

# Using Codswallop RPL

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## Part I

# Theory and Overview

## 1 What is RPL?

Codswallop RPL is based loosely on Hewlett-Packard's Reverse Polish Lisp, a language and operating system used in their 28 and 48 series calculators. RPL is a Forth-like language with Lisp characteristics such as robust support for lists and a bewildering quantity of delimiters, as well as strong typing and a number of data types. The Codswallop dialect is simplified in certain respects and improved in others; it retains the leisurely pace of execution of HP's implementation, particularly in its current form as written in Python.

Codswallop RPL is for amusement only. In this document, RPL refers specifically to this dialect and not HP's version, to which it may or may not apply.

### 1.1 Everything is an object

RPL is a collection of objects, first and foremost. They are not objects in the paradigm of having extendable, attached methods, but they are all capable of evaluating themselves, and they have some printable form. Stringing together objects is the fundamental way RPL programs are created.

Object Type	Example
Integer	#13
Float	13.37
String	"Hello, world."
Quoted symbol	'FOO'
Unquoted symbol	BAR
Comment	(This does nothing)
Built-in	+
Internal	<internal>
Tag	:foo: #13
Directory	[directory]
List	{ #13 13.37 { 'FOO' } }
Code	:: #2 #2 + DISP ;

### 1.1.1 Integers

Integers are represented as a number with a preceding pound sign. These can be freely mixed with floating-point numbers in math operations, and are typically used for counting and list indices. In a bare-metal implementation, their width would likely be equal to the word size of the machine; in the Python implementation, it's whatever Python integers are.

### 1.1.2 Floats

Floating-point numbers are the default for any number the parser encounters. Currently they will cause an error if they're used as a list index; it is possible a future implementation could try to coerce a float into an integer first.

### 1.1.3 Strings

Strings can contain anything other than a quotation mark, including newlines and whitespace and all manner of whatnottery. They cannot be properly represented if they contain a quotation mark, though enterprising individuals may certainly weasel such characters into a string to be used for display purposes. While not a composite object, some composite commands will work on strings, which can be used to slice and manipulate them.

### 1.1.4 Quoted symbol

A name within single quotes is a quoted symbol: it will happily sit on the stack and wait to be called upon. It's used to reference an object in named storage without immediately evaluating it. Quoted symbols can themselves be stored; however, circular references will cause an error:

```
:: 'x' 'x' STO ;
```

```
You have died of dysentery.
```

```
in object 2 of :: 'x' 'x' ST0 ;
```

The complaint leveled against you by ST0 is as follows:  
cDonalds Theorem does not apply to symbolic references

### 1.1.5 Unquoted symbol

An unquoted symbol is any symbol without quotes. When encountered in a program, it is recalled from the named store and evaluated immediately.

### 1.1.6 Preprocessed object

The parser catches any unquoted symbol beginning with a grave (`); it will attempt to recall such a symbol (sans grave), and return either that object or a grave-free unquoted symbol if the object doesn't exist. This is useful for including named constants in lists and code.

### 1.1.7 Comment

A comment follows the same rules as a string, but delimited by parentheses instead of quotation marks. However, when evaluating itself, a comment disappears; comments cannot readily be recalled to the stack. They are objects, and take up space in lists and code.

### 1.1.8 Built-in

A built-in object is a command which behaves like an unquoted symbol. When recalled, it returns an unquoted symbol representing itself. Built-ins may provide additional hints for their usage and arguments, and as regular objects in the named store, they can also be erased (at your peril.) They can dispatch differently according to the types of arguments expected.

### 1.1.9 Internal

Internals are the thinnest wrapper around a machine call (currently, a Python function call) which executes when evaluated. They are not readily accessible and are a good way to crash the interpreter.

### 1.1.10 Tag

Tags are special mutable pairs, containing a simple symbol name (without sub-directories) and an arbitrary object. Tags can be used as references for argument passing, and for other purposes.

### 1.1.11 Directory

Directories are a special type of linked list which are the basis for named storage. Each directory entry contains a tag and a link to the next directory entry, if any. Generally, these entries aren't used directly, but a complete directory can be retrieved.

### 1.1.12 Lists

Lists are the fundamental plural data type in RPL. They can be of any size, and contain any object, including other lists. They can be fully manipulated: individual elements can be retrieved or replaced, objects can be appended to it, and subsets of the list can be extracted. Lists return themselves when evaluated. List indices begin at zero.

### 1.1.13 Code

Code is heavily based upon the list. Like lists, they can be fully manipulated and can contain any type of object. Instead of returning themselves when evaluated, they evaluate each of their objects in turn from start to finish. While there is no explicit flow control, there are built-ins and library objects which provide this functionality.

## 1.2 Objects live in several places

### 1.2.1 The stack

When an object is evaluated, it typically returns a copy of itself to the data stack. The stack is a special list to which any object can be pushed, and from which all functions take their arguments. It is shared universally and can grow to any size. For example, evaluating `#2`, and then evaluating `#2` once more will cause the stack to contain both values:

```
{ #2 #2 }
```

With those two items on the stack, evaluating the built-in `+` will consume both items and return a result:

```
{ #4 }
```

The stack can be cleared, items duplicated, swapped around, stored, printed, and so on. It is the general scratch workspace for temporary storage of all manner of objects.

### 1.2.2 Named store

Any object which can be placed on the stack (that is, any object except the stack itself) can also be assigned a name, stored for later recall. This name may

start with anything except a number or a delimiter, and may contain anything except a delimiter. For example, to store the integer 5 into a variable named `x`, one places the integer object on the stack, and the quoted symbol `x`, and executes the command `STO`:

```
:: #5 'x' STO ;
```

Evaluating an object from the named store can be as simple as mentioning the object as an unquoted symbol.

### 1.2.3 Hierarchical named store

Each code object can also be assigned local variables. These names will cover any identical names further down the call stack, all the way to the global set of variables; they must be defined before the code is executed, and they disappear when evaluation of the code object is complete. More information on this behavior can be found in the section covering the `LOCAL` command.

### 1.2.4 Subdirectories

The basic building block of the named store is an object called a directory entry, a number of which form a linked list. Directory entries can also be created and stored by name, which can then have additional entries. These subdirectories can be stored to and recalled from with the familiar dot notation, for example:

```
:: MKDIR 'numbers' STO #5 'numbers.five' STO ;
```

will store an integer 5 to the name 'five', within a new subdirectory named 'numbers', where it can be recalled with 'numbers.five'. Additional things could be stored into the subdirectory similarly:

```
:: #6 'numbers.six' STO ;
```

### 1.2.5 The ether

Code blocks currently being executed exist only in the ether (that is, on the call stack.) They are in memory, but are inaccessible except for the most current context, and cannot be modified; they disappear entirely along with their local variables when evaluation is complete. However, code can be freely modified before it is evaluated; you can see the section Building Code for more details.

Objects referenced by accessible lists, code, or directory entries (even entries no longer in the named store) also persist for as long as necessary.

## 1.3 First steps.

### 1.3.1 Starting the Python-based interpreter

The interpreter will run in Python 3. You can type

```
$ python3 rpl.py
```

to start the interpreter, which will bring you to the prompt:

```
Codswallop RPL
::
```

From here, you may type in any valid RPL code which will fit on a single line. Newlines are not supported when typing directly into the interpreter, and the trailing semicolon is automatically appended. For example, when evaluating `2+2`:

```
$ python3 rpl.py
Codswallop RPL
:: #2 #2 +
Stack: { #4 }
::
```

You may exit at any time by typing Ctrl-C or your operating system's end of file character (typically Ctrl-D or Ctrl-Z.) Typing Ctrl-C while code is executing will start a traceback and return to the REPL, if one was running.

### 1.3.2 Common stack manipulation

It's very common to manipulate the stack in several ways. The most common are DUP and DROP; DUP will duplicate the first level of the stack, and DROP will remove the most recent item from it. You can also switch the two most recent items around with SWAP:

```
:: "Hello!" #2 DUP
Stack: { "Hello!" #2 #2 }
:: DROP
Stack: { "Hello!" #2 }
:: #3
Stack: { "Hello!" #2 #3 }
:: SWAP
Stack: { "Hello!" #3 #2 }
::
```

Finally, you can clear both the data and call stacks with CLR, which will leave the global named store untouched but will end any running program. This includes the code block CLR is in; anything after it will be gleefully ignored:

```
Stack: { "Hello!" #3 #2 }
:: CLR "Gentlemen!" #5 3.14
Stack: { }
::
```

### 1.3.3 Your first program

Of course your first program should be a friendly hello. You could type it and evaluate it immediately:

```
:: "Hello, world!" DISP
Hello, world!
Stack: { }
::
```

But of course, such savory appellations are best stored and enjoyed later, and again and again. So instead of typing a program to be evaluated, let us instead type code which will stay on the stack for a moment:

```
:: :: "Hello, world!" DISP ;
Stack: { :: "Hello, world!" DISP ; }
::
```

And then we can put it in our named store under a friendly name, and just call it as we please:

```
:: 'hi!' STO
Stack { }
:: hi!
Hello, world!
Stack { }
::
```

You may even store it to disk, so you may enjoy the greeting yet a second time.

```
:: 'hi!' "hullo.rpl" >DSK
Stack: { }
:: ^C
$ python3 rpl.py
Codswallop RPL
:: "hullo.rpl" DSK> hi!
Hello, world!
Stack: { }
::
```

### 1.3.4 A little more stack play

Sometimes you may wish to recall an object from the named store without evaluating it, for example to bring up a code object without it running. RCL can be used for this purpose:

```
:: 'hi!' RCL
Stack: { :: "Hello, world!" DISP ; }
::
```

Once you have a program on the stack, you can evaluate it explicitly using EVAL:

```
:: EVAL
Hello, world!
Stack: { }
::
```

This can be useful for many purposes, especially when code objects are stored in lists to be selected from and evaluated. EVAL will also recall and evaluate a quoted symbol, if it exists.

### 1.3.5 Dealing with errors

You will probably make a lot of mistakes. There are two main types of errors you are likely to encounter: the first is when entering text to be turned into objects. For example, if you mistyped your first program, you might end up with the following exchange:

```
:: "Hello, world!" DISP

Your plans to turn words into actions have fallen short.

In particular, the string case says:
End of string before end of string
Stack: { }
::
```

If the parser fails to make heads or tails of your input, it will unhelpfully discard it entirely, and it is currently not very good at telling you exactly where it's failed. On the other hand, the interpreter itself will provide a comprehensive traceback of exactly where an error occurred, and why:

```
:: :: x y + ; 'sum' STO
Stack: { }
:: #3 'x' STO sum DISP
```

You have died of dysentery.

```
in object 3 of :: #3 'x' STO  sum  DISP ;
in object 1 of :: x  y  + ;
```

```
The complaint leveled against you by the symbol resolver is as follows:
We seek y but we cannot always find y
Stack: { #3 }
::
```



### 1.3.6 Exploring the named store

Other than this document, one way to look around in the interpreter to see what your options are is to use `NAMES`, which will display a list of the global symbols currently on offer. After you've found a name you're interested in, you can quote it and see what it has to say for itself with `DOC`:

```
:: 'STO' DOC
Write an object into the named store, either to a
local variable if it exists, or to the main store.

STO is looking for 2 arguments. For example:
Stack 0
Line 2: Any
Line 1: Symbol
```

This will even work on the program we just wrote, albeit in a more limited capacity.

```
:: 'hi!' DOC
Fundamental data type 11 (Code)
```

## 1.4 Managing the flow

Because code is a list of objects evaluated in order, it's not instantly obvious how flow control might work. However, code is also an object, and can be stored on the stack, which broadens the possibilities significantly.

### 1.4.1 Function calls

### 1.4.2 If-then blocks

Consider this Python if-then statement about cakes:

```
lexcakes = 40
if lexcakes >= 40:
    print("That's terrible!")
    sadness = 1
```

Of course we can perform the assignment and the test for this statement easily in RPL:

```
:: #40 'lexcakes' STO
Stack: { }
:: lexcakes #40 >=
Stack: { #1 }
```

Now that we've performed the test, instead of executing our sadness code outright, we can leave it on the stack in the form of a complete code block.

```

:: :: "That's terrible!" DISP #1 'sadness' ST0 ;
Stack: { #1 :: "That's terrible!" DISP #1 'sadness' ST0 ; }

```

With these two items in place, we can use the command IFT, which will consume both our test value and the code object, and evaluate the latter if the statement is true:

```

:: IFT
That's terrible!
Stack: { }

```

As with many things in RPL, the object to evaluated does not have to be of any particular type. In addition, a useful variant of this command is IFTE, if-then-else, which takes three arguments instead of two, and evaluates the second or third based upon the test value:

```

:: "That's " lexcakes #40 >=
Stack: { "That's " #1 }
:: "terrible!" "not so bad I suppose..." IFTE
Stack: { "That's " "terrible!" }
:: + DISP
That's terrible!
Stack: { }

```

### 1.4.3 CASE and KCASE

If you have a cascade of if-then-else blocks, a better way might be to use CASE or KCASE. The standard library contains these two versions of a case construct, which iterate instead of nesting. They both take a list in the following format:

```

{ { if-case then-case }
  { if-case then-case }
  ... }

```

CASE is exactly equivalent to a series of if-then statements; KCASE is similar, but accepts a constant which is memorized and pushed to the stack before each if-case is evaluated; it can also be recalled from either block as `_k`. The first if-case to return a nonzero result has its then-case evaluated, and no additional cases are matched. These functions support tail calls from then-case blocks.

```

:: "That's " lexcakes
{ { :: 0 < ; "highly unlikely." }
  { :: 3 <= ; "a completely reasonable number." }
  { :: 39 < ; "a suspicious number of cakes." }
  { :: 40 >= ; "terrible!" } }
KCASE + DISP ;

```

#### 1.4.4 Looping

There is no atomic looping construct. The standard library does include an object called REP, which will evaluate a code object repeatedly until it returns zero. This can be used for any sort of “while” type loop. It can also be pressed into service as both an anonymous counter:

```
:: #1 :: DUP DISP #1 + DUP #3 <= ; REP
1
2
3
Stack: { #4 }
```

and a for-next style loop, using named storage:

```
:: #1 'x' STO
Stack: { }
:: :: x DISP x #1 + DUP 'x' STO #3 <= ; REP
1
2
3
Stack: { }
:: 'x' DISP
4
Stack: { }
```

#### 1.4.5 Slowing it down

Because each code object is evaluated in order, and because the state of the stack is relevant to successive operations, it can be extremely helpful to single step through a program for debugging purposes. Single stepping can be started with the command SST, which will cause the interpreter to prompt after every command is executed, without clearing the call stack. SST can also be called from within a program to assist in debugging a problem section. Pressing enter repeatedly will cause successive objects to be evaluated, showing the stack state and the object that’s been evaluated each time.

```
:: #9 'num' STO “You have played ” num “ times” SST + DISP
Single step mode is True
Single step evaluated: SST
Call stack depth: 2
Stack: { }
Resume, break, shell, or enter to step:
Single step evaluated: +
Call stack depth: 2
Stack: { “You have played ” “9 times” }
```

```

Resume, break, shell, or enter to step:
9 times
Single step evaluated: DISP
Call stack depth: 2
Stack: { "You have played " }
Resume, break, shell, or enter to step: r
Stack: { "You have played " }
::

```

An important feature of single stepping is being able to launch a shell at any point. This will evaluate REPL (if it exists), without clearing the call stack or local variables, so the whole machine state can be examined and modified. As soon as the REPL is dismissed (with `^D/^C` or `BAIL`) the program continues. The break option (`"b"` or `^C`) will stop execution with a traceback.

## 1.5 Working with lists

Lists are general-purpose containers into which any object or set of objects can be placed, and there are a few useful built-ins for dealing with them.

### 1.5.1 GET and PUT

You can retrieve a single item from a list, if it exists, or store a single item to a list (if the list is already an appropriate size) with `GET` and `PUT`:

```

:: { 1 2 3 "hello" } #3 GET
Stack: { "hello" }
:: { 1 2 3 4 }
Stack: { { 1.0 2.0 3.0 4.0 } }
:: "hello" #2 PUT
Stack: { { 1.0 2.0 "hello" 4.0 } }
::

```

### 1.5.2 SUBS, LEFT, and RIGHT

To retrieve a subset of a list, place the list on the stack with starting and ending integer subscripts to receive your prize:

```

:: { 1 2 3 4 5 6 }
Stack: { { 1.0 2.0 3.0 4.0 5.0 6.0 } }
:: #2 #3 SUBS
Stack: { { 3.0 4.0 } }
::

```

All three functions work with strings as well as lists:

```

:: "left" #2 LEFT "right" #3 RIGHT +
Stack: "leght"

```

### 1.5.3 Adding and multiplying lists

You can append to a list with `+`, which will add a single object to a list:

```
:: { "butcher" "baker" }  
Stack: { { "butcher" "baker" } }  
:: "candlestick maker" +  
Stack: { { "butcher" "baker" "candlestick maker" } }  
::
```

And you can also multiply a list's contents by an integer:

```
:: { #1 #2 #3 }  
Stack: { { #1 #2 #3 } }  
:: #3 *  
Stack: { { #1 #2 #3 #1 #2 #3 #1 #2 #3 } }  
::
```

## 1.6 Descending into the deep

Since code is a type of data, some unexpected and interesting things can be done to it. It's also worth exploring how calls and returns are made internally, to see how optimizations can be made.

### 1.6.1 The mysterious call stack

The call stack is not viewable from within RPL, but the interpreter depends upon it. Each line of the call stack contains three items:

1. The code object being evaluated
2. An index pointing to the next object to evaluate
3. The first local directory entry

Except when single-step mode is active, the interpreter continuously evaluates objects from the most recent context, discards that context when it reaches the end of the code, and returns to the `::` prompt when it has fully cleared the call stack. When a line is typed in at the `::` prompt, it's parsed into a code object and pushed onto the call stack for evaluation in the same manner.

### 1.6.2 Introspection

It's possible to retrieve the currently running code, but it cannot be modified. This is sometimes useful for passing oneself as an argument.

```
:: :: "Hello, world." DISP SELF ; EVAL  
Hello, world.  
Stack: { :: "Hello, world." DISP SELF ; }  
::
```

SELF EVAL can be used to recurse; if it occurs at the end of a code block, it is effectively a jump back to the first object.

### 1.6.3 Tail call optimization

If you think about a program called minus that calls itself to count down to zero:

```
:: DUP :: #1 - minus ; “Done!” IFTE ; 'minus' STO
```

It would seem that the call stack would quickly be buried, as each `:: #1 - minus ;` block and each copy of `minus` would be appended as it recursed. However, each time a new code object is evaluated, it isn't blindly appended: if the current context is already at its last object, the new code replaces the old code on the current line. This optimization doesn't scrutinize too hard, though, so

```
:: DUP :: #1 - minus ; “Done!” IFTE (Unoptimized!) ; 'minus' STO
```

will quickly fill up the call stack, even though the only object left to evaluate is a comment. It is not strictly a recursion optimization; any call at the end of a code object is effectively a jump, albeit one which retains the current storage context (see below).

### 1.6.4 Named storage contexts

We've only looked so far at the global named store, but in fact, every time a new program is called, the first directory entry for the named store is attached to it, with local variables coming first. Whenever an object is stored or recalled, the interpreter starts by looking in the local store, and continues down through any further local stores until it reaches the global store. Local names can cover global names, or even local names from further-away contexts. `STO` will store to the nearest context that already has the name, and if it doesn't exist, it goes into the global store. Recalls will fail with an error if nobody has what they're looking for.

To make a local context, the objects to be stored are first placed upon the stack. A code object follows, and finally a list of names. The `LOCAL` command then creates a new context (or in the case of an optimized tail call, appends to the current context), assigning the objects remaining on the stack to the list of names by popping them one at a time. For example, to create a local context with `a`, `b`, and `c` containing the numbers 1, 2, and 3:

```
:: #1 #2 #3 :: “It's easy as ” a + b + c + DISP ; { c b a } LOCAL  
It's easy as 123  
Stack: { }  
::
```

Local contexts are often useful for named argument passing. In addition to symbols, it's sometimes useful (for example, when local variables are to be used for counters or other purposes unrelated to arguments) to use tags instead of putting an object on the stack. Either method can be freely mixed in a local variable list:

```
:: #1 #3 :: "It's easy as " a + b + c + DISP; { c :b:#2 a } LOCAL
It's easy as 123
Stack: { }
::
```

### 1.6.5 Dropping out of a context

A provision is made through the BAIL command to leave a context early. BAIL not only returns from the current context, but optimizes for returns much like calls are optimized. Therefore a BAIL at the end of an IFT or IFTE code object will not only leave its own context, but the one it's been called from (or more, if the IFT/IFTE is at the end of its own code block.)

```
:: #1 'BAIL' IFT "Hello"
Stack: { }
:: #1 :: BAIL ; IFT "Hello"
Stack: { }
:: :: #1 :: BAIL ; IFT ; EVAL "Hello"
Stack: { }
:: #1 :: BAIL (Unoptimized) ; IFT "Hello"
Stack: { "Hello" }
```

Similarly, BEVAL can be used to bail from the current context or contexts and begin a new one; if used in the middle of a code block, it is effectively a jump, similar to a tail call.

### 1.6.6 Building new code programmatically

Code is a special type of list, but it is a list, and you can build up blocks of code within a program before evaluating them. For example, if you wanted to roll a die of  $x$  sides, you might use a program like the following:

```
:: RND x * 1 + >INT ; 'dieroll' STO
```

And if you wished to, for example, roll a die for even values of  $x$  from 6 to 10, you could produce a for-type loop:

```
:: #6 'x' STO
:: RND x * 1 + >INT
x #2 + DUP 'x' STO #12 < ;
REP ;
```

But what about two die rolls per loop? You could of course prepare an inner loop to count from 1 to 2, but you could also build your loop programatically (shown here as typed directly into the interpreter):

```

:: #6 'x' STO
Stack: { }
:: :: RND x * 1 + >INT ;
Stack: { :: RND x * 1 + >INT ; }
:: #2 *
Stack: { :: RND x * 1 + >INT RND x * 1 + >INT ; }
::

```

If you multiply code by an integer, it will produce a new program with an arbitrary number of copies of the original concatenated, just as with multiplying lists. While this is fine, it does not actually prepare our loop. But we can add the looping construct by using `+` to concatenate two programs:

```

:: :: x #2 + DUP 'x' STO #12 < ; +
Stack: { :: RND x * 1 + >INT RND x * 1 + >INT x #2 + DUP 'x' STO #12 < ; }

```

And in this case use `REP` to execute our synthesized code.

### 1.6.7 A study of types

Cods can have any number of object types, and there's no guarantee the type number returned by `TYPE` will be exactly the same from session to session, though type number won't change during a session. The `Types` directory contains information about which types are available. Each type's number is stored in `Types.[type]`. For example, `Types.Integer` might contain `#10`. There is also a list, `Types.n`, to do the reverse; in this example, `Types.n #10 GET` will return "Integer".

When building a builtin programmatically, it can be useful and much more legible to use the parser's ' shorthand to recall type numbers while they're being parsed. For example, an input of

```
{ :: "Ignoring an integer" DISP DROP ; 'Types.Integer }
```

will retrieve `Types.Integer` immediately during parsing and (for purposes of this example) yield

```
{ :: "Ignoring an integer" DISP DROP; #10 }
```

## Part II

# Function reference

`==`, `!=` Check two objects for equality or inequality. Equality is not restricted by type; congruent objects are matched, such as a symbol 'hello' and a



string “hello”. A directory entry will match any equivalent object to its name.  
 Conversely, code and lists are equal only if they are the exact same object:

2.	Any	$\Rightarrow$	1.	Integer	Boolean result
1.	Any				

<, <=, >, >= Compare two numbers:

2.	Number	$\Rightarrow$	1.	Integer	Boolean result
1.	Number				

+ Arithmetic addition:

2.	Integer	$\Rightarrow$	1.	Integer
1.	Integer			

or if one is a float:

$n$ .	Integer	$\Rightarrow$	1.	Float
$n$ .	Float			

Or concatenate an object with a string:

$n$ .	String	$\Rightarrow$	1.	String
$n$ .	Any			

Or add an item to a list:

2.	List	$\Rightarrow$	1.	List
1.	Any			

Or merge two blocks of code:

2.	Code	$\Rightarrow$	1.	Code
1.	Code			

- Arithmetic subtraction:

2.	Integer	$\Rightarrow$	1.	Integer
1.	Integer			

or if one is a float:

$n$ .	Integer	$\Rightarrow$	1.	Float
$n$ .	Float			

\* Arithmetic multiplication:

2.	Integer	$\Rightarrow$	1.	Integer
1.	Integer			

or if one is a float:

$n$ .	Integer	$\Rightarrow$	1.	Float
$n$ .	Float			

Or duplicate a string, list, or code:

2.	String, list, code	$\Rightarrow$	1.	String, list, code * $n$
1.	Integer			

**ACCUM** A fundamentally bad idea: add an integer to another integer without generating a new object. This causes quantum entanglement: anywhere that integer object is found receives the new value, this is likely to cause unexpected results. It's also not any faster than regular addition, and should be removed.

2.	Integer	Accumulator
1.	Integer	Addend

 $\Rightarrow$ 

1.	Integer	Accumulator
----	---------	-------------

**AND** Logical AND, returning #1 if both numbers are nonzero:

2.	Number
1.	Number

 $\Rightarrow$ 

1.	Integer
----	---------

**>ASC** Return the character of a valid Unicode number:

1.	Integer	Character number
----	---------	------------------

 $\Rightarrow$ 

1.	String
----	--------

**ASC>** Return the character number of the first character of a string:

1.	String
----	--------

 $\Rightarrow$ 

1.	Integer	Character number
----	---------	------------------

**BAIL** Return immediately from a code block, to the nearest code block whose execution is not yet complete.

**BEVAL** BAIL and then EVAL. Stack requirements and results are identical to EVAL.

**>BIN** Prepare a built-in object. The dispatch table is built as follows:

```
{ { :: code ; object-type (object-type...) }
  or
  { symbol object-type (object-type...) }
  ... }
```

where the code to execute is the first object of each sub-list, and the remaining values are the integer types for the arguments on the stack (or #0 if any type is acceptable.) When called, a built-in tests the stack arguments and dispatches to the first matching line of this table. Any objects after the argument types are ignored, and can be used for comments.

The name does not have to match the name the resulting object is stored into, nor does the object have to be stored to be evaluated; however, if an argument-checking error occurs, it will be attributed to the name given here, and it's the name shown when this object is displayed.

4.	List	Dispatch table
3.	Integer	Argument count
2.	String	Documentation
1.	Quoted symbol	Name

 $\Rightarrow$ 

1.	Built-in
----	----------

**BRKSST** By default, ^C will start a traceback. For debugging purposes, it can be useful to have it enter single step mode instead.

1.	Integer	#1	⇒ <i>single step on break</i>
1.	Integer	#0	⇒ <i>trace back on break</i>

**CASE** Effectively a nested IFTE, CASE evaluates test objects in order and then evaluates the first matching result object. It takes a list of the form:

```
{ { if-case then-case }
  { if-case then-case }
  ... }
```

1.	List	CASE block	⇒
----	------	------------	---

See also the slightly modified KCASE, which accepts and supplies a constant test value.

**CLR** Clear both the data and call stacks and return to the first REPL, if any.

**DED** Invoke the interpreter's error handler:

2.	String	Caller name	⇒ <i>error</i>
1.	String	Error message	

**DEDCONT** Control the behavior of the interpreter's error handler.

1.	Integer	#1	⇒ <i>continue execution on error</i>
1.	Integer	#0	⇒ <i>trace back on error</i>

All normal runtime errors, including ^C breaks, are suppressed if continuation is enabled. Errors can be checked with ISDED, and parse errors will still be printed. Reasonable persons will leave this setting in its default state.

**DEREF** Return the tag (reference) for the closest name:

1.	Symbol	Name	⇒	1.	Tag
----	--------	------	---	----	-----

>**DIR** Prepare a new, unlinked directory entry object. This directory entry can be further manipulated on the stack, or can be stored to create a new subdirectory:

2.	Any	Object to store	⇒	1.	Directory entry
1.	Symbol	Object name			

**DIR** Return a list of symbol names from a subdirectory. (see also: NAMES)

1.	Directory entry	⇒	1.	List	Names as unquoted symbols
----	-----------------	---	----	------	---------------------------

**DISP** Display the printable form of any object:

1.	Any	Object to display	⇒
----	-----	-------------------	---

**DISPN** Display the printable form of any object, but suppress a newline:

1.	Any	Object to display
----	-----	-------------------

 $\Rightarrow$ 

**DOC** Display information about a symbol, including type and type number, or in the case of a built-in, additional hints and information about valid stack frames:

1.	Symbol	Name
----	--------	------

 $\Rightarrow$ 

**DROP** Pop the first line from the stack and discard:

1.	Any	Source object
----	-----	---------------

 $\Rightarrow$ 

**>DSK** Recall a quoted symbol and record to disk, such that a subsequent **DSK>** will store the object back to that name:

2.	Symbol	Object name
1.	String	Destination filename

 $\Rightarrow$ 

Or record any other object type to disk:

2.	Any	Source object
1.	String	Destination filename

 $\Rightarrow$ 

Only the printable form of an object is recorded, so direct memory references such as directory entries and built-ins will revert to symbols.

**DSK>** Read a file from disk and pass it to the parser. This is equivalent to typing directly into the REPL, except that line breaks are allowed and any amount of data up to the interpreter's limit (currently 256KiB) can be read.

1.	String	Source filename
----	--------	-----------------

 $\Rightarrow$ 

**DUP** Duplicate the first line of the stack:

1.	Any	Source object
----	-----	---------------

 $\Rightarrow$ 

2.	Any	Source object
1.	Any	Source object

**EPOCH** Return current UNIX time (seconds since January 1, 1970, 00:00 UTC):

 $\Rightarrow$ 

1.	Integer	Current epoch time
----	---------	--------------------

**EVAL** Evaluate an object:

1.	Code, built-in	Source object
----	----------------	---------------

 $\Rightarrow$  execute code

1.	Symbol	Source object
----	--------	---------------

 $\Rightarrow$  recall symbol and evaluate

1.	Comment	Source object
----	---------	---------------

 $\Rightarrow$ 

1.	Any other	Source object
----	-----------	---------------

 $\Rightarrow$ 

1.	Any	Source object
----	-----	---------------

**EXISTS** Determine whether a symbol exists in the named store:

1.	Symbol	Name
----	--------	------

 $\Rightarrow$ 

1.	Integer	Boolean result
----	---------	----------------

>**FLOAT** Convert an object to a float:

1.	Integer, float, string	⇒	1.	Float
----	------------------------	---	----	-------

>**FUNC** Convert a string or quoted symbol into an unquoted symbol:

1.	String, symbol, function	⇒	1.	Unquoted symbol
----	--------------------------	---	----	-----------------

**GET** Fetch an object from code or a list:

2.	List, code	Source object	⇒	1.	Any	Fetches object
1.	Integer	Index (from zero)				

Or fetch a single character from a string:

2.	String	Source object	⇒	1.	String	Fetches character
1.	Integer	Index (from zero)				

**HAS** Check to see if a list contains something like an item, using the same rules as ==:

2.	List		⇒	1.	Integer	Boolean result
1.	Any	Item to check				

**IFT** Conditionally evaluate an object. If line 2 is true (typically if it's a nonzero number), evaluate line 1, otherwise can it.

2.	Any	Condition	⇒			
1.	Any	Object to evaluate if true				

**IFTE** Conditionally evaluate an object. If line 3 is true (typically if it's a nonzero number), evaluate line 2, otherwise evaluate line 1.

3.	Any	Condition	⇒			
2.	Any	Object to evaluate if true				
1.	Any	Object to evaluate if false				

**INT** Convert an object to an integer:

1.	Number, string	⇒	1.	Integer
----	----------------	---	----	---------

**IP** Return the integer portion of a number:

1.	Number	⇒	1.	Float
----	--------	---	----	-------

**ISDED** Return information about the interpreter's error state. This is only meaningful in concert with DEDCONT and UNDED. If an untrapped error has occurred, the complainant is recorded and the error state is true:

2.	String	Source of most recent error	⇒			
1.	Integer	Boolean error state (#1)				

If no error has occurred, no string is returned:

1.	Integer	Boolean error state (#0)	⇒			
----	---------	--------------------------	---	--	--	--

**KCASE** Constant CASE. For each test case, a constant is supplied; it's also available within the test case as the local variable `_k`:

2.	Any	Constant object
1.	List	CASE block (see CASE)

 $\Rightarrow$ 

**LEN** Return the length of an object:

1.	String, list, code	Source object
----	--------------------	---------------

 $\Rightarrow$ 

1.	Integer	Length
----	---------	--------

**LEFT** Return entries from the beginning of a string or composite object (see also **RIGHT**, **SUBS**):

2.	String, list, code	Source object
1.	Integer	Number of entries

 $\Rightarrow$ 

1.	String, list, code	Subset
----	--------------------	--------

**LOCAL** Execute code with local variables:

<i>n</i> .	Any	Local variable <i>n</i>
3.	Any	Local variable 1
2.	Code	Local environment
1.	List	Local variable names

 $\Rightarrow$  execute line 2

Each name is stored in order, so the list takes the form:

{ variable-1 ... variable-*n* }

Be aware: tail call optimization can cause local variables to unexpectedly linger, depending upon where **LOCAL** is called in relation to the end of a code block.

>**LST** Create a list from items on the stack:

<i>n</i> .	Any	First object
2.	Any	Last object
1.	Integer	Number of entries

 $\Rightarrow$ 

1.	List
----	------

**MKDIR** Create a new, empty directory:

1.	Directory
----	-----------

**NAMES** Return a list of currently stored symbol names, including local variables:

1.	List	Available names as unquoted symbols
----	------	-------------------------------------

**NEG** Negate a number:

1.	Integer, float
----	----------------

 $\Rightarrow$ 

1.	0 - integer, float
----	--------------------

**NOT** Logical NOT, returning #1 if number is zero and #0 if it's nonzero:

1.	Number
----	--------

 $\Rightarrow$ 

1.	Integer
----	---------

**>OBJ** Pass a string to the parser:

1.	String	Source text	$\Rightarrow$	<i>n.</i>	Any	First parsed object
				1.	Any	Last parsed object

**OBJ>** Break apart a composite object and return its contents to the stack:

1.	Code, list	$\Rightarrow$	<i>n.</i>	Any	First object
			2.	Any	Last object
			1.	Integer	Object count

Or return the innards of a tag:

1.	Tag	$\Rightarrow$	2.	Any	Stored object
			1.	Symbol	Tag name

**OR** Logical OR, returning #1 if either number is nonzero:

2.	Number	$\Rightarrow$	1.	Integer
1.	Number			

**POP** Pop the last object off a list:

1.	List, code	$\Rightarrow$	2.	List minus popped object
			1.	Object

**PROMPT** Read a line from the console:

1.	String	Prompt string	$\Rightarrow$	1.	String	User-entered text
----	--------	---------------	---------------	----	--------	-------------------

**PUT** Store an object to code or a list:

2.	List, code	Destination	$\Rightarrow$	1.	List, code
2.	Any	Object			
1.	Integer	Index (from zero)			

**RCL** Recall an object to the stack from the named store:

1.	Symbol	Object name	$\Rightarrow$	1.	Any	Object
----	--------	-------------	---------------	----	-----	--------

Or recall an object from a directory entry:

1.	Directory entry	$\Rightarrow$	1.	Any	Object
----	-----------------	---------------	----	-----	--------

**REP** Repeatedly evaluate code until it returns zero:

1.	Code	$\Rightarrow$
----	------	---------------

**RIGHT** Return entries from the end of a string or composite object (see also LEFT, SUBS):

2.	String, list, code	Source object	$\Rightarrow$	1.	String, list, code	Subset
1.	Integer	Number of entries				

**RM** Remove a symbol from the named store:

1.	Symbol	Object name	$\Rightarrow$
----	--------	-------------	---------------

**RND** Return a random number between 0 and 1:

⇒ 

1.	Float	Random number
----	-------	---------------

**SELF** Return the currently-running code object:

⇒ 

1.	Code	Current code
----	------	--------------

**SST** Begin single stepping debug mode.

**SSTOFF** End single stepping debug mode.

**STACK** Return the entire contents of the stack:

⇒ 

1.	List	Stack contents
----	------	----------------

**STATIC** Recursively rummage through list or code and scrutinize all unquoted symbols found therein. If a symbol currently resolves to a built-in, it is replaced with a direct reference, which prevents local names from pre-empting it but greatly speeds execution. Any symbols in the exclusion list remain untouched:

2.	List, code	Source object
1.	List	Symbol exclusion list

 ⇒ 

1.	List, code
----	------------

**STO** Store an object into the named store:

2.	Any	Object
1.	Quoted symbol	Name

 ⇒

Or store an object into a directory entry:

2.	Any	Object
1.	Directory entry	

 ⇒

**>STR** Return the string representation of an object. This is the corollary to **>OBJ**, and like **>DSK**, is limited in that things like directory entries and built-ins revert to symbols when parsed again:

1.	Any	Object
----	-----	--------

 ⇒ 

1.	String	Printable representation
----	--------	--------------------------

**SUBS** Return a subset of a string or composite object (see also **RIGHT**, **LEFT**):

3.	String, list, code	Source object
2.	Integer	Lower subscript
1.	Integer	Higher subscript

 ⇒ 

1.	String, list, code	Subset
----	--------------------	--------

**SWAP** Exchange two lines of the stack:

2.	Any	Source object 2
1.	Any	Source object 1

 ⇒ 

2.	Any	Source object 1
1.	Any	Source object 2



>**SYM** Convert a string or unquoted symbol into a quoted symbol:

1.	String, symbol, function
----	--------------------------

 $\Rightarrow$ 

1.	Symbol
----	--------

>**TAG** Create a new tag from an object any a symbol. The symbol cannot contain a period:

Or return the innards of a tag:

2.	Any	Soure object
1.	Symbol	Tag name

 $\Rightarrow$ 

1.	Tag
----	-----

**TRACE** Set the number of running code blocks to leave on the call stack in case of an error. Normally this is set to 1 in an interactive session, so the furthest a traceback can unwind is to return to the REPL. If a program is loaded from the commandline, it's normally set to 0 to trace back all the way and exit.

1.	Integer	Traceback stopping point
----	---------	--------------------------

 $\Rightarrow$ 

**TYPE** Return the type number of an object:

1.	Any	Object
----	-----	--------

 $\Rightarrow$ 

1.	Integer	Type number
----	---------	-------------

**UNDED** Clear the interpreter's error state. This is only meaningful in concert with DEDCONT.

**VAL** Return the number represented by a string, and zero if the string can't be parsed:

1.	String
----	--------

 $\Rightarrow$ 

1.	Float	Parsed value
----	-------	--------------