# FP trivia Language Reference

2021-05-11

## Naming Conventions

| | |
|---|---|
| **name** | the name itself |
| *name* | the type / the class |
| (?) | Uncertainties |
| * | Footnote / Note |

## Data Types

| Data type | Syntax | Type identifier |
|---|---|---|
| *data* | | // General |
| *null* | ( ) | _null |
| *int** | [_123] | _integer |
| *real* | _31.415e_123 | _real |
| *string* | "abc" | _string |
| *ident* | abc or +-*/ | _ident |
| *prefix* | @... | _prefix |
| *index* | [abc] | _index |
| *array* | {a b c} | _array |
| *error* | (*index* _error ... ...) | _error |
| *table*/dict** | (a x b y c z) | // In pairs |
| *list* | (a ; b ; c ;) | ; |
| *object* | (*ident* :: a x b y c z) | :: |
| *turtle* | (turtle :: ... ...) | // Object |
| *combi* | (*term* _combine .. *arg*) | _combine |
| *monad* | (*int* _act ... ...) | _act |
| *bool* | true or false | // Idents |
| etc... | | |

*note that *int*- and *dict*-literals require the constant combinator!

## Comments

*codetext* **//** *comment*

## Definition of Identifiers

*ident* **==** *term*
*ident* **≡** *term*

## Script Structure

*term definition1 definition2 definition3 ...*

## Ddot

*prop* = *head infix* **..** *tail*

## Include Files

**coreimport** == "*Script1.txt*" ; "*Script2.txt*" ; "*Script3.txt*" ; ... ;

**userimport** == "*Script1.txt*" ; "*Script2.txt*" ; "*Script3.txt*" ; ... ;

corepath?

userpath?

## List/Dict Functions and Operators

*dict* = ($first_1$ $infix_1$ $first_2$ $infix_2$ ... ... $first_m$ $infix_m$)
*list* = ($element_0$ ; $element_1$ ; $element_2$ ; ... ; )

**[** *i* **]** ° *list* -- $element_i$

**head** ° *dict* -- first
**head** ° *list* -- *first*
First element of the list.

**head** ° *object* --

**tail** ° *dict* -- rest
**tail** ° *list* -- *rest*
List without the first element and first infix.
**tail** ° *object* --

**infix** ° *dict* -- infix value
**infix** ° *object* --

**prop** ° *first*,*infix*,*rest*, -- dict

**top** ° *dict* -- first
**top** ° *list* -- first

**pop** ° *dict* -- rest
**pop** ° *list* -- rest

**tag** ° *data* -- typus // als typeof
**tag** ° *dict* -- infix value

**term** ° *combi* -- term value

**arg** ° *combi* -- arg value

termoarg -- term o arg

*first* **,** *rest* -- list
Appendleft

**length** ° *dict* -- *real*
**length** ° *list* -- *real*
**length** ° object --
Number of list items.

**reverse** ° *dict* -- *dict*
**reverse** ° *list* -- *list*
**reverse** ° *object* --
Reverses the list items.

*data* **distl** *list* -- matrix

*list* **distr** *data* -- matrix

*dict* **++** *dict* -- *dict*
*list* **++** *list* -- *list*

Concatenate the lists.

*dict* **take** *num* -- *dict*
*list* **take** *num* -- *list*
Takes the first *num* elements from the list.

*dict* **drop** *num* -- *dict*
*list* **drop** *num* -- *list*
Drops the first *num* elements in the list.

**trans** ° *matrix* -- matrix
**transpose** ° *matrix* -- matrix

*num* **pick** *list* -- element
*num* **sel** *list* -- element

**last** ° *list* --

(*num* **r**) ° *list* --

**tailr** ° *list* -- list
**tailr** ° *dict* -- dict

**rotl** ° *list* -- list

**rotr** ° *list* -- list

*list* **count** *data* -- real

*data* **make** *num* -- list

*list* **find** *data* -- real

**iota** ° *num* -- *list*
**⍳** ° *num* -- *list*
Generates a list of numbers from 1 to *num*.

**iota0** ° *num* -- *list*
Generates a list of numbers from 0 to *num*-1.

*int* **to** *int* -- list
*real* **to** *real* -- list

*int* **upto** *int* -- list
*real* **upto** *real* -- list

*int* **downto** *int* -- list

*real* **downto** *real* -- list

**swap** ° *x*,*y*,*list* -- *y*,*x*,list

## Math Functions and Operators

*int* **+** *int* -- *int*
*real* **+** *real* -- *real*
Addition of numbers.

*int* **-** *int* -- *int*
*real* **-** *real* -- *real*
Subtraction of numbers.

*int* ***** *int* -- *int*
*real* ***** *real* -- *real*
*int* **×** *int* -- *int*
*real* **×** *real* -- *real*
Multiplication of numbers.

*num* **/** *num* -- *real*
*num* **÷** *num* -- *real*
Division of numbers.

*int* **^** *int* -- *int*
*real* **^** *real* -- *real*
Power of numbers.

*int* **idiv** *int* -- *int*
Integer division

*int* **imod** *int* -- *int*
Integer modulo

**pred** ° *int* -- *int*
**pred** ° *real* -- *real*
Predecessor function

**succ** ° *int* -- *int*
**succ** ° *real* -- *real*
Successor function

**sign** ° *int* -- *int*

**sign** ° *real* -- *real*
Sign function

**abs** ° *int* -- *int*
**abs** ° *real* -- *real*
Absolute value function

**neg** ° *int* -- *int*
**neg** ° *real* -- *real*
**_** ° *int* -- *int*
**_** ° *real* -- *real*
Negation of a number.

**round** ° *num* -- *int*
Rounding to an integer.

**trunc** ° *num* -- *int*
Truncate to an integer.

**int** ° *num* -- *real*
Integer part of the number as a real number.

**frac** ° *num* -- *real*
Fraction part of a real number.

**float** ° *num* -- *real*
Conversion to the real number.

*num* **roundto** *num* -- real

**exp** ° *real* -- *real*
Exponential function

**ln** ° *real* -- *real*
Natural logarithm.

**lg** ° *real* -- *real*
Decadic logarithm.

**ld** ° *real* -- *real*
Binary logarithm.

**sq** ° *int* -- *int*
**sq** ° *real* -- *real*
Square of a number.

**sqrt** ° *num* -- *real*
Square root of a number.

**pi** -- 3.141592653589793
Ludolph's number: π = 3.14159265358979323846264338327950288...

**2pi** -- 6.283185307179586
Scope of the unit circle.

**sin** ° *real* -- *real*
Sine function

**cos** ° *real* -- *real*
Cosine function

**tan** ° *real* -- *real*
Tangent function

**arcsin** ° *real* -- *real*
Arcsine function

**arccos** ° *real* -- *real*
Arccosine function

**arctan** ° *real* -- *real*
Arctangent function

*num* **arctan2** *num* -- real

**sinh** ° *real* -- *real*
Hyperbolic sine function

**cosh** ° *real* -- *real*
Hyperbolic cosine function

**tanh** ° *real* -- *real*
Hyperbolic tangent function

**arsinh** ° *real* -- real

**arcosh** ° *real* -- real

**artanh** ° *real* -- real

**deg** ° *num* -- *real*
Radiant-to-Degree function

**rad** ° *num* -- *real*
Degree-to-Radiant function

*real* **mod** *real* -- *real*
Modulo of real numbers.

**sum** ° *list* -- *num*
Sum of the list items.

**prod** ° *list* -- *num*
Product of the list items.

**avg** ° *list* -- *real*
Average value of the list items.

integral

dd

**zero** ° *data* --

**one** ° *data* --

## Dictionary Operators and Combinators

*dict is a table for pattern matching treatment*

*dict* = (*value0 key0 value1 key1 value2 key2* ... ...)

**_super**
Key for the super dictionary.

*dict* **get** *key* -- *value*
Get the *value* for the *key* from a *dict*.

*dict* **put** *key*,*value*, -- *dict*
Replaces the *value* to a *key* in the *dict*.

*dict* **iget** *ident* -- *value*
*dict* **iget** *index* -- *value*
API-Get for identical keys.

*dict* **iput** *ident*,*value*, -- *dict*
*dict* **iput** *index*,*value*, -- *dict*

API-Put for identical keys.

**#***ident* ° *dict* -- *value*
(*ident* **_v**) ° *dict* -- *value*
Instance variable value.

(*ident* **:=** *value*) ° *dict* -- *dict*
Substitution of an instance variable with a *value*.

*func* **<-** *key1* ; *key2* ; ... ;
*func* **←** *key1* ; *key2* ; ... ;
Assign combinator, general.

*func* **<-** *key1 isfunc1 key2 isfunc2* ... ...
*func* **←** *key1 isfunc1 key2 isfunc2* ... ...
Assign combinator, typed.

## Boolean Functions and Operators

*bool* = **true** or **false**

'**true** -- *bool*
Value for true.

'**false** -- *bool*
Value for false.

*data* **=** *data* -- *bool*
Check for equality.

*data* **<>** *data* -- *bool*
*data* **!=** *data* -- *bool*
*data* **≠** *data* -- *bool*
Check for inequality.

*data* **<** *data* -- *bool*
Checks whether smaller.

*data* **>** *data* -- *bool*
Checks whether larger.

*data* **<=** *data* -- *bool*
Checks whether less than or equal.

*data* **>=** *data* -- *bool*
Checks whether greater than or equal to.

**¬** ° *bool* -- *bool*
**not** ° *bool* -- *bool*
**not** ° *int* -- *int*
NOT function

*bool* **and** *bool* -- *bool*
*int* **and** *int* -- *int*
AND operator

*bool* **or** *bool* -- *bool*
*int* **or** *int* -- *int*
OR operator

*bool* **xor** *bool* -- *bool*
*int* **xor** *int* -- *int*
Exclusive-OR operator

**isatom** ° *data* -- bool
Checks whether the *data* is a basic data type. (?)

**isprop** ° *data* -- *bool*
Checks whether the *data* is a triple value. (?)

**islist** ° *data* -- *bool*
Checks whether the *data* is a list.

**isbool** ° *data* -- *bool*
Checks whether the *data* is a Boolean identifier.

**isnum** ° *data* -- *bool*
Checks whether the *data* is a number. Generic function.

**iszero** ° *data* -- bool
Checks whether the data is zero. Generic function.

**ispos** ° *data* -- *bool*
Checks whether the *data* is greater than zero. Generic function.

**isneg** ° *data* -- *bool*
Checks whether the *data* is less than zero. Generic function.

isnil (?)

ispreg (?)

**isnull** ° *data* -- *bool*
**isint** ° *data* -- *bool*
**isreal** ° *data* -- *bool*
**isstring** ° *data* -- *bool*
**isident** ° *data* -- *bool*
**isprefix** ° *data* -- *bool*
**isindex** ° *data* -- *bool*
**isarray** ° *data* -- *bool*
**iscons** ° *data* -- *bool*
**iscombi** ° *data* -- *bool*
**isalt** ° *data* -- *bool*
**isobj** ° *data* -- *bool*
**isquote** ° *data* -- *bool*
**isivar** ° *data* -- *bool*
**isact** ° *data* -- *bool*
Predicates to check the appropriate data type.

**isbound** ° *ident* -- *bool*
**isbound** ° *prefix* -- *bool*
Checks whether an identifier is bound.

**isundef** ° *data* -- *bool*
Testing for _undef

**iscomplex** ° *complex* -- *bool*
Checks whether it is a complex number. (?)

*object* **is** *ident* -- *bool*
Checks whether the *ident* is the same as the class identifier of the *object*. (?)

(*ident* **hastag**) ° *data* -- bool (?name)

## Combinators for Program Execution (?)

*combi* = (*term* **_combine** .. *arg*)

*func* **_s**
Single function evaluation

**'** *literal*

*literal* **k**
*literal* **_q**
Constant combinator

*f* **:** *x*
Application // to be used for closed and lift

*func1* **°** *func2*
*func1* **o** *func2*
*func1* ∘ *func2*
Composition of functions.

*functional* **app** *argument*
Apply operator

*func1* **,** *func2* **,** *func3* **,** ... **,**
Construction of lists.

*test* **->** *then* **|** *else*
*test* **→** *then* **|** *else*
*test* **->** *then* **;** *else*
Condition with Alternal/Cons

*test* **->*** *func*
*test* **→*** *func*
while Loop

*func* **loopif** *test*
do-while Loop

(*func* **do**)°*num*,*num*,*num*,

*functional* **for** *num*,*num*,*num*,

*list* **map** *functional*
Map operator

(*func* **aa**) ° *list*
(*func* **α**) ° *list*
Apply-to-all combinator

*list* **insl** *functional*
Insertl operator

*list* **insr** *functional*
Insertr operator

(*func* ****) ° *list*
Insertr combinator

*list* **filter** *functional*
Filter operator

(*list*,*arg1*,*arg2*,...,) **map0** *functional*

(*func* **aa0**) ° *list*,*arg1*,*arg2*,...,
Combination of **aa** and **distr**, extended.

*func1* **ee** *func2*
**ee** ° *data*,*data*,
Eval-Eval combinator for infix notation.

*func1* **swee** *func2*
**swee** ° *data*,*data*,
Swap-Eval-Eval combinator

(*func1* **eea** *func2*) ° *argum* -- (x ; y ; argum ;)

(*func* **dip**) ° *list*
(*func* **dip**) ° *object*
Dip combinator (stolen from Joy)

(*test* **try** *then* **|** *else*) ° *argument*
in then/else with (*testresult* ; *argument* ;)

ifnull

ifprop

*data1* **??** *data2* -- data

(func Y)
Y-Combinator...

**quote** ° *data* -- func
Quote functional

*func1* **comp** *func2* -- func
Compose functional

(*func* **any**) ° *list* -- bool

(*func* **all**) ° *list* -- bool

## Misc Functions and Operators

**undef** -- *error*
Function is defined as undefined.

**id** ° *argument* -- *argument*
Identity function.

**out** ° *argument* -- *argument* // *Side effect
Output for debugging.

*data* **min** *data* -- *data*
**min** ° *data*,*data*, -- *data*
Minimum of two values.

*data* **max** *data* -- *data*
**max** ° *data*,*data*, -- *data*
Maximum of two values.

**name** ° *ident* -- *string*
Print name of an identifier.

**body** ° *ident* -- *value*
The assigned *value* of an identifier.

**address** ° *data* -- *real*
Address value of the triple cell.

**identlist** -- *list*
List of all used identifiers. (?)

**indexdict** -- *dict*
*Dict* of all index types with integers.

**maxcell** -- int

**_reserve**
Value for an unbound identifier.

**_undef**

Value for undefined.

**gc** ° *argument* -- *argument*
Turns on the garbage collector.

## String Functions and Operators

**substring** ° *string*,*num*,*num*, -- string

*string* **concat** *string* -- *string*
*string* **&** *string* -- *string*
Concatenates the strings.

*string* **indexof** *substr* -- real

*list* **join** *sepstr* -- string

*string* **split** *sepstr* -- list

*string* **repeat** *num* -- string

*string* **delete** *num*,*num*, -- string

*string* **insert** *num*,*string*, -- string

**length** ° *string* -- *real*
Length of the string.

*string* **mid** *num*,*num*, -- string

*string* **left** *num* -- string

*string* **right** *num* -- string

**char** ° *num* -- string

**unicode** ° *string* -- real

**trim** ° *string* -- *string*
Trims the *string* on the left and right side.

**triml** ° *string* -- *string*
Trims the *string* on the left.

**trimr** ° *string* -- *string*

Trims the *string* on the right.

**upper** ° *string* -- *string*
AnsiUpperCase of the string.

**lower** ° *string* -- *string*
AnsiLowerCase of the string.

**capitalize** ° *string* -- string

**parse** ° *string* -- *list*
Precompiles the *string* into a *list*.

**value** ° *string* -- *data*
Converts the *string* to a *data* type.

**string** ° *data* -- *string*
Converts the *data* to its text representation.

**unpack** ° *string* -- *list*
Splits the *string* into a list of individual string characters.

**pack** ° *list* -- *string*
Concatenates the strings in the *list*.

## OOP

*object* = (*cap* **::** *inst*) // Object classes

*pair* = *object* , *parameter* ,

**self** ° *pair*

**para** ° *pair*

*index* **op** *func*

*index* **swop** *func*

*index* **fn** *func*

(*object* (*index* **cb** *func*) *parameter*) ° argum -- *method* ° [0],[1],argum,

**cap** ° *list* -- ( )
**cap** ° *object* -- (*cap* **::**)

*ident* **obj** *list* -- (*ident* **::** *list*)
*ident* **obj** *dict* -- (*ident* **::** *dict*)

*ident* **new** *parameter*

*object* **as** ident (?) -- object

**box** ° *primdata* -- object

**unbox** ° *object* -- primdata

**object** == .. { ( ) ... ... ... }
Object class

**list** == .. { object ... ... ... }
List class

**dict** == .. { object ... ... ... }
Dict class

**matrix** == .. { ... ... }
Matrix class

## Monads and Effects

*monad* = (*int* **_act ..** *dict*) // absolute
*monad* = (*index* **_act ..** *dict*) // relative

**it** ° *dict* -- #_it ° dict
Result of a monad action. // monad ... name (?)

#_it

#_self

#_para

_bind
Continuation

_eff
Effects

*monad* **>>** *term* -- monad // _bind := *term*

*int* **act** *dict* -- monad
*index* **act** *dict* -- monad
monad **act** *dict* -- monad
nun auch die Möglichkeit gegeben eine actbox zu bauen //bitte in engl!
(verschachteltes Act)

*monad* **eff** *array* -- monad
*monad* **eff** *ident* -- monad

*monad* **var** *data* -- monad
*monad* **var** *dict* -- monad

(*ident* **define** *data*) ° *dict* -- monad
//(prefix define data) ° dict

(*ident* **redefine** *data*) ° *dict* -- monad
//(prefix redefine data) ° dict

(*data* **showgraph**) ° *dict* -- monad // *+ (*x* eff 'io)

(*data* **showinfo**) ° *dict* -- monad // *+ (*x* eff 'io)

(*data* **print**) ° *dict* -- monad // *+ (*x* eff 'io)

(*string* **input**) ° *dict* -- monad // *+ (*x* eff 'io)
(*string* **input** *string*) ° *dict*

(*fname* **loadtext**) ° *dict* -- monad // *+ (*x* eff 'io)

(*fname* **savetext** *string*) ° *dict* -- monad // *+ (*x* eff 'io)

(*string* **run**) ° *dict* -- monad // *+ (*x* eff 'io)

**quit** -- monad

**io** == .. { ... ... ... }
System effects class

## Runtime Errors(?)

*error* = (*index* **_error** *string* ; ... ...)

*index* **error** *string*, -- error

**fail** ° *argument* -- error

Use for selector signatures(?)

**stop** ° *argument* -- error
Generally, e.g. Program termination, etc

**raise** ° *string* -- exception
An exception is thrown.

**_error** == .. { ... ... ... }
Class for redirects...

// try

## Complex Numbers

*complex* = (**complex ::** *real* **re** *real* **im**)

**i** -- (complex :: 0 re 1 im)
Square root of _1

*real* **cval** *real* -- *complex*
To form a complex number from real numbers.

**re** ° *complex* -- *real*
Real part of the complex number.

**im** ° *complex* -- *real*
Imaginary part of the complex number.

*complex* **+** *complex* -- *complex*
Addition of complex numbers.

*complex* **-** *complex* -- *complex*
Subtraction of complex numbers.

*complex* ***** *complex* -- *complex*
*complex* **×** *complex* -- *complex*
Multiplication of complex numbers.

*complex* **/** *complex* -- *complex*
*complex* **÷** *complex* -- *complex*
Division of complex numbers.

**zero**, **one**, **iszero**, etc

**complex** == .. { dict ... ... ... }
Complex-class with the complex methods.

## Matrix Functions and Operators

*matrix* = (*list* ; *list* ; ... ;) oder
*matrix* = (**matrix** :: *list* ; *list* ; ... ;)

**IP** ° *list*,*list*, // Backus Turing Lecture
*list* **IP** *list*

**MM** ° *matrix*,*matrix*, // Backus Turing Lecture
*matrix* **MM** *matrix*

**det** ° *matrix* -- real

**inv** ° *matrix* -- matrix

**trans** ° *matrix* -- matrix // transpose

**ismatrix** ° *data* -- bool

**tomatrix** ° *list* -- matrix

**matrix** == .. { list ... ... ... }
Matrix-class for MM (*), det, inv, trans

## Turtle Graphics

*turtle* = ( **turtle ::** *list* **stack** *real* **x** *real* **y** *real* **angle**
*bool* **pen** *num* **color** *num* **size** *num* **brush** )

*pair* = (*x* , *y* ,)

// 2pi

**initturtle**
'*turtle* **new** // recommended

*pair* **moveto** *turtle*

*pair* **moverel** *turtle*

*real* **move** *turtle*

*real* **turnto** *turtle*

*real* **turn** *turtle*

**penup** ° *turtle*

**pendown** ° *turtle*

*num* **pencolor** *turtle*

*num* **pensize** *turtle*

*num* **brushcolor** *turtle*

*real* **circle** *turtle*

**rectangle** ° *turtle* // rect

(*turtle* (**draw** eff 'io)) ° *dict* -- monad
For drawing the turtle trail.

**#x** ° *turtle* -- real
**#y** ° *turtle* -- real
**#angle** ° *turtle* -- real
etc
Attributes of the turtle object.

**colors** == '(... ...)
#red ° colors for the color value red.

**turtle** == .. { dict ... ... ... }
Turtle class,
own turtle classes can also be created through inheritance.

(xlist (**plot0** eff 'io) 0-y) ° *dict* -- monad