# JB Scheme

A homebrew interpreted, non-RnRS compliant dialect of Scheme.

# **Primitive Types** string "some-string" String are immutable. Evaluation Rule: A string value evaluates to itself. symbol some-symbol All symbol values are interned, therefore (eq? 'some-symbol 'some-symbol) is true. Evaluation Rule: symbol values are variable names. When evaluated, a symbol is replaced by the value of its binding in the nearest enclosing scope where it is defined. An error is raised if symbol is not bound in any enclosing scope. integer 100 The underlying type for integer is i128. Integer overflow terminates the program. Evaluation Rule: An integer value evaluates to itself.

**Types** 

### bool

true false

Only bool have truth values, therefore they are the only type that can be used as predicates, e.g. for if.

Evaluation Rule: A bool value evaluates to itself.

nil

nil

In JB Scheme, nil and all empty lists () are the same object, therefore (eq? () ()) is true.

Evaluation Rule: nil evaluates to itself.

# **Composite Types**

### pair

(cons :expr :expr)

The pair, also known as cons cell, is the basic Scheme compound data type. It is simply a grouping of two values of any types (2-tuple); the first and second values are sometimes referred to respectively as the car and cdr.

Evaluation Rule: pair values are evaluated by procedure application, however, only pair values which are lists's can be properly applied; evaluating a non-list pair raises an error.

### list

```
; code
(:callable :expr ...)
; data
()
(cons :expr (cons ()))
(list :expr ...)
```

A list value is either the empty list (), or ordered pair's terminated by (), where the car of the pair is an element of the list, and the cdr is the rest of the list.

Scheme data and code are both represented as lists, which makes meta-programming easy and fun. See Quoting and Evaluation and Macro Definition.

Evaluation Rule: The first value of the list is applied (called) with the rest of the list as arguments. If the first value of the list is not callable, an error is raised. Exception: the empty list () is not applied, it evaluates to itself. See Function Definition.

# **Special Types**

### quote

```
(quote :expr)
'expr
```

Any expression can be quoted, using either the quote form or a starting apostrophe '.

Evaluation Rule: A quoted expression evaluates to the expression. This is useful to prevent symbol binding and procedure application. See Quoting and Evaluation.

### error

```
(error "some-message")
```

Error values do no inherently do anything, until they are raise'd as exceptions. See Exceptions.

Evaluation Rule: An error value evaluates to itself.

# **Callable Types**

### lambda

```
(fn params :expr ...)
```

See Function Definition.

Evaluation Rule: A lambda value evaluates to itself. It is applied when it is the first element of a list.

macro

```
(macro params :expr ...)
```

See Macro Definition.

Evaluation Rule: A macro value evaluates to itself. It is applied when it is the first element of a list.

# **Builtin Callable Types**

### function

; not constructable

Opaque type containing a builtin function.

Evaluation Rule: A function value evaluates to itself. It is applied when it is the first element of a list.

# specialform

; not constructable

Opaque type containing a builtin macro.

 $Evaluation \ Rule:$  A specialform value evaluates to itself. It is applied when it is the first element of a list.

# **Forms**

# **Binding and Assignment**

```
def

(def name :expr)

Create and assign binding in local scope.

set!

(set! name :expr)

Change existing binding. Raises error if a binding does not already exists.

let

(let name value:expr :expr ...)

Create a binding in a new local scope.

; Example

>>> (let x 12 (display x))
```

# lets

7

```
(lets ((name value:expr) ...) :expr ...)
Create multiple bindings in a new local scope.
; Example
>>> (lets ((x 5) (y 7))
... (display x)
... (display y))
5
```

### **Function Definition**

### defn

```
(defn name parameters :expr ...)
```

Create lambda function and bind it to name.

Variadic lambdas can be defined with formal parameters like  $(x \cdot xs)$  - there must be a single parameter after ., which will be a list containing zero or more arguments depending on the number of arguments passed.

```
; Example
>>> (defn increment (x) (+ x 1))
>>> (increment 1)
2
>>> (defn variadic (x y . rest) rest)
>>> (variadic 1)
Unhandled ApplyError "expected at least 2 argument(s)"
>>> (variadic 1 2)
()
>>> (variadic 1 2 3 4)
(3 4)
```

### fn

```
(fn parameters :expr ...)
```

Create a lambda (function). See defn.

# **Control Flow**

if
(if predicate:bool then:expr else:expr)
Evaluates only then or else conditionally on the value of predicate
begin
(begin :expr)
Evaluate expressions sequentially and return value of last expression.

# Comparison

# eq? (eq? :expr :expr) Identity comparison. Check if two values are the same object. equal? (equal? :expr :expr) Value comparison. Check if two values are equal.

# **Logical Operators**

(not :bool)

# Pair and List Operations

```
cons
(cons left:expr right:expr)
Construct a pair.
car
(car :pair)
Get first item of a pair (head of list).
cdr
(cdr :pair)
Get second item of a pair (rest of list).
list
(list :expr ...)
Construct a list, which is a linked list made from pairs and termninated by nil.
; Example
>>> (equal? (list 1 2 3) (cons 1 (cons 2 (cons 3 nil))))
>>> (equal? (list 1 2 3) (cons 1 (list 2 3)))
```

```
nil?
(nil? :expr)
Check if value is the empty list (nil).
list?
(list? :expr)
Check if value is a nil-terminated list of ordered pairs.
map
(map f:procedure vals:list)
Applies f to each value in a list and return results in list.
; Example
>>> (map (fn (x) (* 2 x)) (list 1 2 3))
```

# fold

 $(2 \ 4 \ 6)$ 

```
(fold f:procedure init:expr vals:list)
```

Applies f to each value in a list and accumulate results in init.

```
; Example
>>> (fold + 0 (list 1 2 3))
>>> (fold cons () (list 1 2 3))
(3 2 1)
```

# **String Operations**

# concat

```
(concat :string ...)
Concatenate multiple strings.
; Example
>>> (concat "foo" "bar" "baz")
"foobarbaz"
```

# **Integer Operations**

```
add (+)
(+ :integer ...)
mul (*)
(* :integer ...)
```

Printing	
print	
(print :string)	
repr	
(repr :expr)	
Get string representation	of a value.
display	
(display :expr)	
Print string representation	of a value.

# Type Inspection

```
type
```

```
(type :expr)
Inspect type of a value.
; Example
>>> (type "foo")
string
```

# type?

```
(type? :expr type)
(string? :expr)
(symbol? :expr)
...
```

Test type of a value. There are also convenience functions for every type.

```
; Example
>>> (type? "foo" string)
true
>>> (integer? "foo")
false
```

# **Quoting and Evaluation**

# quote

```
(quote :expr)
A quoted expression evaluates to the expression.
; Example
>>> (def a 100)
>>> a
```

a >>> (+ 5 5) 10 >>> (quote (+ 5 5)) (+ 5 5)

>>> (quote a)

### eval

100

```
(eval :expr)
```

Evaluate an expression.

```
; Example
>>> (def expr (quote (+ 5 5)))
>>> expr
(+ 5 5)
>>> (eval expr)
10
```

# apply

```
(apply :procedure :list)
Apply a procedure to a list of arguments.
; Example
>>> (apply + (list 1 2 3))
6
```

# evalfile

```
(evalfile filename:string)
```

Evaluate file in the global environment.

### **Macro Definition**

### defmacro

```
(defmacro name formals :expr ...)
```

jbscheme macros are "procedural"; they are simply lambdas which return code.

The body of the macro is first evaluated in the macro's lexical environment. Then the resulting expression is evaluated in the caller's environment.

Beware of capturing variables from the macro's environment; if you want to refer to variables in the invocation environment, use quotation.

This add-x macro captures the global binding for x:

```
>>> (defmacro add-x (y) (list + x y))
>>> (def x 100)
>>> (add-x 5)
105
>>> (set! x 200)
>>> (add-x 5)
205
>>> ((fn (x) (add-x 5)) 1000)
205
```

In this version, x is not captured; the value of x is taken from the local scope where the macro is called:

```
>>> (def x 100)
>>> (defmacro add-x (y) (list + 'x y))
>>> ((fn (x) (add-x 5)) 1000)
1005
```

macro

```
(macro formals :expr ...)
```

Create macro. See 'defmacro'.

# **Exceptions**

Errors can be raised to interrupt program flow, and can be caught with the try form.

```
error
(error :string)
raise
(raise :error)
try
(try body:expr catch:expr)
Try evaluating body. If an error is raised, evaluate catch; the raised error value is bound
to err when catch is evaluated.
; Example
>>> (defn errored ()
        (raise (error "oh no!"))
        (print "never evaluated"))
>>> (errored)
Unhandled Error: oh no!
>>> (try (print "no error") (print (concat "handled " (repr err))))
no error
>>> (try (errored) (print (concat "handled " (repr err))))
handled #[error Exception "oh no!"]
assert
(assert predicate:bool)
Raises an exception if predicate is false.
```

# **System Procedures**

getenv
(getenv var:string)
Get value of environment variable. Raises exception if the variable is not set or contains non-UTF8 characters.
exit
(exit :integer)
Exit program with a status code.

Debugging
dd
(dd :expr)
Print Rust struct debug.
ddp
(ddp :expr)
Pretty print Rust struct debug.
dda
(dda :expr)
Print pointer address.
ddc
(ddc :lambda :macro)
Print code of (non-builtin) lambda or macro.

# **Standard Libraries**

math

# unittest