

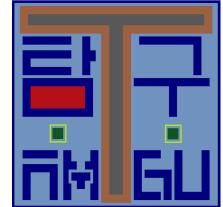
Tamgu (탐구) as a SHELL

Tamgu (탐구) Playground

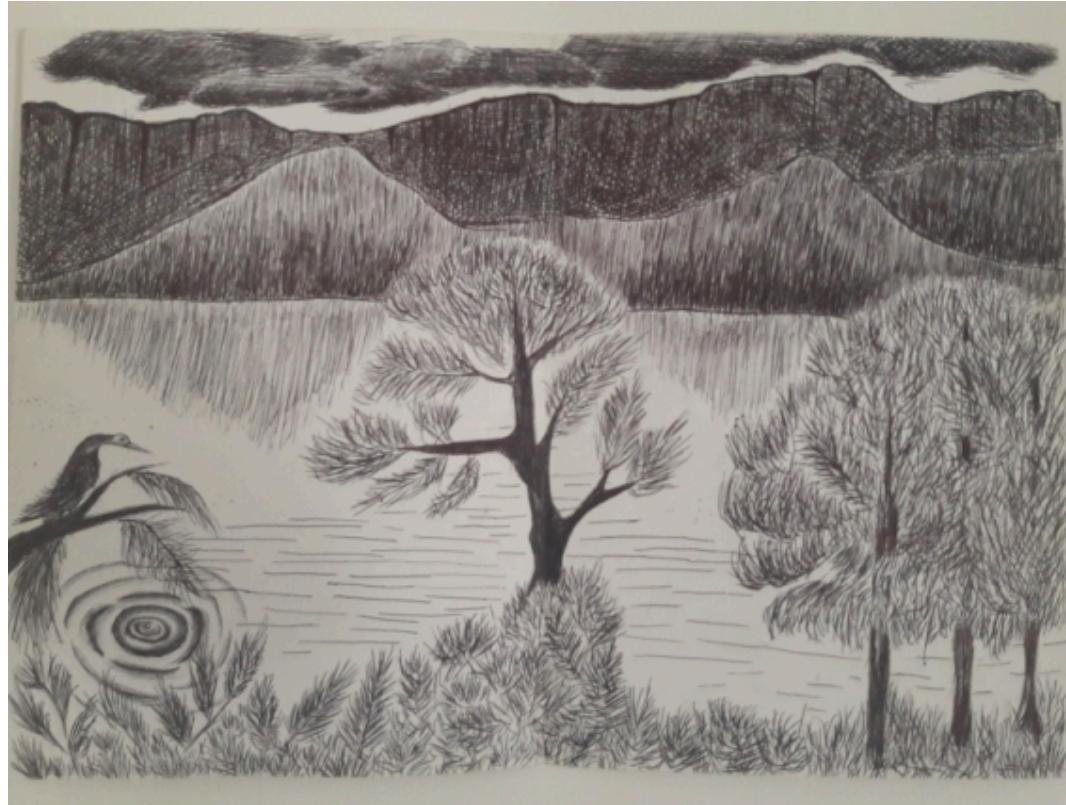
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December 2019

Tamgu 탐구: SHELL

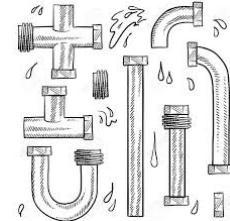


Ô temps! Suspend Ton Vol*...



*Oh Time ! Give us a break !

Pipes



Despite years of GUI, *pipes* are still cool*...

```
cat toto | wc -l
```

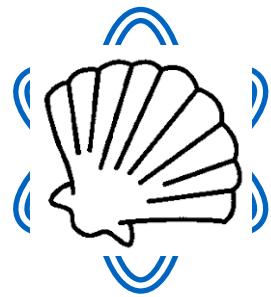
Alas! They are sometimes a bit too complex to handle...

```
-rwxr-xr-x@ 1 roux staff 24373 2 sep 15:55 tamguprimemapsi.cxx
-rwxr-xr-x@ 1 roux staff 24157 2 sep 15:55 tamguprimemapsl.cxx
-rwxr-xr-x@ 1 roux staff 18738 2 sep 15:55 tamguprimemapss.cxx
-rwxr-xr-x@ 1 roux staff 69735 21 oct 14:14 tamgurawstring.cxx
-rwxr-xr-x@ 1 roux staff 27737 2 sep 15:55 tamgusocket.cxx
```

If we could just ponder a little bit on the output of the last command before acting...



SHELL



Tamgu 탐구 is a SHELL*



*Tamgu 탐구 est une coquille Saint-Jacques

STRINGS

```
//Below are some examples on string manipulations
string s;
string x;
vector v;

//Some basic string manipulations
s="12345678a";
x=s[0];           // value=1
x=s[2:3];        // value=3
x=s[2:-2];       //value=34567
x=s[3:];
x=s["56"];
x=s[2:"a"];
s[2]="ef";       //value=empty

//The 3 last characters
x=s.right(3);    //value=78a

//A split along a space
s="a b c";
v=s.split(" ");   //v=["a","b","c"]

//regex, x is a string, we look for the first match of the regular expression
x=s.scan("%d%d%d"); //value=78a

//We have a pattern, we split our string along that pattern
s="12a23s45e";
v=s.scan("%d%d%d%c");
x=s.replace("%d%d%d$","X"); //value=12aX45e

//replace also accepts %x variables as in Tamgu regular expressions
x=s.replace("%d%d%1s","%1"); //value=12a2345e

//REGULAR REGULAR EXPRESSIONS: Not available on all platforms
preg rx(p'w+day');
string str="Yooo Wedneseday Saturday";
vector vrgx=rx in str; //["Wedneseday",'Saturday']

string s=rx in str; //Wedneseday
int i=rx in str; // position is 5

//We use (...) to isolate specific tokens that will be stored in the
//vector
rx=p'(\d{1,3}):(d{1,3}):(\d{1,3}):(\d{1,3})';
str=1:22:33:444;
vrgx=str.split(rx); // [1,22,33,444], rx is a split expression

str='1:22:33:444';
vrgx=str.split(rx); //[] (4444 contains 4 digits)

str="A_bcdE";
//Full match required
if (p'[a-zA-Z]_+' == str)
  println("Yooo"); //Yooo
```

First, It is great at handling strings*!!!

It knows everything about strings:

- Encoding (Latin, UTF8, UNICODE)
- Regular expressions
- Substrings
- Search
- Tokenization
- Split
- Conversion

And it is easy...

Really...

Like Python but better...

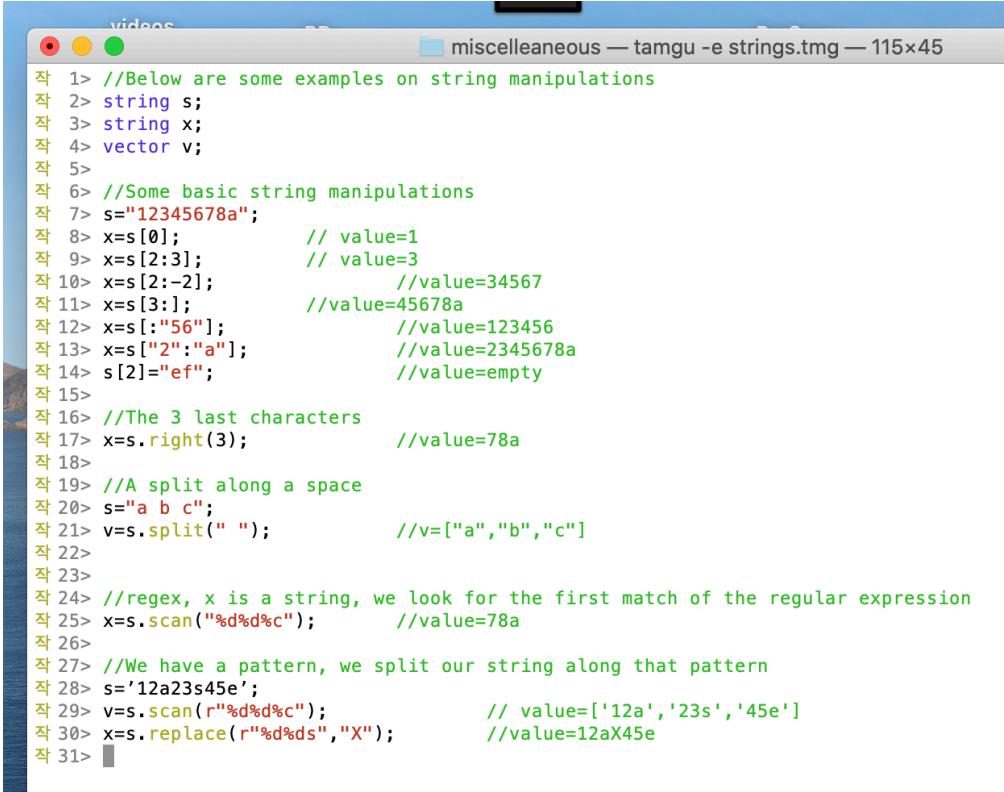


*Tamgu 탐구 est un langage moral indexé sur des shorts

Strings ?

Ok... But you were talking about a SHELL...

But *Strings* ?



```
작 1> //Below are some examples on string manipulations
작 2> string s;
작 3> string x;
작 4> vector v;
작 5>
작 6> //Some basic string manipulations
작 7> s="12345678a";
작 8> x=s[0];           // value=1
작 9> x=s[2:3];        // value=3
작 10> x=s[2:-2];      //value=34567
작 11> x=s[3:];         //value=45678a
작 12> x=s[:"56"];      //value=123456
작 13> x=s[:"a"];       //value=2345678a
작 14> s[2]="ef";       //value=empty
작 15>
작 16> //The 3 last characters
작 17> x=s.right(3);    //value=78a
작 18>
작 19> //A split along a space
작 20> s="a b c";
작 21> v=s.split(" ");     //v=["a","b","c"]
작 22>
작 23>
작 24> //regex, x is a string, we look for the first match of the regular expression
작 25> x=s.scan("%d%d%c"); //value=78a
작 26>
작 27> //We have a pattern, we split our string along that pattern
작 28> s='12a23s45e';
작 29> v=s.scan(r"%d%d%c"); // value=['12a','23s','45e']
작 30> x=s.replace(r"%d%d", "X"); //value=12aX45e
작 31> █
```

Most of your work, when dealing with *pipes* is about strings...
This how you pass your output to the next command...

STRINGS*



Can I see the picture again ?

A screenshot of a terminal window titled "miscelleaneous — tamgu -e strings.tmg — 99x32". The window contains the following Python-like code demonstrating various string manipulation operations:

```
작 5>
작 6> //Some basic string manipulations
작 7> s="12345678a";
작 8> x=s[0];           // value=1
작 9> x=s[2:3];         // value=3
작 10> x=s[2:-2];        //value=34567
작 11> x=s[3:];          //value=45678a
작 12> x=s[:"56"];        //value=123456
작 13> x=s["2":"a"];       //value=2345678a
작 14> s[2]="ef";         //value=empty
작 15>
작 16> //The 3 last characters
작 17> x=s.right(3);      //value=78a
작 18>
작 19> //regex, x is a string, we look for the first
작 20> x=s.scan("%d%d%c"); //value=12e
작 21>
작 22> //A split along a space
작 23> s="a b c";
작 24> v=s.split(" ");      //v=["a","b","c"]
작 25>
작 26> //We have a pattern, we split our string along that pattern
작 27> s='12a23s45e';
◆34> exit editor
```

At the bottom left, there is a circular redaction box containing the following variable values:

- 34> s
12a23s45e
- 33> x
12aX45e
- 35>

The terminal window has a dark blue header bar with the word "videos" and three colored window control buttons (red, yellow, green) on the left.

I like the colours, what is this editor* ?

This is Jag작 the internal editor in tamgu탐구!!!

It is *interactive*...

run, debug, introspect your variables...



* Choisir les bonnes couleurs demande un vrai sens artistique, bande de moules...

Jag작: Tamgu탐구 Editor

Jag작* is the internal editor of Tamgu탐구

It is also available independently from Tamgu탐구 as: jag

Commands:

- **3. edit (space):** edit mode. You can optionally select also a file space
 - **Ctrl-b:** toggle breakpoint
 - **Ctrl-k:** delete from cursor up to the end of the line
 - **Ctrl-d:** delete a full line
 - **Ctrl-u:** undo last modification
 - **Ctrl-r:** redo last modification
 - **Ctrl-f:** find a string
 - **Ctrl-n:** find next
 - **Ctrl-g:** move to a specific line, '\$' is the end of the code
 - **Ctrl-l:** toggle between top and bottom of the screen
 - **Ctrl-t:** reindent the code
 - **Ctrl-h:** local help
 - **Ctrl-w:** write file to disk
 - **Ctrl-c:** exit the editor
- **Ctrl-x: Combined Commands**
 - **C:** count a pattern
 - **H:** convert HTML entities to Unicode characters
 - **D:** delete a bloc of lines
 - **c:** copy a bloc of lines
 - **x:** cut a bloc of lines
 - **v:** paste a bloc of lines
 - **d:** run in debug mode
 - **r:** run the code
 - **w:** write and quit
 - **l:** load a file
 - **m:** display meta-characters
 - **h:** full help
 - **q:** quit



You can execute commands within the SHELL

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64 bits

!command*

help: display a list of available commands

◀▶2> !ls
buggui.tmg
build.xml
built.xml
centos.sh
checkps.tmg
chrono.tmg
cpjag.sh
english.tra
exempleregles.tmg
extraitsderegles.tmg
◀▶2>

fedora.sh
french.tra
gram.tmg
gros.txt
grosvecteurs.tmg
hst.txt
lectecr.tmg
lg.txt
listecode.tmg
remplace_blog.tmg



Even better... You can keep the results of your command

```
[◆2> !v=ls *.tmg
[◆2> v
['buggui.tmg
[, 'checkps.tmg
[, 'chrono.tmg
[, 'exempleregles.tmg
[, 'extraitsderegles.tmg
[, 'gram.tmg
[, 'grosvecteurs.tmg
[, 'lectecr.tmg
[, 'listecode.tmg
[, 'remplace_blog.tmg
[, 'retirecopyrights.tmg
[, 'règles tokenization.tmg
[, 'rings.tmg
[, 'test.tmg
[, 'testconversion.tmg
[, 'testlecture.tmg
[, 'trialahanoi.tmg
[, 'vitesseconversion.tmg
[ ]
[◆2>
```

`!v=command*`

Just the command
after the "=" sign...
No quote...

`v` is a predeclared vector...
But you can declare as many
vectors as you want...



* Encore une fois, ça se passe au-dessus

These can be quite complicated commands

!v=ps -elf*

2> !v=ps -elf

2> v

| | UID | PID | PPID | F | CPU | PRI | NI | SZ | RSS | WCHAN |
|---|-----|-----|------|---------|-----|-----|----|---------|-------|-------|
| , | 0 | 1 | 0 | 4004 | 0 | 37 | 0 | 5407292 | 28092 | - |
| , | 0 | 111 | 1 | 4004 | 0 | 4 | 0 | 4482128 | 1356 | - |
| , | 0 | 112 | 1 | 4004 | 0 | 31 | 0 | 5429284 | 13088 | - |
| , | 0 | 115 | 1 | 4004 | 0 | 20 | 0 | 4308708 | 2352 | - |
| , | 0 | 116 | 1 | 4004 | 0 | 46 | 0 | 5935016 | 28584 | - |
| , | 0 | 117 | 1 | 1004004 | 0 | 50 | 0 | 5405368 | 14228 | - |
| , | 0 | 118 | 1 | 4004 | 0 | 4 | 0 | 4512256 | 13300 | - |



History

```
◆ 2> history
```

```
1 = !v=ls *.tmg
2 = v=_sys.pipe("ls *.tmg");
3 = v
4 = !v=ps -elf
5 = v=_sys.pipe("ps -elf");
6 = v
7 = history
```

*!v=ls *tmg*

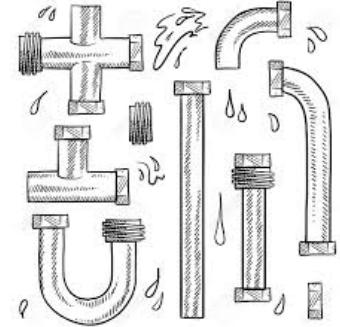
!v=ps -elf

```
◆ 2> store myhistory.hst
```

- You can access your *command history** (also with the arrows)
- And you can *store* it...
- Even better. You can *reload* it...



Pipes* in *tamgu*



There are many ways to handle your commands.

Let's start with the simplest: "-p"

```
ls -1 | tamgu -p "if ('.tmg' in l) println(l);"
```

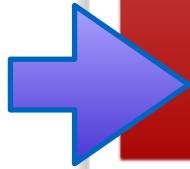
Where does "l" come from ?



-p

Actually, when you use *-p* you have the following variables, which are automatically predeclared for you...

_args: argument vector
_paths: _paths[0] is the current directory
a,b,c: bool
i,j,k: int
f,g,h: float
s,t,u: string
m: map
v: vector
x,y,z: self
l: string (current line from stdin for -p)



l: string (current line from stdin for -p)

which comes as handy*...



* En allemand, c'est un téléphone portable. Comme quoi on n'est pas les seuls à avoir des problèmes avec l'anglais...

-pb, -pe: Beginning and End

Let's say, you want to count the number of files with a specific ending*...

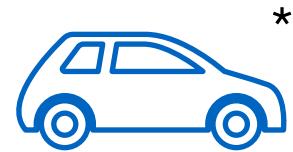
```
ls -1 | tamgu -pb "i=0;" -p "if ('.tmg' in l) i++;" -pe "println(i);"
```

- With **-pb** you initialise "i" with 0
- With **-p** you scan each line from *stdin*
- With **-pe** you display the final score



* Ok... Y'a "wc -l" qui fait la même chose. Mais là, c'est plus cool...

Under the hood



We have the following predeclared variables:

- `bool a,b,c;`
- `int i,j,k;`
- `float f,g,h;`
- `string s,t,u;`
- `map m;`
- `vector v;`

These are *global* variables, whose values will survive any number of loops.

```
string l;
```

"`l`" is a *local* variable...

Actually, your `-p` code is encapsulated into a *function*, with "`l`" as a *parameter*, which is called for each line from `stdin`...



GREP

You can implement your own *grep**.

"s" is a string object, which exposes the method: *read*, which pushes the content of a file into a string variable...

```
ls -1 | tamgu -p "if ('.txt' in l) {s.read(l); if ('TOTO' in s) println(l);}"
```

Display the *.txt* file pathnames that contain *TOTO*



* La vaccination contre la grep est conseillée pour les séniors.

-a: Keep your arguments close to you...

-a stores the output of the previous command into a vector of strings: `_args`*.

```
ls -1 | tamgu -a
```

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help: display available commands

[◀ 2> `_args`

['french.tra' , 'generation.tmg' , 'generationbis.tmg']

◀ 3>



Now you can play...*

```
►2> _args
['french.tra', 'generation.tmg', 'generationbis.tmg']
[]2> for (u in _args) {
[]3>     if (".tmg" in u) {
[]4>         println(u);
[]5>     }
[]6> }
[]7>
generation.tmg
generationbis.tmg
►7> █
```



You can edit...*

```
작 1> bool a,b,c; int i,j,k; float f,g,h; string s,t,u; map m; vector v; self x,y,z;
작 2> for (u in _args) {
작 3>     if (".tmg" in u) {
작 4>         println(u);
작 5>     }
작 6> }
```

Note the predeclared variables



You can have a large program

```
작 1> /@
작 2> _args contains some directories, which are traversed
작 3> for each '.h' file found, we open it and modifies its content
작 4> then save it again in the same file
작 5> @@
작 6>
작 7> function traverse(string chemin) {
작 8>     svector pathname = _sys.ls(chemin);
작 9>     string sub;
작 10>
작 11>     string che;
작 12>
작 13>     for (string n in pathname) {
작 14>         if (n[0]=='.')
                continue;
작 15>
작 16>
작 17>         che = chemin+n;
작 18>         if (_sys.isdir(che))
                traverse(che+"/");
작 19>         else {
작 20>             if ('.h' in n) {
작 21>                 string mytext;
작 22>                 mytext.read(che);
작 23>                 mytext=mytext.trimleft();
작 24>
                file sv(che,"w");
                sv.write(mytext);
                sv.close();
작 25>
작 26>
작 27>
작 28>
작 29>             }
작 30>         }
작 31>     }
작 32> }
작 33>
작 34>
작 35> for (string c in _args)
작 36>     traverse(c);
작 37>
```

_sys gives you the
SHELL POWER:

- ls(path)
- isdirectory(path)
- command(...)
- pipe(...)

_args can NEVER be destroyed*.
You can run your program as many
times as you want...

