List Constructors

These are three very common list constructors in the **Variables** menu. Each returns a new list and doesn't modify the input arguments. This is meant to supplement the "List Constructors" CS Illustrated handout.

ADJOIN

- Available via ToolSprite sprite or tools.ypr project, and akes exactly two arguments
- In BYOB it is shown as "adjoin ITEM to LIST", i.e., adjoin to E

paper, and in BYOB is shown visually in the last slot on the bottom.

- Reports a new list, the result of attaching the **ITEM** to the front of **LIST**, which is shown on the left if we're writing BYOB code on paper (as below), and in BYOB visually as the new first element in the top (1) slot.
- There is a similar block "adjoin to LIST this item NEW on the right", i.e.,

 adjoin to E this item on the right that attaches NEW to the end (right) of LIST if we're writing BYOB code on

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adjoin(x,	,	z)	==>	ERROR,	2nd	argument	to	adjoin h	nas t	o be	a list
adjoin(()	,	z)	==>	ERROR,	2nd	argument	to	adjoin h	nas t	o be	a list
a djoin((r g b)	,	z)	==>	ERROR,	2nd	argument	to	adjoin h	nas t	o be	a list
adjoin(×	,	())	==>	(x)							
adjoin(()	,	())	==>	(())	;; a	list w/1	e1e	ement in	it,	an er	mpty list
adjoin((r g b)	,	())	==>	((r g	b))	;; a lis	t o	f the $3-\epsilon$	eleme	nt li	ist (r g b)
adjoin(x	, ((c m y k))	==>	(x c m	y k	1					
adjoin(()	, ((cmyk))	==>	(() c	my 1	۲)					
adjoin((r g b)	, ((cmyk))	==>	((r g	b) c	m y k) ;	; as	s in CS 1	Illus	trate	ed handout

APPEND

- * Available via ToolSprite sprite or tools.ypr project, and takes any number of arguments (even 0)
- * In BYOB it looks like append or append or append append
- * Reports the result of merging all input lists into a single list. If the inner lists have lists, it doesn't merge those.

```
LIST1
                   LIST2
                            ) ==> ERROR, all arguments to append must be lists
append(
           х
                      Z
append (
           ()
                      Z
                            ) ==> ERROR, all arguments to append must be lists
                            ) ==> ERROR, all arguments to append must be lists
append( (r g b) ,
                      Z
append (
                      ()
                            ) ==> ERROR, all arguments to append must be lists
           x
append (
           ()
                      ()
                            ) ==> ()
append( (r g b) ,
                      ()
                            ) ==> (r q b)
                , (c m y k) ) ==> ERROR, all arguments to append must be lists
append (
           х
                , (c m y k) ) ==> (c m y k)
           ()
append( (r g b) , (c m y k) ) ==> (r g b c m y k) ;; as in CS Illustrated handout
```

LIST

- Built-in to BYOB, and takes any number of arguments (even 0)
- Reports the result of wrapping all the input elements in a list, in the same order they came in.

```
ELEMENT1 ELEMENT2
list(
                          ) ==> (x z)
                    Z
list(
         ()
                          ) ==> (() z)
                    Z
list( (r g b) ,
                          ) ==> ((r g b) z)
                    Z
list(
                    ()
                          ) ==> (x ())
list(
         ()
                    ()
                          ) ==> (() ())
list((r g b),
                    ()
                          ) ==> ((r g b) ())
list(
             , (c m y k) ) ==> (x (c m y k))
             , (c m y k) ) ==> (() (c m y k)
list( (r g b) , (c m y k) ) ==> ((r g b) (c m y k)) ;; as in CS Illustrated handout
```