paper mail.

If the program does terminal interaction, make it output a short notice like this when it starts in an interactive mode:

```
<program> Copyright (C) <year> <name of author>
```

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