



Rascal Cheat Sheet

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Module

```
module Example
import N;
data Day = mon() | tue();
public int twice(int n) {
    return 2 * n;
}
private str S = "rascal";
alias Money = int;
```

Declarations

<code>import N</code>	Import module <i>N</i>
<code>data N = P ...</code>	Data type <i>N</i>
<code>T N(T V, ...) S</code> <code>T N(T V, ...) S</code> <code>throws N, N</code>	Function <i>N</i>
<code>T V = E</code>	Variable <i>V</i>
<code>alias N = T</code>	Alias <i>N</i>
<code>anno T T @ N</code>	Annotation <i>N</i>
<code>rule N P => P</code> <code>rule N P : S</code>	Rewrite rule <i>N</i>

Control Statements

```
if(E) S
if(E) S else S
while(E) S
do S while(E)
for(E,E,...) S
switch(E) {
case P => P
case P : S
...
default: S
}
try S
catch P => P
catch P : S
finally: S
throw E
fail
return, return E
solve(V, V, ...) S
```

Other statements

```
{ S; S; ... }
assert E
assert E : E
test E
test E : E
append E
insert E
```

Types and Values

<code>bool</code>	<code>true, false</code>
<code>int, real, num</code>	<code>0, -1, 1234, 2.3E-14</code>
<code>str</code>	<code>"rascal"</code>
<code>loc</code>	<code> file:///etc/passwd </code>
<code>datetime</code>	<code>\$2010-07-15</code>
<code>tuple[T, ...]</code> <code>tuple[T V, ...]</code>	<code><"monday", 1></code>
<code>list[T]</code>	<code>[1,2,3,2,1]</code>
<code>set[T]</code>	<code>{1,2,3}</code>
<code>map[T,T]</code>	<code>("mo":1, "tue": 2)</code>
<code>rel[T, ...]</code> <code>rel[T V, ...]</code>	<code>{<2001,5>, <2002, 6>}</code>
<code>node</code>	<code>f(), g("abc", [2,3,4])</code>
<code>void, value</code>	

Assignment

<code>V = E</code>	Variable
<code>A[E] = E</code>	Subscript
<code>A.N = E</code>	Field
<code><A,A,...> = E</code>	Tuple
<code>A ? E = E</code>	Isdefined
<code>A @ N = E</code>	Annotation
<code>N(A,A,...) = E</code>	Constructor
<code>+=, -=, *=, /= &=, ?=</code>	<code>A = A op E</code>

Expressions

<code>E . N</code>	Field selection: <code>x.a</code>
<code>E [N = E]</code>	Field assignment: <code>x[a=3]</code>
<code>E < N, ... ></code>	Field projection <code>x<a></code>
<code>E[E, ...]</code>	Subscription: <code>L["a"]</code>
<code>E @ N</code>	Annotation
<code>E[@N = E]</code>	Annotation replacement
<code>N(E,...)</code>	Function call: <code>f(3, "a")</code>
<code>E ? E : E</code>	Conditional expression: <code>(x > 3) ? 30 : 40</code>
<code>[E .. E]</code> <code>[E, E, .. E]</code>	Range: <code>[1 .. 10]</code> <code>[1, 2 .. 10]</code>
<code>P <- E</code>	Enumerator: <code>n <- [1..10]</code>
<code>[E, ... E, ...]</code>	List comprehension: <code>[n * n int n <- [1 .. 10]]</code>
<code>{E, ... E, ...}</code>	Set comprehension <code>{ n int n <- [1 .. 10], n%3 == 0 }</code>
<code>(E : E E, ...)</code>	Map comprehension <code>(k : size(k) k <- ["a", "bcd"])</code>
<code>visit(E) {</code> <code>case P => P</code> <code>case P : S</code> <code>...</code> <code>}</code>	Visit (traversal: <code>visit(T){</code> <code>case int n => n+1;</code> <code>}</code>
<code>one(E,...)</code>	One <i>E</i> is true
<code>all(E,...)</code>	All <i>E</i> s are true
<code>if, while, do, for</code>	

Operators

<code>E + E</code>	Addition, union, concatenation
<code>E - E</code>	Subtraction, difference
<code>E * E</code>	Multiplication, product
<code>E / E</code>	Division
<code>E % E</code>	Modulo
<code>E & E</code>	Intersection
<code>E join E</code>	Join
<code>E o E</code>	Compose
<code>E && E</code>	And
<code>E E</code>	Or
<code>E == E, E != E</code>	Equal, Not equal
<code>E < E, E <= E, E > E, E >= E</code>	Comparison
<code>E ==> E</code> <code>E <==> E</code>	Implies Equivalence
<code>E in E</code> <code>E notin E</code>	Element of Not element of
<code>P := E</code> <code>P !:= E</code>	Match No match
<code>- E</code> <code>! E</code>	Arith. Negation, Logical Not
<code>E +, E *</code>	(Reflexive) transitive closure
<code>E ?</code>	Is defined

Abstract Patterns	
$T\ V$	Variable declaration
V^*	Multi-variable (list or set) declaration
V	Variable use
$[P, P, \dots]$	List
$\{P, P, \dots\}$	Set
$\langle P, P, \dots \rangle$	Tuple
$N(P, P, \dots)$	Node
$/ P$	Descendant
$V : P$	Labeled
$T\ V : P$	Typed, Labelled
$[T] P$	Type constraint

Concrete Patterns	
$\texttt{' L L ...'}$	Quoted
$T \texttt{' L L ...'}$	Typed & Quoted
$L L \dots$	Unquoted
$\langle T\ V \rangle$	Typed variable

Regular Expression Patterns	
$/ \dots /$	Regular Expression
$\langle V : R \rangle$	Named RegExp
$L L \dots$	Unquoted
$\langle T\ V \rangle$	Typed variable

Standard Library	
ATermIO	Read/write values as ATerms
Benchmark	Benchmarking tools
Boolean	Boolean functions
Exception	Exceptions a program can catch
Graph	Graph manipulation
Integer	Integer functions
IO	Input/output
Java	Java fact model
JDT	Java fact extraction functions
LabeledGraph	Labeled graph manipulation
List	List functions
Location	Location functions
Map	Map functions
Node	Node functions

Standard Library	
Number	Functions on integers and reals
PriorityQueue	Functions on priority queues
Relation	Functions on relations
Resources	Retrieve Eclipse resources
RSF	Read RSF files
Scripting	Evaluate Rascal expressions
Set	Functions on sets
String	Functions on strings
Tree	Functions on parse trees
Tuples	Functions on tuples
ValueIO	Read/write values as text/binary
vis::Chart	Chart drawing
vis::Figure	Core figure functions
vis::Render	Rendering of figure

Legend	
E	Expression
S	Statement
V	Variable
T	Type
A	Assignable
P	Pattern
N	Name
R	Regular Expression
L	Lexical token