

# Namespace chia.dotnet.clvm

## Classes

### [CompileOptions](#)

Represents the options for compiling a CLVM program.

### [Cons](#)

Represents a cons cell in a program.

### [OperatorsType](#)

Represents a collection of operators used in the CLVM language.

### [ParseError](#)

### [Position](#)

Represents a position in a source code file, specified by line and column numbers.

### [Program](#)

Represents a CLVM program.

### [ProgramOutput](#)

Represents the output of a CLVM program execution.

### [RunOptions](#)

Represents the options for running a CLVM program.

## Delegates

### [Operator](#)

Represents a delegate for an operator function.

# Class CompileOptions

Namespace: [chia.dotnet.clvm](#)

Assembly: chia-dotnet-clvm.dll

Represents the options for compiling a CLVM program.

```
public record CompileOptions : RunOptions, IEquatable<RunOptions>,
    IEquatable<CompileOptions>
```








## Inheritance

[object](#)  ← [RunOptions](#) ← CompileOptions

## Implements

[IEquatable](#)  <[RunOptions](#)>, [IEquatable](#)  <[CompileOptions](#)>

## Inherited Members

[RunOptions.MaxCost](#), [RunOptions.Operators](#), [RunOptions.Strict](#), [object.Equals\(object\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,  
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#) 

# Properties

## IncludeFilePaths

Gets or sets the include file paths used during compilation.

```
public IDictionary<string, IDictionary<string, string>> IncludeFilePaths { get; init; }
```

## Property Value

[IDictionary](#)  <[string](#) , [IDictionary](#)  <[string](#) , [string](#)  >>

Represents the options for compiling a CLVM program.

# Class Cons

Namespace: [chia.dotnet.clvm](#)

Assembly: chia-dotnet-clvm.dll

Represents a cons cell in a program.

```
public class Cons : Tuple<Program, Program>, IStructuralComparable, IStructuralEquatable,
    IComparable, ITuple
```

## Inheritance

[object](#) ← [Tuple](#) <[Program](#), [Program](#)> ← Cons

## Implements

[IStructuralComparable](#), [IStructuralEquatable](#), [IComparable](#), [ITuple](#)

## Inherited Members

[Tuple<Program, Program>.Equals\(object\)](#), [Tuple<Program, Program>.GetHashCode\(\)](#),  
[Tuple<Program, Program>.ToString\(\)](#), [Tuple<Program, Program>.Item1](#),  
[Tuple<Program, Program>.Item2](#), [object.Equals\(object\)](#), [object.Equals\(object, object\)](#),  
[object.GetHashCode\(\)](#), [object.GetType\(\)](#), [object.MemberwiseClone\(\)](#),  
[object.ReferenceEquals\(object, object\)](#), [object.ToString\(\)](#)

## Remarks

<https://en.wikipedia.org/wiki/Cons/>

## Constructors

### Cons(Program, Program)

Represents a cons cell in a program.

```
public Cons(Program item1, Program item2)
```

## Parameters

**item1** [Program](#)

Represents a cons cell in a program.

item2 [Program](#)

Represents a cons cell in a program.

Remarks

<https://en.wikipedia.org/wiki/Cons/> 

# Delegate Operator

Namespace: [chia.dotnet.clvm](#)

Assembly: chia-dotnet-clvm.dll

Represents a delegate for an operator function.

```
public delegate ProgramOutput Operator(Program args)
```

## Parameters

**args** [Program](#)

The arguments passed to the operator.

## Returns

[ProgramOutput](#)

The output of the operator.

# Class OperatorsType

Namespace: [chia.dotnet.clvm](#)

Assembly: chia-dotnet-clvm.dll

Represents a collection of operators used in the CLVM language.

```
public record OperatorsType : IEquatable<OperatorsType>
```








## Inheritance

[object](#)  ← OperatorsType

## Implements

[IEquatable](#)  <[OperatorsType](#)>

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,  
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#) 

## Constructors

### OperatorsType()

Initializes a new instance of the [OperatorsType](#) class.

```
public OperatorsType()
```

## Properties

### Apply

Gets or sets the apply operator symbol.

```
public string Apply { get; init; }
```

### Property Value

[string](#)

Represents a collection of operators used in the CLVM language.

## Operators

Gets or sets the dictionary of operators.

```
public IDictionary<string, Operator> Operators { get; init; }
```

### Property Value

[IDictionary](#) <[string](#), [Operator](#)>

Represents a collection of operators used in the CLVM language.

## Quote

Gets or sets the quote operator symbol.

```
public string Quote { get; init; }
```

### Property Value

[string](#)

Represents a collection of operators used in the CLVM language.

## Unknown

Gets or sets the unknown operator function.

```
public Func<Program, Program, ProgramOutput> Unknown { get; set; }
```

### Property Value

[Func](#) <[Program](#), [Program](#), [ProgramOutput](#)>

Represents a collection of operators used in the CLVM language.



# Class ParseError

Namespace: [chia.dotnet.clvm](#)

Assembly: chia-dotnet-clvm.dll

```
public class ParseError : Exception, ISerializable
```

## Inheritance

[object](#) ← [Exception](#) ← ParseError

## Implements

[ISerializable](#)

## Inherited Members

[Exception.GetBaseException\(\)](#), [Exception.GetType\(\)](#), [Exception.ToString\(\)](#), [Exception.Data](#), [Exception.HelpLink](#), [Exception.HResult](#), [Exception.InnerException](#), [Exception.Message](#), [Exception.Source](#), [Exception.StackTrace](#), [Exception.TargetSite](#), [Exception.SerializeObjectState](#), [object.Equals\(object\)](#), [object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#), [object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#)

# Constructors

## ParseError()

```
public ParseError()
```

## ParseError(string)

```
public ParseError(string message)
```

## Parameters

message [string](#)

# ParseError(string, Exception)

```
public ParseError(string message, Exception inner)
```

## Parameters

message [string](#) 

inner [Exception](#) 

# Class Position

Namespace: [chia.dotnet.clvm](#)

Assembly: chia-dotnet-clvm.dll







Represents a position in a source code file, specified by line and column numbers.

```
public class Position
```

## Inheritance

[object](#)  ← Position

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,  
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) 

# Constructors

## Position(string, int)

Initializes a new instance of the [Position](#) class with the specified source code and index.

```
public Position(string source, int index)
```

## Parameters

source [string](#) 

The source code.

index [int](#) 

The index of the position in the source code.

# Properties

## Column

Gets the column number of the position.

```
public int Column { get; init; }
```

## Property Value

[int](#)

Represents a position in a source code file, specified by line and column numbers.

## Line

Gets the line number of the position.

```
public int Line { get; init; }
```

## Property Value

[int](#)

Represents a position in a source code file, specified by line and column numbers.

## Methods

### ToString()

Returns a string that represents the current position in the format "line:column".

```
public override string ToString()
```

## Returns

[string](#)

A string representation of the position.

# Class Program

Namespace: [chia.dotnet.clvm](#)

Assembly: chia-dotnet-clvm.dll







Represents a CLVM program.

```
public class Program
```

## Inheritance

[object](#)  ← Program

## Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  , [object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#) 

# Constructors

## Program(byte[])

Initializes a new instance of the Program class with a byte array value.

```
public Program(byte[] value)
```

## Parameters

value [byte](#)  []

The byte array value to initialize with.

## Program(Cons)

Initializes a new instance of the Program class with a Cons value.

```
public Program(Cons value)
```

## Parameters

value [Cons](#)

The Cons value to initialize with.

## Fields

### False

Represents the False program.

```
public static readonly Program False
```

### Field Value

[Program](#)

Represents a CLVM program.

### Nil

Represents the Nil program.

```
public static readonly Program Nil
```

### Field Value

[Program](#)

Represents a CLVM program.

### True

Represents the True program.

```
public static readonly Program True
```

## Field Value

### [Program](#)

Represents a CLVM program.

## Properties

### Atom

Gets the atom value of the Program.

```
public byte[] Atom { get; }
```

### Property Value

[byte](#)<sup>↗</sup>[]

Represents a CLVM program.

### Exceptions

[InvalidOperationException](#)<sup>↗</sup>

Thrown when the Program is not an atom.

## Cons

Gets the Cons value of the Program.

```
public Cons Cons { get; }
```

### Property Value

[Cons](#)

Represents a CLVM program.

### Exceptions

[InvalidOperationException](#)↗

Thrown when the Program is not a Cons.

## First

Gets the first Program in the Cons.

```
public Program First { get; }
```

## Property Value

[Program](#)

Represents a CLVM program.

## IsAtom

Gets a value indicating whether the Program is an atom.

```
public bool IsAtom { get; }
```

## Property Value

[bool](#)↗

Represents a CLVM program.

## IsCons

Gets a value indicating whether the Program is a Cons.

```
public bool IsCons { get; }
```

## Property Value

[bool](#)↗



Represents a CLVM program.

## IsNull

Gets a value indicating whether the Program is null.

```
public bool IsNull { get; }
```

## Property Value

[bool](#)

Represents a CLVM program.

## Position

Gets or privately sets the position of the Program.

```
public Position? Position { get; }
```

## Property Value

[Position](#)

Represents a CLVM program.

## PositionSuffix

Gets the position suffix of the Program.

```
public string PositionSuffix { get; }
```

## Property Value

[string](#)

Represents a CLVM program.

# Rest

Gets the rest of the Programs in the Cons.

```
public Program Rest { get; }
```

## Property Value

[Program](#)

Represents a CLVM program.

# Value

Gets the value of the Program.

```
public object Value { get; }
```

## Property Value

[object](#)

Represents a CLVM program.

# Methods

## At(Position)

Sets the position of the Program and returns the Program.

```
public Program At(Position position)
```

## Parameters

**position** [Position](#)

The position to set.

Returns

[Program](#)

The Program with the set position.

## Compile(CompileOptions?)

Compiles the Program with the given options.

```
public ProgramOutput Compile(CompileOptions? options = null)
```

Parameters

**options** [CompileOptions](#)

The options to use when compiling the Program. If null, default options are used.

Returns

[ProgramOutput](#)

A ProgramOutput representing the result of the compilation.

## Curry(IEnumerable<Program>)

Curries the Program with a list of arguments.

```
public Program Curry(IEnumerable<Program> args)
```

Parameters

**args** [IEnumerable](#) [Program](#)

The list of arguments to curry the Program with.

Returns

[Program](#)

A new Program that is the result of currying the original Program with the arguments.

## Define(Program)

Defines a new Program within the current Program.

```
public Program Define(Program program)
```

### Parameters

**program** [Program](#)

The Program to define within the current Program.

### Returns

[Program](#)

A new Program with the defined Program inserted.

## DefineAll(IEnumerable<Program>)

Defines multiple Programs within the current Program.

```
public Program DefineAll(IEnumerable<Program> programs)
```

### Parameters

**programs** [IEnumerable](#) <[Program](#)>

The Programs to define within the current Program.

### Returns

[Program](#)

A new Program with all the defined Programs inserted.

# Deserialize(byte[])

Deserializes a byte array into a Program.

```
public static Program Deserialize(byte[] bytes)
```

## Parameters

bytes [byte](#)[]

The byte array to deserialize.

## Returns

[Program](#)

A new Program deserialized from the byte array.

## Exceptions

[ParseError](#)

Thrown when the byte array is unexpectedly empty.

# DeserializeHex(string)

Deserializes a hexadecimal string into a Program.

```
public static Program DeserializeHex(string hex)
```

## Parameters

hex [string](#)

The hexadecimal string to deserialize.

## Returns

[Program](#)

A new Program deserialized from the hexadecimal string.

## Equals(Program)

Determines whether the specified Program is equal to the current Program.

```
public bool Equals(Program value)
```

### Parameters

value [Program](#)

The Program to compare with the current Program.

### Returns

[bool](#)

true if the specified Program is equal to the current Program; otherwise, false.

## FromBigInt(BigInteger)

Creates a new Program from a BigInteger.

```
public static Program FromBigInt(BigInteger value)
```

### Parameters

value [BigInteger](#)

The BigInteger to convert.

### Returns

[Program](#)

A new Program.

## FromBool(bool)

Creates a new Program from a boolean value.

```
public static Program FromBool(bool value)
```

## Parameters

value [bool](#)

The boolean value to convert.

## Returns

[Program](#)

A new Program.

## FromBytes(byte[])

Creates a program from a byte array.

```
public static Program FromBytes(byte[] value)
```

## Parameters

value [byte](#)[]

The byte array.

## Returns

[Program](#)

The created program.

## FromCons(Program, Program)

Creates a program from two cons cells.

```
public static Program FromCons(Program program1, Program program2)
```

## Parameters

`program1` [Program](#)

The first program.

`program2` [Program](#)

The second program.

## Returns

[Program](#)

The created program.

## FromHex(string)

Creates a new Program from a hexadecimal string.

```
public static Program FromHex(string value)
```

## Parameters

`value` [string](#) 

The hexadecimal string to convert.

## Returns

[Program](#)

A new Program.

## FromInt(long)

Creates a new Program from a long integer.

```
public static Program FromInt(long value)
```



## Parameters

**value** [long](#)

The long integer to convert.

## Returns

[Program](#)

A new Program.

## FromJacobianPoint(JacobianPoint)

Creates a new Program from a JacobianPoint.

```
public static Program FromJacobianPoint(JacobianPoint value)
```

## Parameters

**value** JacobianPoint

The JacobianPoint to convert.

## Returns

[Program](#)

A new Program.

## FromList(IEnumerable<Program>)

Creates a new Program from a list of Programs.

```
public static Program FromList(IEnumerable<Program> programs)
```

## Parameters

**programs** [IEnumerable](#) <[Program](#)>

The list of Programs to convert.

Returns

[Program](#)

A new Program created from the list of Programs.

## FromPrivateKey(PrivateKey)

Creates a new Program from a PrivateKey.

```
public static Program FromPrivateKey(PrivateKey value)
```

Parameters

**value** PrivateKey

The PrivateKey to convert.

Returns

[Program](#)

A new Program.

## FromSource(string)

Creates a new Program from a source string.

```
public static Program FromSource(string source)
```

Parameters

**source** [string](#) 

The source string to parse.

Returns

## [Program](#)

A new Program parsed from the source string.

## Exceptions

### [ParseError](#)

Thrown when the source string is unexpectedly empty.

## FromText(string)

Creates a new Program from a text string.

```
public static Program FromText(string value)
```

## Parameters

value [string](#) 

The text string to convert.

## Returns

### [Program](#)

A new Program.

## Hash()

Computes the hash of the Program.

```
public byte[] Hash()
```

## Returns

[byte](#)  []

A byte array representing the hash of the Program.

## HashHex()

Computes the hash of the Program and returns it as a hexadecimal string.

```
public string HashHex()
```

Returns

[string](#) 

A string representing the hash of the Program in hexadecimal.

## Run(Program, RunOptions?)

Runs the Program with the given environment and options.

```
public ProgramOutput Run(Program environment, RunOptions? options = null)
```

Parameters

**environment** [Program](#)

The environment to use when running the Program.

**options** [RunOptions](#)

The options to use when running the Program. If null, default options are used.

Returns

[ProgramOutput](#)

A ProgramOutput representing the result of the run.

## Serialize()

Serializes the Program to a byte array.

```
public byte[] Serialize()
```

Returns

[byte](#)[]

A byte array representing the serialized Program.

## SerializeHex()

Serializes the Program to a hexadecimal string.

```
public string SerializeHex()
```

Returns

[string](#)

A string representing the serialized Program in hexadecimal.

## ToBigInt()

Converts the Program to a BigInteger.

```
public BigInteger ToBigInt()
```

Returns

[BigInteger](#)

A BigInteger representing the Program.

Exceptions

[Exception](#)

Thrown when the Program is a Cons.

## ToBool()

Converts the Program to a boolean.

```
public bool ToBool()
```

Returns

[bool](#)

A boolean representing the Program.

Exceptions

[Exception](#)

Thrown when the Program is a Cons.

## ToBytes()

Converts the Program to a byte array.

```
public byte[] ToBytes()
```

Returns

[byte](#)[]

A byte array representing the Program.

Exceptions

[Exception](#)

Thrown when the Program is a Cons.

## ToHex()

Converts the Program to a hexadecimal string.

```
public string ToHex()
```

Returns

[string](#) 

A string representing the Program in hexadecimal.

## ToInt()

Converts the Program to a long integer.

```
public long ToInt()
```

Returns

[long](#) 

A long integer representing the Program.

Exceptions

[Exception](#) 

Thrown when the Program is a Cons.

## ToJacobianPoint()

Converts the Program to a JacobianPoint.

```
public JacobianPoint ToJacobianPoint()
```

Returns

JacobianPoint

A JacobianPoint representing the Program.

## Exceptions

[Exception](#)

Thrown when the Program is a Cons or the Atom length is not 48 or 96.

## ToList(bool)

Converts the Program to a list of Programs.

```
public IList<Program> ToList(bool strict = false)
```

### Parameters

strict [bool](#)

A boolean indicating whether to enforce strict list conversion. Defaults to false.

### Returns

[IList](#) <[Program](#)>

A list of Programs representing the Program.

## Exceptions

[Exception](#)

Thrown when the Program is not a strict list and strict is true.

## ToPrivateKey()

Converts the Program to a PrivateKey.

```
public PrivateKey ToPrivateKey()
```

### Returns

PrivateKey



A PrivateKey representing the Program.

## Exceptions

[Exception](#)

Thrown when the Program is a Cons.

## ToSource(bool)

Converts the Program to its source code representation.

```
public string ToSource(bool showKeywords = true)
```

### Parameters

showKeywords [bool](#)

A boolean indicating whether to include keywords in the source code representation. Defaults to true.

### Returns

[string](#)

A string representing the source code of the Program.

## ToString()

Returns a string that represents the current Program.

```
public override string ToString()
```

### Returns

[string](#)

A string that represents the current Program.

## ToText()

Converts the Program to a text string.

```
public string ToText()
```

Returns

[string](#) 

A string representing the Program in text.

Exceptions

[Exception](#) 

Thrown when the Program is a Cons.

## Uncurry()

Uncurries the Program into a tuple containing the original Program and a list of arguments.

```
public Tuple<Program, IEnumerable<Program>>? Uncurry()
```

Returns

[Tuple](#)  <[Program](#), [IEnumerable](#)  <[Program](#)>>

A tuple containing the original Program and a list of arguments, or null if the Program cannot be uncurried.

# Class ProgramOutput

Namespace: [chia.dotnet.clvm](#)

Assembly: chia-dotnet-clvm.dll

Represents the output of a CLVM program execution.

```
public record ProgramOutput : IEquatable<ProgramOutput>
```








## Inheritance

[object](#)  ← ProgramOutput

## Implements

[IEquatable](#)  <[ProgramOutput](#)>

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,  
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#) 

# Properties

## Cost

Gets or initializes the cost of executing the CLVM program.

```
public BigInteger Cost { get; init; }
```

## Property Value

[BigInteger](#) 

Represents the output of a CLVM program execution.

## Value

Gets or initializes the value produced by the CLVM program.

```
public Program Value { get; init; }
```

## Property Value

### [Program](#)

Represents the output of a CLVM program execution.

# Class RunOptions


Namespace: [chia.dotnet.clvm](#)

Assembly: chia-dotnet-clvm.dll


Represents the options for running a CLVM program.

```
public record RunOptions : IEquatable<RunOptions>
```

## Inheritance

[object](#)  ← RunOptions








## Implements

[IEquatable](#)  <[RunOptions](#)>

## Derived

[CompileOptions](#)

## Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  , [object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  , [object.ToString\(\)](#) 

# Properties

## MaxCost

Gets or sets the maximum cost allowed for executing the program.

```
public BigInteger? MaxCost { get; init; }
```

## Property Value

[BigInteger](#) ?

Represents the options for running a CLVM program.

# Operators

Gets or sets the type of operators to be used in the program.

```
public OperatorsType Operators { get; init; }
```

Property Value

[OperatorsType](#)

Represents the options for running a CLVM program.

## Strict

Gets or sets a value indicating whether strict mode is enabled.

```
public bool Strict { get; init; }
```

Property Value

[bool](#)

Represents the options for running a CLVM program.