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

<u>object</u>

 ← <u>RunOptions</u>
 ← CompileOptions

Implements

<u>IEquatable</u> ♂ < <u>RunOptions</u> > , <u>IEquatable</u> ♂ < <u>CompileOptions</u> >

Inherited Members

 $\underline{RunOptions.MaxCost}\ ,\ \underline{RunOptions.Operators}\ ,\ \underline{RunOptions.Strict}\ ,\ \underline{object.Equals(object)}\ \ \underline{\sigma}\ ,\ \underline{object.Equals(object)}\ \ \underline{\sigma}\ ,\ \underline{object.GetHashCode()}\ \ \underline{\sigma}\ ,\ \underline{object.GetType()}\ \ \underline{\sigma}\ ,\ \underline{object.MemberwiseClone()}\ \ \underline{\sigma}\ ,\ \underline{object.ReferenceEquals(object,\ object)}\ \ \underline{\sigma}\ ,\ \underline{object.ToString()}\ \ \underline{\sigma}\ ,\ \underline{object.ToString()}\ \ \underline{\sigma}\ .$

Properties

IncludeFilePaths

Gets or sets the include file paths used during compilation.

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

Property Value

<u>IDictionary</u> ♂ < <u>string</u> ♂, <u>IDictionary</u> ♂ < <u>string</u> ♂, <u>string</u> ♂ > >

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

<u>object</u> ∠ ← <u>Tuple</u> ∠ <u>Program</u>, <u>Program</u> > ← Cons

Implements

<u>IStructuralComparable</u> ☑, <u>IStructuralEquatable</u> ☑, <u>IComparable</u> ☑, <u>ITuple</u> ☑

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) ♂, 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

<u>object</u> < Operators Type

Implements

<u>IEquatable</u> < <u>OperatorsType</u>>

Inherited Members

Constructors

OperatorsType()

Initializes a new instance of the <a>OperatorsType class.

```
public OperatorsType()
```

Properties

Apply

Gets or sets the apply operator symbol.

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

Property Value

<u>string</u> <a>♂

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

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

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 <a>d <a>Program, <a>Program, <a>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

<u>object</u> ← <u>Exception</u> ← ParseError

Implements

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

ParseError(string, Exception)

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

Parameters

message <u>string</u>♂

inner <u>Exception</u>♂

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

<u>object</u> < Position

Inherited Members

 $\underline{object.Equals(object)} \ \ \ \ \ \underline{object.Equals(object, object)} \ \ \ \ \ \underline{object.MemberwiseClone()} \ \ \ \ \ \underline{object.ReferenceEquals(object, object)} \ \ \ \ \underline{object.MemberwiseClone()} \ \ \ \ \underline{object.ReferenceEquals(object, object)} \ \ \ \ \underline{object.MemberwiseClone()} \ \ \ \ \underline{object.ReferenceEquals(object, object)} \ \ \ \underline{object.MemberwiseClone()} \ \ \ \underline{object.MemberwiseClone()} \ \ \ \underline{object.MemberwiseClone()} \ \ \ \underline{object.MemberwiseClone()} \ \ \underline{obje$

Constructors

Position(string, int)

Initializes a new instance of the <u>Position</u> class with the specified source code and index.

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

Parameters

The source code.

index <u>int</u>♂

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

<u>int</u>♂

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

<u>int</u>♂

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

<u>string</u> ☑

A string representation of the position.

Class Program

Namespace: <u>chia.dotnet.clvm</u>

Assembly: chia-dotnet-clvm.dll

Represents a CLVM program.

```
public class Program
```

Inheritance

Inherited Members

 $\underline{object.Equals(object)} \ \ \ \ \ \underline{object.Equals(object, object)} \ \ \ \ \ \underline{object.MemberwiseClone()} \ \ \ \ \ \underline{object.ReferenceEquals(object, object)} \ \ \ \ \underline{object.MemberwiseClone()} \ \ \ \ \underline{object.ReferenceEquals(object, object)} \ \ \ \ \underline{object.MemberwiseClone()} \ \ \ \ \underline{object.ReferenceEquals(object, object)} \ \ \ \underline{object.MemberwiseClone()} \ \ \ \underline{object.MemberwiseClone()} \ \ \ \underline{object.MemberwiseClone()} \ \ \ \underline{object.MemberwiseClone()} \ \ \underline{obje$

Constructors

Program(byte[])

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

Parameters

value <u>byte</u> []

Represents a CLVM program.

Program(Cons)

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

Parameters

value Cons

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

Properties

Atom

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

Property Value

<u>byte</u>[]

Represents a CLVM program.

Cons

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

Property Value

Cons

Represents a CLVM program.

First

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

Property Value

Program

Represents a CLVM program.

IsAtom

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

Property Value

bool ♂

Represents a CLVM program.

IsCons

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

Property Value

<u>bool</u> ♂

Represents a CLVM program.

IsNull

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

Property Value

bool ♂

Represents a CLVM program.

Position

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

Property Value

Position

PositionSuffix

```
public string PositionSuffix { get; }

Property Value

string

Represents a CLVM program.
```

Rest

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

Property Value

Program

Represents a CLVM program.

Value

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

Property Value

<u>object</u> ♂

Represents a CLVM program.

Methods

At(Position)

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

Parameters

position **Position**

Represents a CLVM program.

Returns

Program

Represents a CLVM program.

Compile(CompileOptions?)

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

Parameters

options CompileOptions

Represents a CLVM program.

Returns

<u>ProgramOutput</u>

Represents a CLVM program.

Curry(IList<Program>)

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

Parameters

```
args <u>IList</u> < <u>Program</u>>
```

Represents a CLVM program.

Returns

Program

Represents a CLVM program.

Define(Program)

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

Parameters

program Program

Represents a CLVM program.

Returns

Program

Represents a CLVM program.

DefineAll(IList<Program>)

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

Parameters

```
programs <u>IList</u> < <u>Program</u>>
```

Represents a CLVM program.

Returns

Program

Represents a CLVM program.

Deserialize(byte[])

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

Parameters

bytes <u>byte</u> []

Represents a CLVM program.

Returns

Program

Represents a CLVM program.

DeserializeHex(string)

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

Parameters

hex <u>string</u> ♂

Represents a CLVM program.

Returns

<u>Program</u>

Represents a CLVM program.

Equals(Program)

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

Parameters

```
value <u>Program</u>
```

Represents a CLVM program.

Returns

<u>bool</u> ♂

Represents a CLVM program.

FromBigInt(BigInteger)

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

Parameters

Represents a CLVM program.

Returns

Program

Represents a CLVM program.

FromBool(bool)

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

Parameters

value <u>bool</u>♂

Represents a CLVM program.

Returns

Program

FromBytes(byte[])

Creates a program from a byte array.

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

Parameters

value <u>byte</u> []

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)

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

Parameters

value <u>string</u> ♂

Represents a CLVM program.

Returns

Program

Represents a CLVM program.

FromInt(long)

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

Parameters

value <u>long</u>♂

Represents a CLVM program.

Returns

Program

Represents a CLVM program.

FromJacobianPoint(JacobianPoint)

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

Parameters

value JacobianPoint

Represents a CLVM program.

Returns

Program

Represents a CLVM program.

FromList(IList < Program >)

```
public static Program FromList(IList<Program> value)
```

Parameters

Represents a CLVM program.

Returns

Program

Represents a CLVM program.

FromList(Program[])

```
public static Program FromList(Program[] programs)
```

Parameters

programs Program[]

Represents a CLVM program.

Returns

Program

Represents a CLVM program.

FromPrivateKey(PrivateKey)

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

Parameters

value PrivateKey

Represents a CLVM program.

Returns

Program

Represents a CLVM program.

FromSource(string)

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

Parameters

source <u>string</u> ✓

Represents a CLVM program.

Returns

Program

Represents a CLVM program.

FromText(string)

```
public static Program FromText(string value)
Parameters
value <u>string</u> ♂
  Represents a CLVM program.
Returns
Program
  Represents a CLVM program.
Hash()
 public byte[] Hash()
Returns
<u>byte</u>[]
  Represents a CLVM program.
HashHex()
 public string HashHex()
Returns
<u>string</u> ♂
  Represents a CLVM program.
```

Run(Program, RunOptions?)

```
public ProgramOutput Run(Program environment, RunOptions? options = null)
Parameters
environment <a href="Program">Program</a>
  Represents a CLVM program.
options RunOptions
  Represents a CLVM program.
Returns
ProgramOutput
  Represents a CLVM program.
Serialize()
 public byte[] Serialize()
Returns
<u>byte</u>[]
  Represents a CLVM program.
SerializeHex()
 public string SerializeHex()
Returns
<u>string</u> ♂
```

Represents a CLVM program.

ToBigInt()

```
public BigInteger ToBigInt()
```

Returns

Represents a CLVM program.

ToBool()

```
public bool ToBool()
```

Returns

bool ♂

Represents a CLVM program.

ToBytes()

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

Returns

<u>byte</u>♂[]

Represents a CLVM program.

ToHex()

```
public string ToHex()
```

Returns

<u>string</u> ☑

Represents a CLVM program.

ToInt()

```
public long ToInt()
```

Returns

<u>long</u> ☑

Represents a CLVM program.

ToJacobianPoint()

```
public JacobianPoint ToJacobianPoint()
```

Returns

JacobianPoint

Represents a CLVM program.

ToList(bool)

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

Parameters

strict bool♂

Represents a CLVM program.

Returns

<u>IList</u> < <u>Program</u> >

ToPrivateKey()

```
public PrivateKey ToPrivateKey()
```

Returns

PrivateKey

Represents a CLVM program.

ToSource(bool)

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

Parameters

showKeywords <u>bool</u>♂

Represents a CLVM program.

Returns

<u>string</u> ♂

Represents a CLVM program.

ToString()

Returns a string that represents the current object.

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

Returns

<u>string</u> ♂

A string that represents the current object.

ToText()

```
public string ToText()
```

Returns

Represents a CLVM program.

Uncurry()

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

Returns

<u>Tuple</u> ♂ < <u>Program</u>, <u>List</u> ♂ < <u>Program</u>>>

Represents a CLVM program.

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

<u>object</u> ✓ ← ProgramOutput

Implements

<u>IEquatable</u> □ < <u>ProgramOutput</u>>

Inherited Members

Properties

Cost

Gets or initializes the cost of executing the CLVM program.

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

Property Value

<u>BigInteger</u> □

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

<u>Program</u>

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

<u>object</u> ∠ ← RunOptions

Implements

<u>IEquatable</u> < <u>RunOptions</u> >

Derived

CompileOptions

Inherited Members

 $\underline{object.Equals(object)} \ "", \ \underline{object.Equals(object, object)} \ "", \ \underline{object.GetHashCode()} \ "", \ \underline{object.GetType()} \ "", \ \underline{object.MemberwiseClone()} \ "", \ \underline{object.ReferenceEquals(object, object)} \ "", \ \underline{object.ToString()} \ ""$

Properties

MaxCost

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

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

Property Value

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

<u>OperatorsType</u>

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

<u>bool</u> ♂

Represents the options for running a CLVM program.