

MIA 90-08: Basic Libraries - Reference Manual

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**Mjølner Informatics Report
MIA 90-08
August 1999**

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Basic Libraries

List of programs

[substreams.bet](#)

[textRecords.bet](#)

[NumberioDemo.bet](#)

[putformatDemo.bet](#)

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Basic Libraries

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Basic Libraries

The Basic Libraries

This document contains documentation of the basic libraries of the Mjølner System. It is a programmer's guide. The purpose is to provide the necessary information to the users of the libraries. The facilities are documented by means of the BETA interfaces and examples of how to use the facilities.

This document includes the documentation on the following libraries of the Mjølner System:

- `betaenv.bet` contains the most basic library of the Mjølner System. It contains patterns describing character, integer, streams, exceptions, etc. as well as control patterns and input/output patterns. Most (if not all) BETA programs will use `betaenv`, either directly or indirectly.
- `math.bet` contains an interface to standard real functions in BETA. The library contains patterns for mathematical functions: trigonometric, hyperbolic, exponential and logarithmic, floating point manipulation, power, miscellaneous constants.
- `numberio.bet` contains patterns to be used for reading numbers from any input stream, and for writing any number to any output stream. The patterns are able to read and write all numeric types of the BETA language.
- `formatio.bet` contains two patterns for making formatted input and output on any stream.
- `random.bet` contains an elaborate random generator system, containing random generators with many different statistical properties.
- `regexp.bet` contains facilities for working with regular expressions in text strings.
- `file.bet` contains the general interface into files, residing on some file system.
- `directory.bet` contains the general interface into directories on hierarchical file system.
- `systemEnv` defines the experimental concurrency system for BETA. `SystemEnv` contain three closely related libraries: `basicsystemenv.bet`, `systemenv.bet`, and `timehandler.bet`.
- `repStream.bet` contains the definition of a special type of repetitions that has stream-like operations.
- `external.bet` contains the various facilities for enabling BETA programs to interface to external languages, like C and Pascal.

along with a few other, minor libraries.

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The Basic Libraries

The betaenv Library

When programming in BETA, the basic BETA environment betaenv is utilized. This chapter describes how to use the facilities in betaenv.

Betaenv contains several attributes that are used in any BETA program. That is, each BETA program must have betaenv in its origin path.

The patterns in betaenv are divided into several different categories such as character patterns, integer patterns, boolean patterns, control patterns, input/output patterns, stream and exception patterns.

The first section of this chapter describes how betaenv is used in general, while the subsequent sections concern the individual patterns.

Mjølnir System Version

The `mbs_version.bet` library implements a few operations which can be used in BETA programs to test the actual release number of the Mjølnir System. See the interface files for details.

Backward compatability

This version of betaenv contains a few important changes, which are not backward compatible. The most important are:

- The text attribute findCh has been renamed to findAll.
- The text attributes copyAppend and copyPrepend have been removed. To gain the same effect, you can write:

```
'...' -> (t.copy).append
```

- or

```
'...' -> (t.copy).prepend
```

To ease the process of porting your code, we have included a small fragment called betaenvold.bet containing these obsolete facilities.

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Using the betaenv Library

The basic structure of betaenv is realized by means of the Mjølner fragment system. It is as follows:

```
BODY 'betaenvbody'
--- betaenv: descriptor ---
(# ...
(* A lot of useful patterns *)
...
theProgram: @<SLOT program: descriptor>>;
<<SLOT lib: attributes>>
...
do theProgram
#)
```

The program slot must be filled by the user and can have the following form:

```
ORIGIN '~beta/basiclib/betaenv'
--- program: descriptor ---
(#
do 'This is a small BETA program' -> puttext
#)
```

lib slot

The lib slot makes it possible to add attributes to betaenv. An example of this is the following which might be in a file called stack.bet:

```
ORIGIN '~beta/basiclib/betaenv'
--- lib: attributes ---
stack:
(# push: (# e: @integer enter e do ... #);
  pop: (# e: @integer do ... exit e #);
  empty: ...
  ...
#)
```

The stack can then be used as follows:

```
ORIGIN '~beta/basiclib/betaenv';
INCLUDE 'stack'
--- program: descriptor ---
(# s: @stack
do 7 -> s.push;
  s.pop -> putint;
#)
```

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Basic Patterns

Simple types

Betaenv contains definitions of the basic patterns char, integer, real, boolean, true and false that are predefined in the BETA language (i.e. built-in data types). These patterns are self-assignable. This means an integer object can be assigned to another integer object, a char object can be assigned to another char object etc.

For efficiency reasons, the usage of the basic patterns char, integer, real, boolean, true and false is somewhat restricted, compared with all other patterns in the system. These restrictions are:

- They cannot be used as superpatterns to other patterns. E.g. subInteger: integer(# ... #) is illegal.
- Dynamic references to instances of these basic types cannot be obtained. E.g. var[] -> ... is illegal if var is an instance of one of these basic patterns.
- Dynamic references to basic patterns cannot be declared. E.g. var: ^integer is illegal.

True object oriented patterns for integers, characters, reals and booleans are also part of the system (see later). However, using those patterns impose an execution overhead compared with the basic patterns.

The Integer Pattern

Arithmetical operators

Besides the arithmetical operations: +, -, *, div, and mod and the relational operations: =, <>, >, >=, < and <=, the Min, Max and Abs patterns are defined for integers. The patterns MaxInt and MinInt returns the largest (respectively smallest) integer on the machine.

```
(# i,j,k: @integer
do 3 -> i;
  '? '->puttext; getint->j; (* read an integer from keyboard *)
  ((i,j) -> Max, j+5) -> Min -> k;
  'k is '-> puttext; k -> putint; newline;
  (if k=1
    // 5 then ...
    // 17 then ...
  if)
#)
```

The Boolean Pattern

Logical operators

In the current implementation, true and false return respectively the values 1 and 0. The unary operator not and the binary operators and, xor, and or can be applied to booleans.

Booleans are used in the traditional way:

```
(# aBoolean, anotherBoolean: @boolean;  
  a: @integer  
do ...  
  (if aBoolean then  
    ...  
  else  
    (a>7) and (a<17) -> anotherBoolean  
  if)  
#)
```

The Real Pattern

Arithmetical operations

The arithmetical operations: +, -, *, div (or /), and the relational operations: =, <>, >, >=, < and <= are defined for reals. The patterns MaxReal and MinReal (defined in math.bet) returns the largest (respectively smallest) real on the machine.

The following example shows how to use reals. The pattern putreal is described later.

```
(# x,y: @real;
do ... -> x;
  'Print the number 1.23:' -> putline;
  y -> putreal;
  newline;
  x -> y;
  (if x=y then 'x and y are equal!' -> putline if);
  '3.0*7.0 = ' -> puttext;
  3.0 * 7.0 -> putreal;
  newline;
  '(-4.0)*(-3.0) = ' -> puttext;
  -4.0 * (-3.0) -> putreal;
  newline;
  '(-4.0)/8.0 = ' -> puttext;
  -4.0 div 8.0 -> putreal;
  newline;
#)
```

The Char Pattern

ASCII

The char pattern enables the manipulation of characters. Characters can be expressed as literals or as the corresponding ASCII values. The pattern `Ascii` defines all non-printable characters as constants (such as `null`, `nl`, `cr`, `esc`, `del`). Newline however, is a variable containing either `nl` or `cr` depending on the computer.

`Ascii` also contains local patterns for various conversions and testings of characters. E.g. the patterns `IsDigit`, `IsLetter`, `IsUpper` and `IsLower` are provided for determining the kind of a character. `IsSpace` testes whether the character is `sp`, `cr`, `nl`, `np`, `ht` or `vt`. Conversion is available through the `upCase` and `lowCase` patterns.

The following example shows how to use `char` and `upCase`:

```
(# a,b: @char
do 'a' -> a;
  98 -> b;
  (if a -> Ascii.upCase
    // 'A' then ...
    // 'B' then ...
    ...
  if)
#)
```

The Repetition Pattern

The BETA compiler also implements repetitions. Betaenv contains the repetition pattern, defining the available operations on repetitions (apart from the lookup operation: []). These operations are range, new and extend. Range returns the number of repetition positions, new makes it possible to allocate an entire new repetition, and extend is used for dynamically extension of the repetition. Note that the repetition pattern cannot be used as a superpattern:. Also note, that it is only allowed to make repetitions of integer, boolean, char, real, and object references.

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Basic Object Patterns

The basic object oriented patterns are the object pattern and the object oriented variants of the basic patterns.

The Object Pattern

The object pattern functions as the implicit superpattern: for all patterns which do not have any explicit superpattern:. The pattern object is defined as follows:

```
object: (* general superpattern: *)
  (# _struc:
    (#
      exit this(object)##
    #);
  _new:
    (# O: ^object
      do ...
      exit O[]
    #)
  do inner
  #);
```

The attribute `_struc` returns a reference to the structure of the current object (i.e. a pattern reference to the pattern from which this object was created). The attribute `_struc` is maintained in v1.6 for backward-compatibility reasons. It will be removed in next release, since it will become obsolete, since `O##` is allowed in the case where `O` is the name of an object. However, previous releases of the compiler disallows this construct in some cases due to an error. Only in these cases, it is recommended to use the `O._struc` construct.

The attribute `_new` returns a new object, that is qualified exactly as `THIS(object)`. This new object is default initialized.

Objects of simple types

All patterns except `char`, `integer`, `real`, `boolean`, `true` and `false` are subpatterns of `Object`. To enable handling integers, reals, characters and booleans like any other objects in the system, the patterns `charObject`, `integerObject`, `realObject`, `booleanObject`, `trueObject`, and `falseObject` have been introduced. They are genuine patterns, corresponding to the basic patterns, described above. They are specializations of `Object` that can be used instead of the basic patterns. They have all properties ordinary patterns have (in contrast to the basic patterns).

The charValue, integerValue, booleanValue and realValue Patterns

The charValue, integerValue, booleanValue, and realValue patterns are object oriented variants of the basic patterns (i.e. built-in patterns). They are used in all cases where a value of the given type is needed. E.g. a booleanValue may be used as superpattern for patterns returning boolean results.

The charObject, integerObject, booleanObject, trueObject, falseObject and realObject Patterns

These patterns are subpatterns: of the charValue, integerValue, etc. patterns above, and gives the final functionality to allow these variants of the basic patterns to be used as genuine patterns.

These patterns can for instance be utilized when programming general data structures. Consider a data structure list which defines its element type as a virtual Object.

```
list:
(# element :< object;
  insert: (# e: ^element enter e[] do ... #)
  remove: (# e: ^element do ... exit e[] #)
#)
```

When list is applied in a specific application, the element type is bound. The following is an example of how a list of integers and a list of editors can be declared and manipulated:

```
(# integerList: @list(# element::< integerObject #);
  editor:
    (# window: ...
      menus: ...
      cut: ...
      copy: ...
      paste: ...
    #);
  ed: ^editor;
  editorList: @list(# element::< editor #);
  io: ^integerObject;
do &integerObject[] -> io[]; 7 -> io;
  io[] -> integerList.insert;
  ...
  editorList.remove -> ed[];
  ...
#)
```

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The Basic Libraries

The Streams Patterns

A stream is a generalization of internal and external text objects. An internal text object (text) is a sequence (repetition) of chars. An external text object (file) corresponds to a traditional text file. Stream, text and file are organized in the following hierarchy:

Stream, text, and file

```
stream: (# ... #);
text: stream(# ... #);
file: stream(# ... #);      (* described in a later chapter *)
unixFile: file(# ... #); (* described in a later chapter *)
macFile: file(# ... #); (* described in the Macintosh
                        * Library manual *)
```

The Stream Pattern

The stream pattern is an abstract superpattern: which provides general stream manipulating procedure patterns: `getPos`, `setPos`, `eos`, `length`, `reset`, `newline`, `put`, `get`, `peek`, `putint`, `getint`, `puttext`, `gettext`, `putline`, `getNonBlank`, `getline`, `getAtom`, `scan`, `scanBlanks`, `scanToNL` and `scanAtom`. The stream pattern also defines exception patterns (e.g. `EOSerror`). See the interface of stream for more details.

Substreams

substreams.bet

There is an additional library called `substreams.bet`, which implements a substreams concept (and a subtext concept). A substream refers to a (consecutive) portion of another stream. Manipulations on the substream will thereby actually change that portion of this other stream. All usual stream operations applies to a substream. See the interface of substream for more details.

The Text Pattern

The text concept is intended for 'small' texts, but there is no size limit. Some of the operations might however be inefficient on large text objects.

A text is a sequence of characters. The range of a text object T is [1,T.length]. A text can be initialized by executing T.clear or by assigning it with another (initialized) text. Like the predefined patterns integer, real, char and boolean, Text objects are self-assignable. A text constant has the form 'foo' or 'a'. The ' character may be specified as part of a text constant by repeating it, e.g. 'is's like this' is the text constant: is's like this.

Besides defining the implementations of the abstract stream operations (e.g. put and get), the text pattern defines the following patterns: empty, clear, inxGet, inxPut, append, prepend, scanAll, sub, insert, delete, equal, equalNCS, less, greater, makeLC, makeUC, find, findAll, findText, findTextAll, copy, and asInt.

All error messages from exceptions originating from text objects are followed by the text lines:

```
Error in text which begins as follows:  
<THIS(text)>.....
```

where <THIS(text)> is the text where the error occurred.

Text utilities

The library textUtils.bet contains a number of additional text attributes, such as getBoolean, putBoolean, set, setText, setInt, setBased, setReal, and setBoolean. See the interface of textUtils for more details.

The library texthash.bet contains a single operation: honeyman, which is an efficient and nearly optimal hash-function for text hash keys. See the interface of texthash for more details.

Using Text

This example gives examples of how to use the text pattern. The text object Records consists of a sequence of records. Each record has the form:

```
name Job:aJob Salary:aSalary /
```

The program shows various patterns for manipulating the Records text:

textRecords.bet

```
ORIGIN '~beta/basiclib/betaenv';
```

```
--- program: descriptor ---  
(* Demo example showing examples of how to use the text concept from betaenv.  
 * The text object Records, consists of a sequence of records. Each record  
 * has the form:  
 *   name Job:aJob Salary:aSalary /  
 * The program shows various patterns for manipulating the Records text.  
 *)  
(# GetName: (* read next name from T *)  
  (# T: ^text; T1: @text  
   enter T[]
```

```

do (* scan and skip until a letter is met *)
  T.scan(# while::<(#do NOT (ch->Ascii.isLetter)->value #)#);
  (* scan and read while letters in T *)
  T.scan
  (# while::<(#do ch->Ascii.isLetter->value #)
  do ch->T1.put
  #)
  exit T1
#);

GetRecord:
(* Get the record with the name N and return name and dat part *)
(# N: ^Text; name,data: @Text
enter N[]
do Records.reset;
  FindName:
    (if not Records.eos then
      Records[]->getName->name;
      data.clear;
      (* scan and read until '/' is met *)
      Records.scan(# while::<(#do (ch<>'/')->value#) do ch->data.put #);
      (if not (N[]->name.equal) then restart FindName
      if)if)
    exit(name,data)
#);

GetJobAndSalary:
(* get the job and salary from data part, which is the part after name *)
(# Data: ^Text; Job: @Text; Salary: @integer
enter Data[]
do Data.reset;
  Data[]->GetName; Data.get (* skip ':' *); Data[]->GetName->Job;
  Data[]->GetName; Data.get; Data.GetInt->Salary
  exit(Job,Salary)
#);

Records: @Text;
do '-----1:'->putLine;
(* initialize Records *)
'John Job:Programmer salary:120000 / '->Records.append;
'Joan Job:Doctor salary:130000 / '->Records.append;
'Mary Job:Boss salary:140000 / '->Records.append;
Records[]->putLine;

'-----2:'->putLine;
(* split Records into atoms *)
Records.reset;
scan:
cycle
  (#
  do Records.getAtom->putline;
  (if Records.eos then leave scan
  if)#);
'-----3:'->putLine;
(* Find record with name Joan and decode data part *)
(# Name,Data,Job: @ text; Salary: @Integer
do 'Joan'->GetRecord->(Name,Data);
  'Ms. '->Name.prePend;
  ' II'->name.append;
  Name[]->putText; ' has the data: '->putText;
  Data[]->GetJobAndSalary->(Job,Salary);
  'Job='->putText; Job.makeUC; Job[]->putText;
  ' Salary='->putText; Salary->putInt; newline;
#)

#)

```

UniCode Text

This release contains an experimental implementation of an UniCode stream and UniCode text. The fragment is called `wtext.bet`, and a UniCode stream is realized by the `wstream` pattern and a UniCode text is realized by the `wtext` pattern.

Besides these two patterns, this fragment defines a conversion pattern `ascii2wtext`, which takes a regular BETA text and converts it into a UniCode text (a `wtext` instance). Furthermore, this fragment extends the text interface with one additional operation `aswtext`, which converts the text instance to a `wtext` instance.

See the interface file for `wtext` for further details.

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The Basic Libraries

Exceptions and Program Termination

The pattern exception is used as a superpattern: for all exceptions in the system. The default action of an exception is to stop the program execution and print an informative error message on the stream screen. In addition, the file <programname>.dump contains a dump of the call stack. Exception uses the pattern Stop for termination. Specific error messages can be defined by specializing the exception pattern. The attribute msg of exception is a text object that is used to accumulate error messages in the classification hierarchy of exceptions. If the programmer wishes to prevent the program execution from being stopped in order to handle the exception himself, the boolean attribute continue of exception must be set to true.

The exceptions are often defined as virtual procedure patterns of other patterns (such as the file pattern, discussed below). At the appropriate levels in the pattern hierarchy, the virtual patterns are bound so that the error messages are tailored to the specific context. The user can augment these error messages by means of the msg text object or choose to ignore the exception and continue execution.

In order to differentiate between potential fatal exceptions and more harmless exceptions, the notification pattern is defined as:

```
notification: exception(# do true->continue; INNER #);
```

Examples Using Exception

In order to illustrate the use of exceptions, let us return to the previous file exception example. Without using the exception handling facilities an attempt to open a non-existing file will produce the following error messages:

```
**** Exception processing
Error in file 'in.bet'
No such file
```

Now let us see what can be done by using exceptions.

The binding of noSpaceError shows that a message can be added to msg. Msg could also have been overwritten, by first clearing msg (msg.clear). The binding of noSuchFileError shows how to prevent the system from stopping the execution when the program attempts to open a non-existing file. Instead the user is prompted for another file name. In fact there exists a procedure pattern (exists) that tests for the existence of a file, but this has not been used in this example.

```
(# outFile: @file
(# noSpaceError::
  (# do 'It is time to delete garbage!'->msg.putline #)#);
inFile: @file
  (# noSuchFileError:: (# do true->continue; false->OK #)#);
OK: @ boolean;

do 'in.bet' -> inFile.name;
true -> OK;
openFile:
  (#
do inFile.openRead;
  (if not OK then
    'File does not exist!' -> screen.putline;
    'Type input file name: ' -> screen.puttext;
    inFile.readFileName;
    true -> OK;
    restart openFile
  if)
#);

'out.bet' -> outFile.name;
outFile.openWrite;
readFile:
  (#
do (if not inFile.eos then
    false -> inFile.gettext -> outFile.puttext;
    outFile.newline;
    restart readFile
  else
    leave readFile
  if)
  #);
inFile.close;
outFile.close;
#)
```

In case of disk space exhausted, the following message will be printed on the screen before the program execution is stopped:

```
**** Exception processing
Error in file 'in.bet'
File system is full
It is time to delete garbage!
```


The first line is from the general pattern exception, the second and the third lines are from the binding of `noSpaceError` in `file` and the fourth line is from the binding above, i.e. at the user level.

An attempt to open a non-existing file will produce the following error messages:

```
File does not exist!  
Type input file name:
```

It gives the programmer the possibility to proceed with another file name.

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The Basic Libraries

Various Other Patterns

Control Patterns

Betaenv contains three predefined control patterns: `forTo`, `cycle` and `loop`. They are respectively defined as:

```
forTo: (* for inx in [min,max] do inner *)
  (# min,max,inx: @integer
   enter (min,max)
   do ... inner;
   ...
  #);

cycle: (* executes inner forever *)
  (# do 1:(#... inner; ...#) #);

loop: (* control pattern for while- and repeat-loop *)
  (# while:< booleanValue(# do ... inner; ... #);
   until:< booleanValue(# do ... inner; ... #);
   do ... inner; ...
  #)
```

Recall that control patterns are procedure patterns that are to be used as superpattern:s. The first example illustrates the use of `forTo` in an inserted item:

```
do ...
  (3,17) -> forTo(# do inx*inx -> putint; newline #);
  ...
```

It will cause printing of the values 32, 42, ..., 172. The next example illustrates the use of `cycle` in the definition of another control pattern.

```
countCycle: cycle
  (* increments inx and executes inner forever *)
  (# inx: @integer
   do inx + 1 -> inx;
   inner
  #);
```

Finally, the following loop example reads a sequence of integers from standard input until either a non-positive integer is read or the sum of integers exceeds 1000:

```
loop(# while:< (# do getint->i; i>0->value #);
      until:< (# do sum>1000->value #);
      sum, i: @integer
      do i+sum->sum
      #)
```

Input/Output Patterns

Screen and keyboard

Standard input/output is available through dynamic references to objects that are instances of the pattern stream (see later). These streams are automatically opened. Abbreviations for the most often used input/output operations are defined (e.g. put for screen.put and get for keyboard.get).

```
(# j: @integer
do (for i: 5 repeat
    '? '-> puttext; getint -> j;
    j*j -> putint; newline
for)
#)
```

Single character input - iget.bet

The iget.bet library implements immediate character input (i.e. non-buffered input). This is through the iget operation, which returns a single character. iget returns as soon as a character is typed.

Command Line Arguments

It is possible to let BETA programs access the command line arguments through the `noOfArguments` and `arguments` patterns. `noOfArguments` returns the number of text atoms on the command line, including the program name. The text atoms are numbered from 1 to `noOfArguments`. The program name is obtained by `1 -> arguments`, the first argument is obtained by `2 -> arguments`, etc.

The following example displays the number of arguments of a command line followed by the arguments.

```
(#
do 'This program was called with ' -> puttext;
  noOfArguments -> putint; ' argument(s):' -> putline;
  (for i: noOfArguments repeat
    i -> arguments -> puttext; ' ' -> put;
  for);
  newline;
#)
```

Object Pool

The objectPool is for keeping track of unique instances of patterns. A call of the form

```
objectPool.get(# type::< T #) -> obj[]
```

will return an instance of T. The first call will create an instance of T. Subsequent calls will return this instance again. The objectPool is useful in systems where many fragments must refer to the same unique instance of a pattern T. ObjectPool also defines a scan operation which may be used for scanning the objects in the pool. For more operations, please consult the interface descriptions later.

Concurrency - SystemEnv

The current version of the Mjølnir System includes an experimental implementation of concurrency. The complete environment for concurrency is defined in the `systemEnv` library, described in a later chapter. However, some concurrency facilities are necessarily defined in the `betaenv` library. Please refer to the later chapter on the `systemEnv` library for details.

External Language Interface

External and cStruct

Betaenv contains the shortInt, external and cStruct patterns for interfacing into facilities written in other languages, such as C and Pascal. Please refer to the later chapter on the external library for details.

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The Basic Libraries

Time and Date Library

The basic libraries also contains a library: `timedate.bet`, which defines a series of patterns for manipulating time and date informations. See the interface of `timedate` for more details.

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Basic Libraries

The math Library

This library provides mathematical patterns: trigonometric, hyperbolic, exponential and logarithmic, floating point manipulation, and miscellaneous constants.

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The math Library

Using the math Fragment

A program using the math fragment will have the following structure:

```
INCLUDE '~beta/basiclib/math
--- program: descriptor ---
(# ...
  r: @real;
do ...
  1.234 -> sin -> r;
  ...
#)
```

Basic Libraries

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Basic Libraries

The numberio Library

Based integers and reals

Numberio is a library for reading and writing numerals (integers, based integers, radix integers, and reals). The format of these numerals corresponds directly to the format of these numerals as defined by the BETA language (except for radix integers that are not supported by the BETA language). Numberio also contains a general `getNumber` operation, that is able to read any numeral, and return the proper value read.

Grammar for `getNumber` operation

The following grammar defines the exact syntax of the numerals:

$N ::= D+$	int	314
$D+ '.' D+$	real	3.14
$D+ '.' D+ 'E' E$	real	3.14E8
	real	3.14E+8
	real	3.14E-8
$D+ 'E' E$	real	3E8
	real	3E+8
	real	3E-8
$D+ 'X' (D L)+$	based	2X0101
	based	8x0845
	based	16xAF12
$(D L)+$	radix	AF12
$D ::= '0' \mid \dots \mid '9'$		
$L ::= 'A' \mid \dots \mid 'Z'$		
$E ::= D+$		
$'+' D+$		
$'-' D+$		

Integer examples:

10 0 123

A based integer has the form `<base>X<number>`. Examples are:

2X101 base=2, number= $4*1 + 2*0 + 1*1 = 5$
8X12 base=8, number= $8*1 + 1*2 = 10$
16x2A1 base=16, number= $256*2 + 16*10 + 1*1 = 673$
0x2A1 base=16, i.e. base=0 is interpreted as base=16

Examples of reals are:

3.14 3.14E-8 3E+8

All letters may be in lower or upper case.

The various read and write operations contain several facilities for controlling the read and write. Please consult the interface description later for details.

The numberio Library

Using the numberio Fragment

A program using the numberio fragment will have the following structure:

```
INCLUDE '~beta/basiclib/numberio
--- program: descriptor ---
(# ...
  r: @real;
do ...
  getReal -> r;
  ...
#)
```

Reading numbers from standard input

The following example illustrates using `numberio` to read general numerics, as well as based, integer and reals from keyboard.

NumberioDemo.bet

```
ORIGIN '~beta/basiclib/numberio';
--- program: descriptor ---
(
do L: (
  do 'Enter a general number: '->puttext;
  getNumber
  (
    # valueError::< (
      # do msg[]->screen.putline; true->continue #);
    syntaxError::< (
      # do msg[]->screen.putline; get; true->continue #);
    baseError::< (
      # do msg[]->screen.putline; true->continue #);
    integerValue::<
      (
        # do '\tInteger='->puttext; value->putInt #);
    basedValue::<
      (
        #
        do '\tBase='->puttext; base->putInt;
        ' Value='->puttext; value->putInt;
        ' BasedValue='->puttext; (base,value)->putBased;
      #);
    realValue::<
      (
        #
        do '\tReal='->puttext;
        value->screen.putReal(# format::< (
          # do exp->style; true->upcase #)
        #) #);
    do newline;
  #);
  'Enter a based number: '->puttext;
  getBased
  (
    # valueError::< (
      # do msg[]->screen.putline; true->continue #);
    syntaxError::< (
      # do msg[]->screen.putline; true->continue #);
    baseError::< (
      # do msg[]->screen.putline; true->continue #);
    do '\tBase='->puttext; b->putInt;
    ' Value='->puttext; i->putInt;
    ' BasedValue='->puttext; (b,i)->putBased;
  #); newline;
  'Enter a real number: '->puttext;
  getReal
  (
    # valueError::< (
      # do msg[]->screen.putline; true->continue #);
    syntaxError::< (
      # do msg[]->screen.putline; true->continue #);
    baseError::< (
      # do msg[]->screen.putline; true->continue #);
    do '\tReal='->puttext
    #)->screen.putReal(# format::< (
      # do exp->style; true->upcase #) #); newline;
  'Enter an integer number: '->puttext;
  getInteger
  (
    # valueError::< (
      # do msg[]->screen.putline; true->continue #);
    syntaxError::< (
      # do msg[]->screen.putline; true->continue #);
    baseError::< (
      # do msg[]->screen.putline; true->continue #);
    do '\tInteger='->puttext
    #)->putInt; newline;
  restart L
  #)
#)
```

Basic Libraries

The formatio Library

Formatted input/output

This library provides facilities for formatted input and output (similar to the `scanf` and `printf` functions in C). These facilities are implemented in the form of the `getFormat` and `putFormat` operations that are added as stream attributes, making formatted input and output available for any stream.

Format string

Both `getFormat` and `putFormat` take a text string as argument. This text string must contain a format specification of the input to be read from (respectively output to) the stream. The format string may be any string, possibly with one or more embedded markers. The markers specify the variable parts of the expected input (respectively output), such as integer values. The markers are indicated in the string by a leading `'%'`. Following the `'%'` is the specification of the marker type.

`getFormat` accepts the following marker syntax:

```
%[width][.[precision]]dioxXrRbBfeEgGcsn%
```

`putFormat` accepts the following marker syntax:

```
%-+ [[0]width][.[[0]precision]]dioxXrRbBfeEgGcsn%
```

As it can be seen, the marker syntax is very similar.

Marker type

Corresponding to every marker type (given by the `dioxXrRbBfeEgGcsn` part of the marker syntax), `getFormat` and `putFormat` defines an attribute (with the same name) as the marker symbol an attribute with the name `d`, corresponding to the `d` marker type. Due to BETA not being case-sensitive in identifiers, the attributes corresponding to the upper-case marker types are called e.g. `uG` for upper `g`.

The functionality of formatted input and output can now easiest be described by showing the following example:

```
(# t, s: @text;
  theName: ^text; theValue: integer;
do 'name: temperature value: 72 name: speed value: 35' -> t;
  0->t.pos;
  'name: %s value: %d'
  t.getFormat(# do s->theName[]; d->theValue #);
  'The name is %s and the value is %d\n'
  s.putFormat(# do theName[]->s; theValue->d #);
  'name: %s value: %d'
  t.getFormat(# do s->theName[]; d->theValue #);
  'The name is: %s and the value is: %d\n'
  s.putFormat(# do theName[]->s; theValue->d #)
#)
```

At the end of this program, `s` will contain the following text:

The name is: temperature and the value is: 72
The name is: speed and the value is: 35

The getFormat and putFormat operations raise exceptions if the format specifications are not satisfied.

Basic Libraries

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The formatio Library

Using the formatio Fragment

A program using the formatio fragment will have the following structure:

```
INCLUDE '~beta/basiclib/formatio
--- program: descriptor ---
(# ...
  r: @real;
do ...
  'real value: %e' -> putformat(# do r->e #);
  ..
#)
```

Illustrating putFormat

putformatDemo.bet

```
ORIGIN '~beta/basiclib/formatio';
--- program: descriptor ---
(
do 'string=%s, integer=%i, real=%f\n\n'
    -> putFormat(# do 'abc'->s; -30->i; 3.14->f #);

'(1234567){12345678}[123456789]\n' -> putFormat;
'(%7i){%8i}{%9i}\n\n' -> putFormat(# do 27->i; 30->i; -45->i #);

'"%s,%s,%s" = %s,%s,%s\n\n'
    -> putFormat(# do '27'->s; 'Hello'->s; '-45'->s #);

' 123456789 1234567890123456 12345678\n' -> putFormat;
'x=%9.3f,y=%16.e,z=%8f\n\n'
    -> putFormat(# do 27.5->f; 30.5->e; -45.5->f #);

' 1234567890 1234567890 12345678\n' -> putFormat;
'x=%*.f,y=%*.2e,z=%8.f\n\n'
    -> putFormat(# do 10->width; 3->precision; 27.5->f; 30.5->e; -45.5->f #);

#)
```

Illustrating getFormat

getformatDemo.bet

```
ORIGIN '~beta/basiclib/formatio';
--- program: descriptor ---
(# i1, i2, i3, i4, i5: @integer;
  s1, s2: ^text;
  r1, r2, r3: @real;
  chr: @char;
  t, fmt: ^text;
do '123,%456, 789 JorgenLKnudsen 1.2,2+2=43.45, 67.89 abc, 101, 0x101, 0101, 101xxx'->t[];
  0->t.pos;

  'input:\t"%s"\n\n' -> putFormat(# do t[]->s #); newline;

  '%i,%i,%i, %i' -> fmt[] -> t.getFormat(# do i->i1; i->i2; i->i3 #);
  'format:\t%s\nread:\t%i, %i, %i\n\n'
    -> putFormat(# do fmt[]->s; i1->i; i2->i; i3->i #);

  '%s%c%s' -> fmt[] -> t.getFormat(# do s->s1[]; c->chr; s->s2[] #);
  'format:\t"%s"\nread:\t"%s", "%c", "%s"\n\n'
    -> putFormat(# do fmt[]->s; s1[]->s; chr->c; s2[]->s #);

  '%f,2+2=4%e, %f' -> fmt[] -> t.getFormat(# do f->r1; e->r2; f->r3 #);
  'format:\t"%s"\nread:\t%f, %f, %f\n\n'
    -> putFormat(# do fmt[]->s; r1->f; r2->f; r3->f #);

  '%x, %o, %i, %i, %i%s' -> fmt[]
    -> t.getFormat(# do x->i1; o->i2; i->i3; i->i4; i->i5; s->s1[] #);
  'format:\t"%s"\nread:\t%i, %i, %i, %i, %i, "%s"\n'
    -> putFormat(# do fmt[]->s; i1->i; i2->i; i3->i; i4->i; i5->i; s1[]->s #);

  '123,%456, 124 %JorgenLKnudsen 1.2,2+2=43.45, 67.89 abc, 111, 0x111, 0111, 111xxx'->t[];
  0->t.pos;
  '\n\ninput:\t"%s"\n\n' -> putFormat(# do t[]->s #); newline;

  '%i,%i,%i, %i %s%c%s%f' -> fmt[] -> t.getFormat(# do i->i1; i; i->i2; s; c; s; f->r1; #);
  'format:\t%s\nread:\t%i, %i, %f\n\n'
    -> putFormat(# do fmt[]->s; i1->i; i2->i; r1->f; #);

#)
```

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Basic Libraries

The random Library

This library provides elaborate random number generation facilities. The random library contains random generators with different statistical distributions, such as uniform, normal, binomial and poison distributions.

The library offers facilities for specifying the seeds of the generator by the `setseed` operation.

The library offers facilities for maintaining up to 32 parallel random generators.

For more details, see the interface descriptions.

simple random generators: `ignlgi` and `ranf`

The simple random generator most often used (namely the uniform integer random generator) is in this library the `ignlgi` generator which returns a uniformly distributed integer in the range $[1, 2147483562]$. It is also available in the `ignuin` variant which returns a uniformly distributed integer in a range specified by the user.

Another simple and often used random generator is the uniform real random generator which in this library is available as the `ranf` generator which returns a uniformly distributed real in the range $]0, 1[$ (i.e. 0 and 1 are never returned). The `genunf` variant returns a uniformly distributed real in a range specified by the user.

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The random Library

Using the random Fragment

A program using the random fragment will have the following structure:

```
INCLUDE '~beta/basiclib/random'
--- program: descriptor ---
(# ...
  i: @integer;
do ...
  (123, 456) -> setsd;
  ...
  (1,100) -> inguin -> i;
  ...
#)
```

Illustrating Integer Random Generator

tstign.bet

```
ORIGIN '~beta/basiclib/random';
--- program: descriptor ---
(# testIgn:
  (# iarray: [mxint]@integer;
    itmp: @integer;
    lo, hi, i, up: @integer
  do (for i:nrep repeat
    (1,mxint)->ignuin->itmp;
    itmp->screen.putint(# do 7->width #);
    (if (i mod 10) = 0 then newline if);
    iarray[itmp]+1->iarray[itmp];
  for);
  newline;
  '      Counts of Integers Generated:'->putline;
  (* Print 10 to a line using 7 characters for each field.      *)
  mxint->up; 1->lo;
  l: (if lo<=up then
    (lo+9,up)->min->hi;
    lo->i;
    ll: (if i<=hi then
      iarray[i]->screen.putint(# do 7->width #);
      i+1->i;
      restart ll
    if);
    screen.newline;
    lo+10->lo;
    restart l;
  if)
  #);

  mxint,nrep: @integer;

do ' Tests uniform random integer generator.'->putline; newline;

' Enter two seeds to initialize rn generator: '->puttext;
(getint,getint)->setall;

' Enter maximum uniform integer: '->puttext;
getint->mxint;

' Enter number of randoms to generate: '->puttext;
getint->nrep;

testIgn;
#)
```

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Basic Libraries

The regexp Library

The regexp library augments the text pattern in betaenv with four new attributes:

```
regexp_match  
regexp_search  
regexp_replace  
regexp_replace_literally
```

All four operations give facilities for working with regular expressions in text strings.

Regular expression

A regular expression (regexp, for short) is a pattern that denotes a set of strings, possibly an infinite set. Searching for matches for a regexp is a very powerful operation that editors on Unix systems have traditionally offered.

Regular expressions are used to locate occurrences of substrings in text, where the substring is expected to be of a certain structure. E.g. the regexp '[Ww]ord' will match the substring 'word' or 'Word'. The four operations offer slightly different possibilities, described below:

regexp_match

Takes a regexp as enter parameter (in the form of a reference to a text, containing the regexp). Matches THIS(text) against the regexp. INNER is executed if THIS(text) matches the regexp, and the virtual notification noMatch is invoked otherwise. Returns true if a match is found, false otherwise. The regexp must be found starting at the current position of THIS(text).

regex_search

Like `regex_match`, except that the match is allowed to be found anywhere between the current position and the end of `THIS(text)`.

regexp_replace

Like `regexp_search`, except that it takes a second parameter, `replacement_string`. `Regexp_replace` searches for the `regexp`, and replaces the matched substring of `THIS(text)` with the replacement string. The replacement string may contain `\0`, `\1`, ..., `\9`, representing the substring matched by the *i*'th parenthesis in the `regexp`. `\0` represents the entire substring matched. `INNER` is executed after the replace has taken place.

regexp_replace_literally

Like `regexp_replace`, except that the replacement string is taken literally (i.e. `\0`, `\1`, etc. are not representing any matched substrings)

All four `regexp` operations defines the same local attributes:

- `start`: start position for search in `THIS(text)`. Default: `pos`
- `limit`: end position for search in `THIS(text)`. Default: `length`
- `posToMatchEnd`: if true, move `THIS(text).pos` to the end of the matched substring. Default: `false`
- `regs`: structure for getting access to the matched substring. `noMatch`: invoked if no matches are found.
- `regexpError`: is invoked if error occurs in the `regexp` implementation.
- `value`: true, if any match is found.

`Regexp_string` are compiled implicitly by the operations to ensure efficient matching in all operations. If the same `regexp_string` is to be used several times, the repetition of this compilation can be avoided by generating an instance of the operation (say `regexp_search`), and then use that instance repeatedly (as is illustrated in the following example):

```
(# regexp_s: @mytext.regexp_search(# ... #);  
do ...  
  regexp_string[]->regexp_s; (* first search, implicit regexp  
  compilation *)  
  ...  
  regexp_s; (* repeating the search with the same regexp.  
  No regexp compilation *)  
  ...  
  regexp_s; (* repeating the search with the same regexp.  
  No regexp compilation *)  
  ...  
#)
```

Syntax of Regular Expressions

The syntax of regular expressions in this library follows the syntax of Emacs regular expressions. Some of the documentation below is from the interactive Emacs Info system.

Regular expressions have a syntax in which a few characters are special constructs and the rest are ordinary. An ordinary character is a simple regular expression which matches that character and nothing else. The special characters are '\$', '^', '.', '*', '+', '?', '[', ']' and '\'; no new special characters will be defined. Any other character appearing in a regular expression is ordinary, unless a '\' precedes it.

For example, 'f' is not a special character, so it is ordinary, and therefore 'f' is a regular expression that matches the string 'f' and no other string. (It does not match the string 'ff'.) Likewise, 'o' is a regular expression that matches only 'o'.

Any two regular expressions A and B can be concatenated. The result is a regular expression which matches a string if A matches some amount of the beginning of that string and B matches the rest of the string.

As a simple example, we can concatenate the regular expressions 'f' and 'o' to get the regular expression 'fo', which matches only the string 'fo'. Still trivial. To do something nontrivial, you need to use one of the special characters. Here is a list of them.

List of special characters

- '.' is a special character that matches any single character except a newline. Using concatenation, we can make regular expressions like 'a.b' which matches any three-character string which begins with 'a' and ends with 'b'.
- '*' is not a construct by itself; it is a suffix, which means the preceding regular expression is to be repeated as many times as possible. In 'fo*', the '*' applies to the 'o', so 'fo*' matches one 'f' followed by any number of 'o's. The case of zero 'o's is allowed: 'fo*' does match 'f'.
- '*' always applies to the smallest possible preceding expression. Thus, 'fo*' has a repeating 'o', not a repeating 'fo'.
- The matcher processes a '*' construct by matching, immediately, as many repetitions as can be found. Then it continues with the rest of the pattern. If that fails, backtracking occurs, discarding some of the matches of the *-modified construct in case that makes it possible to match the rest of the pattern. For example, matching 'ca*ar' against the string 'caaar', the 'a*' first tries to match all three 'a's; but the rest of the pattern is 'ar' and there is only 'r' left to match, so this try fails. The next alternative is for 'a*' to match only two 'a's. With this choice, the rest of the regexp matches successfully.
- '+' is a suffix character similar to '*' except that it requires that the preceding expression be matched at least once. So, for example, 'ca+r' will match the strings 'car' and 'caaar' but not the string 'cr', whereas 'ca*r' would match all three strings.
- '?' is a suffix character similar to '*' except that it can match the preceding expression either once or not at all. For example, 'ca?r' will match 'car' or 'cr'; nothing else.
- '[' begins a character set, which is terminated by a ']'. In the simplest case, the characters between the two form the set. Thus, '[ad]' matches either one 'a' or one 'd', and '[ad]*' matches any string composed of just 'a's and 'd's (including the empty string), from which it follows that 'c[ad]*r' matches 'cr', 'car', 'cdr', 'caddaar', etc.
- Character ranges can also be included in a character set, by writing two characters with a '-' between them. Thus, '[a-z]' matches any lower-case letter. Ranges may be intermixed freely with individual characters, as in '[a-z\$%.]', which matches any lower case letter or '\$',

'%' or period.

- Note that the usual special characters are not special any more inside a character set. A completely different set of special characters exists inside character sets: ']', '-' and '^'.
- To include a ']' in a character set, you must make it the first character. For example, '[a]' matches ']' or 'a'. To include a '-', write '--', which is a range containing only '-'. To include '^', make it other than the first character in the set.
- '[^...]' '^' begins a complement character set, which matches any character except the ones specified. Thus, '[^a-z0-9A-Z]' matches all characters except letters and digits.
- '^' is not special in a character set unless it is the first character. The character following the '^' is treated as if it were first ('-' and ']' are not special there).
- Note that a complement character set can match a newline, unless newline is mentioned as one of the characters not to match.
- '^' is a special character that matches the empty string, but only if at the beginning of a line in the text being matched. Otherwise it fails to match anything. Thus, '^foo' matches a 'foo' which occurs at the beginning of a line.
- '\$' is similar to '^' but matches only at the end of a line. Thus, 'xx*\$' matches a string of one 'x' or more at the end of a line.
- '\' has two functions: it quotes the special characters (including '\'), and it introduces additional special constructs.
- Because '\' quotes special characters, '\\$' is a regular expression which matches only '\$', and '\[' is a regular expression which matches only '[', and so on.
- Note, that '\' is also a special character in BETA literals. This implies, that in order to specify a '\' regexp special character in a BETA string literal, you have to type it twice, e.g. 'US\\\$'.

Note: for historical compatibility, special characters are treated as ordinary ones if they are in contexts where their special meanings make no sense. For example, '*foo' treats '*' as ordinary since there is no preceding expression on which the '*' can act. It is poor practice to depend on this behavior; better to quote the special character anyway, regardless of where it appears.

For the most part, '\' followed by any character matches only that character. However, there are several exceptions: characters which, when preceded by '\', are special constructs. Such characters are always ordinary when encountered on their own. Here is a table of '\' constructs.

Table of '\' constructs

- '\|' specifies an alternative. Two regular expressions A and B with '|' in between form an expression that matches anything that either A or B will match.
- Thus, 'foo|bar' matches either 'foo' or 'bar' but no other string.
- '\|' applies to the largest possible surrounding expressions. Only a surrounding '\(... \)' grouping can limit the grouping power of '|'.
- Full backtracking capability exists to handle multiple uses of '|'.
- '\(...)' is a grouping construct that serves three purposes:
 - ◆ To enclose a set of '|' alternatives for other operations. Thus, '\(foo|bar)x' matches either 'foox' or 'barx'.
 - ◆ To enclose a complicated expression for the postfix '*' to operate on. Thus, 'ba(na)*' matches 'bananana', etc., with any (zero or more) number of 'na' strings.
 - ◆ To mark a matched substring for future reference.
- This last application is not a consequence of the idea of a parenthetical grouping; it is a separate feature which happens to be assigned as a second meaning to the same '\(... \)' construct because there is no conflict in practice between the two meanings. Here is an explanation of this feature:
 - '\DIGIT' after the end of a '\(... \)' construct, the matcher remembers the beginning and end

of the text matched by that construct. Then, later on in the regular expression, you can use '\ followed by DIGIT to mean 'match the same text matched the DIGIT'th time by the '\(... \)' construct.ó

- The strings matching the first nine '\(... \)' constructs appearing in a regular expression are assigned numbers 1 through 9 in order that the open-parentheses appear in the regular expression. '\1' through '\9' may be used to refer to the text matched by the corresponding '\(... \)' construct.
- For example, '\(.*\)\1' matches any newline-free string that is composed of two identical halves. The '\(.*\)' matches the first half, which may be anything, but the '\1' that follows must match the same exact text.
- '\ ' matches the empty string, provided it is at the beginning of the buffer.
- '\ ' matches the empty string, provided it is at the end of the buffer.
- '\b' matches the empty string, provided it is at the beginning or end of a word. Thus, '\bfoo\b' matches any occurrence of 'foo' as a separate word. '\bballs?\b' matches 'ball' or 'balls' as a separate word.
- '\B' matches the empty string, provided it is not at the beginning or end of a word.
- '<' matches the empty string, provided it is at the beginning of a word.
- '>' matches the empty string, provided it is at the end of a word.
- '\w' matches any word-constituent character. The editor syntax table determines which characters these are.
- '\W' matches any character that is not a word-constituent.
- '\sCODE' matches any character whose syntax is CODE. CODE is a character which represents a syntax code: thus, 'w' for word constituent, '-' for whitespace, '(' for open-parenthesis, etc.
- '\SCODE' matches any character whose syntax is not CODE.

A complicated regexp

Here is a complicated regexp, used to recognize the end of a sentence together with any whitespace that follows. It is given in BETA text string syntax to enable you to distinguish the spaces from the tab characters. In BETA text string syntax, the string constant begins and ends with a double-quote. '""' stands for a double-quote as part of the regexp, '\ ' for a backslash as part of the regexp, '\t' for a tab and '\n' for a newline.

```
"[.?!][ ]*" * \\ ($\\|\\t\\| \\) [ \\t\\n]*"
```

This contains four parts in succession: a character set matching period, '?' or '!'; a character set matching close-brackets, quotes or parentheses, repeated any number of times; an alternative in backslash-parentheses that matches end-of-line, a tab or two spaces; and a character set matching whitespace characters, repeated any number of times.

Regular Expression Registers

The special regexp parenthesis (i.e. `\(... \)`) are used for three different purposes:

- to make the regexp operators work on entire sub-regexp: e.g.
- `123*4` matches 124, 1234, 12334, 123334, etc., whereas `1\((23)\)*4` matches 124, 1234, 123234, 12323234, etc. (and not 12334, 123334, etc.).
- to delimit alternatives: e.g. `1\((2|3)\)4` matches 124 and 134.
- to mark a matched substring for future reference. In `regextg_replace`, `\0`, `\1`, `\2`, ..., `\9` substrings will be replaced with the matched substring. We will here give a short introduction to accessing these registers from a BETA program.

We would like to give a little more details on the (3) purpose. Let us assume, that we invoke:

```
'sum: \([0-9]+\)\.\([0-9]+\)'
-> t.regexp_search
  (#
    do 'The amount is: '->puttext;
      (1->regs.start+1,1->regs.end)->t.sub->puttext;
      ' dollars and '->puttext;
      (2->regs.start+1,2->regs.end)->t.sub->puttext;
      ' cents'->putline
    #)
```

The intent is to find some amount in the `t` text variable. The amount should be found in a context of the form: `'sum: XXX.YYY US$'`, where `XXX` and `YYY` may be any number. If found, the amount will be written on standard screen in the form: `'The amount is: XXX dollars and YYY cents'`.

Note the use of `i->regs.start` and `i->regs.end`, which returns the character positions of the `i`'th matched substring (in this case the 1'st and 2'nd substring, containing the amount of dollars and the amount of cents, respectively). As it can be seen, these constructs can be used within the action-parts of all regexp operations to gain access to the matched substrings (note that the 0'th substring is the entire string matched).

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The regexp Library

Known bugs or Inconveniences

- `\i` ($i = 0, 1, \dots, 9$) matches the empty string if it is positioned before the i 'th parenthesis. According to the specification, `\i` should match ' i ' if positioned before the i 'th parenthesis. E.g. `\1` matches the empty string in `\1(2\)`3.
 - There is a slight error in the current implementation of registers, when the parenthesis bounds a repetitive regexp, i.e. a '*' or '+' regexp. In this case, the register will not contain the correct character positions, but instead refer to the empty string, immediately after the matched substring. Use an extra pair of parenthesis to get the correct substring (e.g. use `1\((2\)*\)`3 instead of `1(2\)*3` to refer to the matched '2's - the matched '2's can be referred to through register 1.
-

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The regexp Library

Using the regexp Fragment

A program using the regexp fragment will have the following structure:

```
INCLUDE '~beta/basiclib/regexp'
--- program: descriptor ---
(# ...
t: ^text
do ...
  'Hello world' -> t[]; t.reset;
  ('\\<w.*\\>', '\\0 champion') -> t.regexp_replace;
  t[] -> putline; (* prints 'Hello world champion' *)
  ...
#)
```

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The regexp Library

Regexp Demos

Search for regexp

The following example is a simple program that enters a regexp from the keyboard, followed by another test string, trying to find the regexp in the test string. If found, the registers are printed on the screen, and the corresponding matched substrings:

searchDemo.bet

```
ORIGIN '~beta/basiclib/regexp';
--- program: descriptor ---
(#
do loop:
  (# regex: ^text;
  do 'Search for: ' -> puttext; getLine -> regex[];
  (if regex.length = 0 then leave loop if);
  loop:
    (# string: ^text;
    do 'Search for: '->puttext; regex[]->puttext;
    ' in: ' -> puttext; getline -> string[];
    (if string.length = 0 then leave loop if);
    string.reset;
    regex[] -> string.regexp_search
    (# noMatch::< (# do '\tNo match' -> putline #)
    do (for i: regexp_numberOfRegisters repeat
      (if (i-1->regs.start)>=0 then
        '\tregister '->puttext; i-1 -> putint; ': '->puttext;
        i-1->regs.start->putint;
        ' to '->puttext;
        i-1->regs.end->putint;
        ': '->puttext;
        ((i-1->regs.start)+1, i-1->regs.end)->string.sub->putline
      if)
    for);
    #);
    restart loop
  #);
  restart loop
#)
#)
```

Output from the demo might be:

```
Search for: 1\.(234\.)5
Search for: 1\.(234\.)5 in: dfjdfhdf1235jfdkj12345ghdf
register 0: 17 to 22: 12345
register 1: 18 to 21: 234
Search for: 1\.(234\.)5 in: 12345
register 0: 0 to 5: 12345
register 1: 1 to 4: 234
Search for: 1\.(234\.)5 in: 123
No match
Search for: 1\.(234\.)5 in:

Search for: \.(22\).*\1
Search for: \.(22\).*\1 in: xxx22yyy2zzz
No match
Search for: \.(22\).*\1 in: xxx22yyy22zzz
register 0: 3 to 10: 22yyy22
register 1: 3 to 5: 22
```

Replace with a regexp

The following example is nearly identical to the previous, except that it allows for the specification of a replacement string:

replaceDemo.bet

```
ORIGIN '~beta/basiclib/regexp';
--- program: descriptor ---
(#
do loop:
  (# regex: ^text;
  do 'Replace: ' -> puttext; getLine -> regex[];
  (if regex.length = 0 then leave loop if);
  loop:
    (# string: ^text;
    do 'Replace: '->puttext; regex[]->puttext;
    ' in: ' -> puttext; getline -> string[];
    (if string.length = 0 then leave loop if);
    loop:
      (# t, replacement: ^text
      do string.copy -> t[]; t.reset;
      'Replace: '->puttext; regex[]->puttext;
      ' in: ' -> puttext; string[]->puttext;
      ' with: '->puttext; getline -> replacement[];
      (if replacement.length = 0 then leave loop if);
      (regex[], replacement[]) -> t.regexp_replace
      (# noMatch:<: ( # do '\tNo match'->screen.putline #) #);
      'Replace: '->puttext; regex[]->puttext;
      ' in: ' -> puttext; string[]->puttext;
      ' with: '->puttext; replacement[]->puttext;
      ' gives: '->puttext; t[] -> putline;
      restart loop
    #);
    restart loop
  #);
  restart loop
#)
#)
```

Output from the demo might be:

```
Replace: [Ww]ord
Replace: [Ww]ord in: This Word is in capital
Replace: [Ww]ord in: This Word is in capital with: sentence
Replace: [Ww]ord in: This Word is in capital with: sentence gives: This sentence is in capital
```

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Basic Libraries

The file Library

The file library implements the `diskEntry`, `file`, `fileRep`, `patterns`, all used to model external storage media such as disk files.

File and diskEntry

The file library implements the file pattern that is used to represent external storage media such as disk files. File is an abstract subpattern of stream, specifying the machine independent attributes of such media. Specific subpatterns: exists for the different machine types such as UNIX and Macintosh (unixFile, respectively macFile, see later).

The attributes of file are divided into two parts: the disk entry attributes and the contents related attributes. The disk entry attributes are located in the entry attribute of file, whereas the contents related attributes are ordinary attributes of file.

Disk entry attributes

The disk entry attributes are defined in the diskEntry pattern: path, size, readable, writable, isFile, isDirectory, exists, modtime, touch, and rename. Also related to the disk entry are the following exceptions: diskEntryExistsException, diskEntryModtimeException, diskEntryTouchException, and diskEntryRenameException. These attributes are accessed through the entry attribute of a file, e.g. if aFile is a file object, then aFile.entry.modtime will return the last modification time of the associated disk file.

File attributes

The contents related attributes are: entry, name, touch, delete, openRead, openWrite, openAppend, openReadWrite, openReadAppend, flush, and close. Note that file also inherits all the stream attributes (further binding several of them). File also defines the following exceptions: openException, accessError, writeError, readError, noSuchFileError, fileExistsError, noSpaceError, and otherError.

The FileRep Library

The fileRep pattern is consisting of a repetition of integers and operations which makes it possible to save and restore this repetition in one chunk from a file. When saving, the repetition elements [1:top-1] are saved (top is an attribute of fileRep) and when restoring, top will become equal to range of the stored repetition. The repetition is in the R attribute, and save and restore is used for saving and restoring the repetition onto some file.

The BinFile Library

This fragment declare attributes for direct reading/writing of various data sizes to a file. The data is written out exactly as is:

```
64 -> aBinFile.putLong
will write the number 0x00000020 to aBinFile, whereas
64 -> aBinFile.putInt
will write the two characters '6' (ascii 54) and '4' (ascii 52) to the file.
```

The operations putBytes and getBytes allow an arbitrary sequence of bytes to be written/read to/from a file. E.g.

```
buffer: [1000]@char;
putB: @aFile.putBytes;
do ...
  (@@buffer[1],500) -> putB;
```

This will write the first 500 characters from the buffer repetition to the file. NOTICE, that you must have a static instance of putBytes/getBytes when using them, since they require an address argument. If dynamic instances are used, a garbage- collection may be triggered, and the address argument would be illegal.

These operations are declared in FileLib, e.g. they become usable for any file, by just including this fragment file. However, on some platforms, the "binary" virtual of File MUST be further bound to TrueObject for these operations to work. The binfile pattern below adds this further binding.

You should remember this further binding if you are using these operations on a file, that is not a binfile.

Exceptions: If any of the put-operations fail, they raise the WriteError file-exception. If any of the get-operations fail, they raise the ReadError file-exception.

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The file Library

Using the file Fragment

A program using the file fragment will have the following structure:

```
INCLUDE '~beta/basiclib/file'
--- program: descriptor ---
(# ...
  f: @file;
do ...
  'Hello world' -> f.putline;
...
#)
```

Using diskEntry

An example showing the use of the path attribute of DiskEntry: The path specified on the command line is decomposed, and the various parts of it are printed:

decompose.bet

```
ORIGIN '~beta/basiclib/file';

--- program: descriptor ---
(* An example showing the use of the 'path' attribute of DiskEntry: The path
 * specified on the command line is decomposed, and the various parts of it are
 * printed.
 *)

(# e: @diskentry;
do (if noOfArguments <> 2 then
    'Usage: ' -> puttext; 1->arguments->puttext; ' path' -> putline;
    stop;
  if);
  2 -> arguments -> e.path;
  'The path ''->puttext;
  e.path -> puttext;
  '' is composed like this:''->putline;
  'Head of path:      '->puttext; e.path.head -> putline;
  'Name:              '->puttext; e.path.name -> putline;
  'Prefix of name:    '->puttext; e.path.name.prefix -> putline;
  'Suffix of name:    '->puttext; e.path.name.suffix -> putline;
  'Extension of name: '->puttext; e.path.name.extension -> putline;
  (if e.exists then '(and the entry exists on disk)' -> putline;
  else '(there is no such entry on disk)' -> putline;
  if);
#)
```

Using File

Program showing the use of exceptions in files: if the input file specified on the command line cannot be opened, the exception `noSuchFileError` is raised. In this example, it is further bound specifying that the program should continue after the exception is raised. Then a new file name is prompted for. Instead of this approach, of course, the attributes `exists` of `DiskEntry` could have been used.

If the output file could not be opened, the exception `noSpaceError` is raised, and this exception is further bound to print a message:

fileerror.bet

```
ORIGIN '~beta/basiclib/file';
```

```
--- program: descriptor ---
```

```
(* Program showing the use of exceptions in files: if the input file
 * specified on the command line cannot be opened, the exception
 * NoSuchFileError is raised. In this example, it is further bound
 * specifying that the program should continue after the exception is raised.
 * Then a new file name is prompted for.
 * Instead of this approach, of course, the attributes 'exists' of DiskEntry
 * could have been used.
 * If the output file could not be opened, the exception NoSpaceError is raised,
 * and this exception is further bound to print a message.
 *)
```

```
(# outFile: @file
  (# NoSpaceError ::<
    (# do 'It is time to delete garbage!' -> msg.putLine #);
  #);
inFile: @ file
  (# NoSuchFileError ::< (# do true -> continue; false -> OK #);
  #);
OK: @ boolean;

do (if noOfArguments <> 2 then
  'Usage: ' -> puttext; 1->arguments->puttext; ' out-file' -> putline;
  stop;
if);
2 -> arguments -> outFile.name;
outFile.OpenWrite;

'nofile.bet' -> inFile.name;
true -> OK;
openFile:
  (#
  do inFile.OpenRead;
  (if not OK then
    'File does not exist: ' -> screen.puttext;
    inFile.name -> putline;
    'Type input file name: ' -> screen.putText;
    inFile.name.read;
    true -> OK;
    restart openFile
  if);
  #);

readFile:
  (#
  do (if not inFile.eos then
    inFile.getatom -> outFile.putText;
    outFile.newLine;
```

```
        restart readFile
      else leave readFile
    if)
  #);
inFile.close;
outFile.close;
'Tokens from ''->puttext; infile.name -> puttext;
''' copied to ''->puttext; outfile.name -> puttext;
'''->putline;
#)
```

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Basic Libraries

The directory Library

The directory library defines the directory pattern that is the interface into file directories in a hierarchical file system. Directory is an abstract pattern, specifying the machine independent attributes of such directories. Specific subpatterns: exists for the different machine types such as UNIX and Macintosh (unixDirectory, respectively macDirectory, see later).

Similar to file, the attributes of directory are divided into two parts: the disk entry attributes and the directory related attributes. The disk entry attributes are located in the entry attribute of directory, whereas the directory related attributes are ordinary attributes of directory .

The disk entry attributes of directory are the same as for file, and will therefore not be discussed here (see previous chapter).

Directory attributes

The directory related attributes are: entry, name, touch, delete, createFile, deleteFile, createDir, deleteDir, noOfEntries, empty, findEntry, and scanEntries. Directory also defines the following exceptions: entryExistException, dirScanException, dirSearchException, noSuchException, and notFoundException.

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The directory Library

Using the directory Fragment

A program using the directory fragment will have the following structure:

```
INCLUDE '~beta/basiclib/directory'
--- program: descriptor ---
(# ...
  dir: @directory;
do ...
  '/user/local/lib/beta/basiclib/' -> dir.name;
  dir.scanEntries(# do found.name -> putline #);
...
#)
```


Listing a directory

Program showing a simple use of directory: The directory with the path given as argument is scanned, and the names of all the entries are printed with an indication of what type of entry it is. This is done using the select pattern of scanentries. This is a more efficient strategy than using found.entry.isFile etc., possibly correcting for the case that 'd' is not current working directory.

If the path given is not a directory, an exception will be raised:

listDir.bet

```
ORIGIN '~beta/basiclib/directory';
```

```
--- program: descriptor ---
```

```
(* Program showing a simple use of directory: The directory with the path
 * given as argument is scanned, and the names of all the entries are printed
 * with an indication of what type of entry it is.
 * This is done using the 'select' pattern of 'scanentries'. This is a more
 * efficient startegy than using 'found.entry.isFile' etc., possibly
 * correcting for the case that 'd' is not current working directory.
 * If the path given is not a directory, an exception will be raised.
 *)

(# arg: ^text;
 d: @directory;
 nl: @boolean;
 full: @boolean;
 usage:
   (# do 'Usage: ' -> puttext;
     1->arguments->puttext;
     ' [-f] path' -> putline;
     stop;
   #);
do (* Parse command line *)
  (if noOfArguments
   // 1 then '.' -> d.name
   // 2 then
     2 -> arguments -> arg[];
     (if '-f' -> arg.equal then
      true -> full;
      '.' -> d.name;
     else
      arg[] -> d.name;
     if)
   // 3 then
     2 -> arguments -> arg[];
     (if '-f' -> arg.equal then
      true -> full;
     else usage;
     if);
   3 -> arguments -> d.name;
  else
   usage;
  if);

  (* Scan directory *)
  newline;
  'The content of ''-> puttext;
  d.name -> puttext;
  '' is: ' -> putline;
  d.scanEntries
  (#
  do select
```

```

(# whenFile::<
  (# do 'File:      ' -> puttext; #);
 whenDir::<
  (# do 'Directory: ' -> puttext; #);
 whenOther::<
  (# do '(Unknown): ' -> puttext; #);
#);
(if full then foundFullPath -> putline;
 else found.path -> putline;
 if);
#);
newline;
#)

```

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Basic Libraries

The systemEnv Libraries

The systemEnv libraries define the experimental concurrency system for BETA. The systemEnv libraries contain five closely related libraries: basicsystemenv.bet, systemenv.bet, and timehandler.bet.

basicsystemenv

The basicsystemenv.bet fragment contains the core of the concurrency system, and is the prime fragment for information on the concurrency facilities.

systemenv

The systemenv.bet fragment is to be used if the concurrency is to be used in a program that is not using any graphical user interface system, such as the X Window System. Systemenv.bet does not define any new attributes at all.

timehandler

The timehandler.bet fragment contains facilities for setting timers in the form of objects to be executed when a given time period have elapsed.

The rest of the chapter will only describe the basicsystemenv.bet fragments. For details on the use of the other fragments, please see the documentation in the interface descriptions.

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The systemEnv Libraries

The basicSystemEnv Library

The systemEnv fragment contains abstract superpattern:s for describing the BETA concepts of concurrent systems. The basic ideas are:

Basic concepts

- Components (coroutines) can be executed concurrently.
- A primitive semaphore pattern is available for synchronization. The operations on a semaphore must be executed as an indivisible unit.
- An abstract pattern Monitor similar to the monitor proposed by Hoare and Brinch-Hansen.
- An abstract pattern System is defined. System defines communication between systems by means of synchronized rendezvous. A concurrency imperative conc and an alternation imperative alt are defined for system.

Currently an exploratory style is used to experiment with different variants of the abstract patterns. The current version is thus far from any final form of definition and may contain errors. The separation into interface and implementation has not been completely carried out.

The abstractions defined here are based on the ones described in chapter 12 of the BETA book.

Changes from original design

The implementation is identical to the design in the BETA book, except for the following changes:

- The syntax of fork is

```
S[]->fork
```

- and not S.fork.
- The syntax of conc is

```
conc(# do S1[]->start; S2[]->start; S3[]->start #)
```

- and not conc(# do S1.start; S2.start; S3.start #).
- The syntax of alt is

```
alt(#do S1[]->start; S2[]->start; S3[]->start #)
```

- and not alt(# do S1.start; S2.start; S3.start #).

New facilities

This implementation of systemenv included a few new facilities, not described in the BETA book:

- semaphore have an additional attribute: tryP, which is a non-blocking call of P.
- In addition to s[]->fork, s[]->kill is now possible, and in addition to pause, 100->sleep is possible.
- system have a new virtual attribute, onKilled, that is invoked before the system terminates
- systemenv has a new virtual attribute, deadlocked, that is invoked if all processes are deadlocked.
- Finally, systemenv defines three new attributes to cope with event driven user interfaces: windowEnvType, theWindowEnv, and setWindowEnv. See further details on cooperation with user interface environments below.

The Concurrency is Simulated

In order to implement real concurrency, an interrupt mechanism must be implemented. This is currently not done. A component/system will thus keep the control until it makes an explicit or implicit SUSPEND. An implicit SUSPEND is made when a component must wait for a semaphore, executes the pause pattern, executes the sleep pattern, or performs a blocking communication using the shellEnv distribution libraries (not described in this manual).

Concurrency and User Interface Environments

User interface environments (such as X Window System) are usually event-driven in the sense that actions in the program are executed as a response to user input events. To handle this, a number of separate implementations of SystemEnv exists for the different user interface libraries, such as xtEnv, awEnv, motifEnv, and guiEnv:

- Use systemenv.bet as origin for programs not using event-driven user-interface libraries.
- Use ~beta/Xt/xsystemenv.bet as origin for programs using xtEnv, awEnv or motifEnv.
- Use ~beta/guienv/guienvsystemenv.bet as origin for programs using GUIenv.

See xsystemenv and guienvsystemenv for a description of using systemenv in conjunction with X and GUIenv programs, respectively.

For examples of using SystemEnv, see the demo directory.

Please note, that programs should only use one of the systemenv, xsystemenv, and guienvsystemenv fragments. It is a fairly common mistake in systemEnv programs to find more than one of these fragments.

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The systemEnv Libraries

Using the SystemEnv Fragment

A program using the systemEnv fragment will have the following structure:

```
INCLUDE '~beta/basiclib/systemenv'
--- program: descriptor ---
systemenv
(# process: @ |system(# ... #);
do ...
    process[] -> fork;
    ...
#)
```

The Monitor Example

The following is an example of a producer/consumer system with a shared buffer (implemented as a 20 element character buffer, protected as a monitor. The producer and consumer are concurrent objects:

buffer.bet

```
ORIGIN '~beta/basiclib/systemenv';

---program: descriptor---
SystemEnv
(# buffer: @Monitor
  (# R: [20] @char; in,out: @integer;
    full,empty: @Condition;

    put: Entry
      (# ch: @char
        enter ch
        do (if in = out then full.wait if);
          ch->R[in]; (in mod R.range)+1 ->in;
          empty.signal;
        #);
    get: Entry
      (# ch: @char
        do (if in = (out mod R.range)+1 then empty.wait if);
          R[(out mod R.range)+1->out]->ch;
          full.signal;
        exit ch
        #);
    init::< (# do 1->in; R.range->out #)
    #);

  prod: @| System(# do cycle(# do keyboard.get->buffer.put #) #);
  cons: @| System(# do cycle(# do buffer.get->screen.put #) #);

do buffer.init;
  conc(# do prod[]->start; cons[]->start #)
#)
```

The Monitor with Wait Example

This example is similar to the previous, except that wait is used instead of condition to control the medium-term scheduling of access to the buffer.

Ocbuf.bet

```
ORIGIN '~beta/basiclib/systemenv';

---program: descriptor--
systemenv
(# buffer: @Monitor
  (# R: [4] @char; in,out: @integer;
    full: (# exit in=out #);
    empty: (#exit (in = (out mod R.range)+1) #);
    Put: Entry
      (# ch: @char
        enter ch
        do wait(# do (not full)->cond #);
        ch->R[in]; (in mod R.range)+1 ->in;
        #);
    get: Entry
      (# ch: @char
        do wait(# do (not empty)->cond #);
        R[(out mod R.range)+1->out]->ch;
        exit ch
        #);
    init::< (# do 1->in; R.range->out #)
    #);

  prod: @| System(# do cycle(# do keyboard.get->buffer.put #) #);
  cons: @| System(# do cycle(# do buffer.get->screen.put #) #);

do buffer.init;
conc(# do prod[]->start; cons[]->start #)
#)
```

The Ports Example

The following is an example of three communicating objects: S, R1 and R2. R1 and R2 are similar (instances of the same Rtype pattern).

Rtype defines two ports: p1 and p2, with a get entry in p1 and a put entry in p2. The get entry prints the value of the x attribute on standard output, and put prints the y attribute. Rtype objects repeatedly accepts p1 communications followed by p2 communications (i.e. since in this example, only get is define in p1, and only put in p2, this implies get followed by put). Note that the use of ports, allows specializations of Rtype to define new entries in p1 and/or p2, such that these communications follow the same communication structure.

The S object defines two internal objects, C1 and C2, which are executed alternating. C1 is responsible for the communication with R1 and C2 is responsible with the communication with R2. It is in this way ensured that the communication pattern between S and R1 follows the get followed by put pattern (the same for S and R2), but these two communication patterns may be non-deterministically interleaved.

altex1.bet

```
ORIGIN '~beta/basiclib/systemenv';

---program: descriptor--
SystemEnv
(# S: @| System
  (# C1: @| System
    (#
      do cycle(# do '1'->put; R1.get; '2'->put; R1.put #);
    #);
    C2: @| System
    (#
      do cycle(# do 'a'->put; R2.get; 'b'->put; R2.put #);
    #);
    do alt(# do C1[]->start; C2[]->start #)
  #);

Rtype: System
  (# get: p1.entry(# do x->screen.put; #); p1: @port;
    put: p2.entry(# do y->screen.put; #); p2: @port;
    x,y: @char
    do cycle(# do p1.accept; p2.accept #)
  #);
R1: @| Rtype;
R2: @| Rtype;

do '('->R1.x; ')'->R1.y; '['->R2.x; ']'->R2.y;
conc(# do S[]->start; R1[]->start; R2[]->start #)
#)
```

The ObjectPort Example

This example illustrates the use of the ObjectPort facility. The S object defines f1, f2, and f3 communication entries, where f1 is controlled by an objectPort. This enables S to control exactly which object which is allowed to communicate f3's in an accept. Note, that initially, R.R1 is allowed, and later R.R3 is allowed:

sys1.bet

```
ORIGIN '~beta/basiclib/systemenv';

---program: descriptor--
SystemEnv
(# S: @| System
  (# P1: @ObjectPort;
    f1: P1.entry(# do 'f1 called' ->putline #);
    P2: @Port;
    f2: P2.entry(# do 'f2 called' ->putline #);
    P3: @Port;
    f3: P3.entry(# do 'f3 called' ->putline #);
  do R.R1[]->P1.accept;
    P2.accept;
    P3.accept;
    R.R3[]->P1.accept
  #);

  R: @| System
    (# R1: @| System(# do S.f1; S.f3 #);
      R2: @| System(# do S.f2; #);
      R3: @| System(# do S.f1 #);
    do 'Start R'->putLine;
      conc(# do R1[]->start; R2[]->start; R3[]->start #);
      'End R'->putLine
    #);

do 'Start'->putLine;
conc(# do R[]->start; S[]->start #);
'End'->putLine
#)
```

Basic Libraries

[Mjølner Informatics](#)

Basic Libraries

The external Library

Interfacing to C and Pascal

The external fragment contains a general interface to other programming languages. This interface is provided by the patterns external and cStruct. The external pattern is used to interface to procedures and functions written in other languages e.g. C or Pascal. The cStruct pattern is used to be able to create BETA objects with a structure similar to C structs or Pascal records. This interface is used heavily in the system, e.g. in the interface to UNIX and Macintosh, and in the user interface toolkit. The basic external and cStruct patterns are defined in betaenv and the external fragment defines the specific attributes of these patterns. Furthermore, the external fragment defines the externalRecord pattern, which is used for defining the BETA interface to data structures, allocated by the external language (e.g. C).

Basic Libraries

[Mjølner Informatics](#)

The external Library

Using the external Fragment

A program using the external fragment will have the following structure:

```
INCLUDE '~beta/basiclib/external
--- program: descriptor ---
(# foo: external(# ... #)
do ...
  ... foo ...
#)
```

Interfacing to External C Functions

When interfacing to C, the pattern `callC` must be called in the do-part of the External specialization. The BETA compiler will then generate a call to an external routine with the same name as the BETA pattern, using C's style of passing parameters.

A pattern of the form

```
foo: external
  (# enter ... do callC exit ... #)
```

describes the interface to an external C function with entry-point `foo(_foo)`. (The do-part can be left out.) As a convenience, the call to C above need not be specified in which case the compiler will insert it automatically.

If you prefer to give the external a different name from the entry-point name, you can state the entry-point name explicitly. If the entry-point name contains special characters, you are forced to do this:

```
foo: external
  (# ... enter... do 'X$bar' -> callC exit... #);
```

This pattern describes the interface to an external C function, whose entry-point name is `X$bar` (and not `foo`).

It is important that there exist a C function with the same name and exactly the number of enter parameters corresponds to the number of parameters of the C function. If the C function returns any results, it is important that an exit parameters is specified in the BETA external pattern, and that this exit value is evaluated in all usage's of this external (due to an error in the current compiler) If the C function does not return any result, no exit parameters may be specified.

Using call back from C

The following example shows how to install call backs from C to BETA. Readers not familiar with call backs should skip this section.

We use declarations like:

```
callBackProc: external
  (* This pattern describes the interface to the procedure
   * that is called on the call back. It may have the
   * following type definition in C:
   *
   *   typedef void (*callBackProcPtr)(int i)
   * )
  (# i: @integer;
   enter i
   (* only the types shortInt, integer, char and boolean
    * can be used in the enter and exit parts
    * )
   do cExternalEntry;
     inner;
     (* Had the return type not been void,
      * the exit part should have appeared here.
      * )
  #);
```

```
installCallBack: external
```



```
(* This pattern describes the interface for the C
 * function that installs the call back.
 * It has the following C description:
 *
 * void installCallBack(callBackProcPtr theProcPtr,int j)
 *)
(# theProcPtr: ##callBackProc;
  j: @integer;
  enter (theProcPtr##,j)
  do callC;
  #);
```

When writing the actual procedure to be called on the call back, it is easiest to specialise the above `callBackProc` pattern, as in:

```
(# ...
  myCallBack: callBackProc
  (# ...
    (* do not specialize the enter part *)
    do 'There is a call back.' -> putline;
      'Value received in parameter i is ' -> puttext;
        i -> putint; '.' -> put; newline;
    (* do not specialize the exit part *)
    #);
  j: @integer;
do 46 -> j;
  (* install the call back: *)
  (myCallBack##, j) -> installCallBack;
  ...
#)
```

Interfacing to External Pascal Procedures

When interfacing to Pascal or another programming language with a similar activation record organization the pattern Pascal must be called in the do-part of the External specialization. The BETA compiler will then generate a call to an external routine with the same name as the BETA pattern, using the Pascal style of passing parameters.

A pattern of the form

```
foo: external
  (# enter ... do Pascal exit ... #)
```

describes the interface to an external Pascal function with entry-point foo (`_foo`). (Note the exit parameters that must be present in Pascal function interfaces.

A Pascal procedure can be interfaced to through a pattern of the form

```
foo: external
  (# enter ... do Pascal #)
```

If the entry-point of the Pascal function or procedure needs to be explicitly specified, a pattern of the form

```
foo: external
  (# enter ... do 'X$bar' -> Pascal ... #)
```

can be used to describe the interface to an external Pascal procedure, where the entry-point for the Pascal procedure is X\$bar instead of foo.

A pattern of the form

```
foo: external
  (# enter ... do '$...' -> PascalTrap exit ... #)
```

or

```
foo: external
  (# enter ... do '{$...,$...,...}' -> PascalTrap exit ... #)
```

describes the interface to an external Pascal procedure that is called using Motorola traps. The string in the first example is in the form of a single hexadecimal number, preceded with a \$ (e.g. '\$A9FF'). The string in the second example is in the form of a comma separated list of hexadecimal numbers, each preceded with a \$ and enclosed with braces (e.g. '{\$A9FF,\$02F4}'). Decimal numbers may be used for specifying the traps. This is done by leaving out the \$.

Example Interfacing to Pascal

As an example, an interface routine to a Pascal function (NewHandle) may be implemented in the following way:

```
NEWHANDLE: external
  (# theHandle: @integer
  do pascal
  exit theHandle
  #);
```

Using call backs from Pascal

Call backs from Pascal is handled similar to call backs from C, except that you should use `pascalExternalEntry` instead of `cExternalEntry`.

Interfacing to External Data Structures

Transferring data to and from the external languages is dealt with through two special purpose patterns: `cStruct` and `externalRecord`.

`cStruct` is the means for specifying a BETA object with a specific storage layout, and with the purpose of transferring this object to the external language for processing. That is, a `cStruct` object is allocated by BETA and made available for processing by the external language.

`ExternalRecord` is the means for specifying a BETA interface into some data structures, allocated by the external language.

cStruct

`cStruct` defines `byteSize` [\[1\]](#) that is used for specifying the number of bytes that should be allocated for the BETA object. For specifying the fields, the local patterns `byte`, `short`, `signedShort` and `long` are available. These patterns contain a local virtual attribute, `pos`, that is used to specify the byte position of this field in the `cStruct` object. Note that there is no check for overlapping fields. `cStruct` also defines `put/getByte`, `put/getShort`, `put/getSignedShort` and `put/getLong` operations for accessing the bytes, longs, etc. of the `cStruct` object directly.

ExternalRecord

`ExternalRecord` defines the `ptr` attribute, that is used to contain the memory address of the externally allocated data structure. For specifying the interface into the fields of this data structure, `externalRecord` defines `byte`, `short`, `signedShort` and `long` with local virtual attribute, `pos`, to describe the byte position of each field (just as `cStruct`). `ExternalRecord` also defines the `put/getByte`, etc. to make direct access to the bytes, shorts, etc. of the external data structure.

The connection between the `externalRecord` object and the external data structure is established by letting some external routine return the address of the external data structure, and then transfer this integer into the `ptr` attribute of the `externalRecord` object. If it is necessary to transfer this address back to the external language, it can be done by transferring the `ptr` attribute back through some external language routine.

Example Using cStruct

The following example shows how to interface to the C language using `cStruct` and `external`. The BETA pattern `myStruct` describes a BETA object to be transferred to the `foo` C function. The BETA pattern `foo` describes the interface to a C function called `foo`. It is important that there exist a C function with the name `foo` and exactly the same parameters and result.

```
(# myStruct: cStruct
  (* myStruct describes a cStruct consisting of 8 bytes
    'a' denotes byte[0]
    'b' denotes byte[1]
    'c' denotes byte[2-5]
    'd' denotes byte[6-7]
  *)
```

```

(# byteSize ::< (# do 8 -> value #);
 a: byte (# pos ::< (# do 0 -> value #) #);
 b: byte (# pos ::< (# do 1 -> value #) #);
 c: long (# pos ::< (# do 2 -> value #) #);
 d: short (# pos ::< (# do 6 -> value #) #)
#);
foo: external
  (* This pattern describes the interface to the following
   * C function, called 'foo':
   *
   * int foo(int i, short si, char a, char *t, myStruct *r)
   *)
  (# i: @integer; si: @shortint;
   a: @char; t: [1] @char;
   r: ^myStruct;
   status: @ integer;
   enter (i, si, a, t, r[])
   exit status
  #);
theStruct: @myStruct;
m, n, status: @integer;
c: @char;
do ...
m -> theStruct.a; (* overflow is not detected *)
17 -> theStruct.b; ...
(n, 117, c, 'smith', theStruct[]) -> foo -> status;
(if status
 // 117 then
   theStruct.d -> m;
 ...
 if);
(11, m, 'x', 'smith', NONE) -> foo -> status;
#)

```

Example Using externalRecord

Here TCSbuffer is the interface into some data structure in some image processing software. TCAalloc is the interface into the C routine in that software, allocating this data structure, and allocate is an example of using this routine for getting access to the externally allocated data structure. Finally, update illustrates how to transfer the memory address back into the external language.

```

TCSbuffer: externalRecord
(# display: @long(# pos ::< (# do 0 -> value #) #);
 window: @long(# pos ::< (# do 4 -> value #) #);
 visual: @long(# pos ::< (# do 8 -> value #) #);
 colormap: @long(# pos ::< (# do 12 -> value #) #);
 depth: @long(# pos ::< (# do 16 -> value #) #);
 gc: @long(# pos ::< (# do 20 -> value #) #);
 colorLookup: @long(# pos ::< (# do 24 -> value #) #);
 width: @long(# pos ::< (# do 56 -> value #) #);
 height: @long(# pos ::< (# do 60 -> value #) #);
 data: @long(# pos ::< (# do 64 -> value #) #);
 xOffset: @long(# pos ::< (# do 68 -> value #) #);
 yOffset: @long(# pos ::< (# do 72 -> value #) #);
 zoom: @long(# pos ::< (# do 76 -> value #) #);
 updateTile: @long(# pos ::< (# do 80 -> value #) #);
#);

TCAalloc: External
  (# width, height: @integer;

```

```

        buffer: @integer
        enter (width, height)
        exit buffer
    #);

allocate:
    (* allocates a true color buffer of resolution
       * width x height
       *)
    (# width, height: @integer; buffer: ^TCSbuffer
       noMemoryError :< TCSnoMemoryError;
       enter(width, height, buffer[])
       do (width, height) -> TCALLOC -> buffer.ptr;
           (if ptr //-1 then noMemoryError if);
           INNER
       #);

update:
    (* Draws a region of a true color buffer on the window it's
       * associated with. The x, y, width and height arguments
       * give the location and size of the region in BUFFER
       * coordinates, NOT window coordinates.
       *)
    (# x, y, width, height: @integer; buffer: ^TCSbuffer
       noBufferError :< TCSnoBufferError;
       internError :< TCSinternError;
       enter (buffer, x, y, width, height)
       do (if (buffer.ptr, x, y, width, height) -> TCUPDATE
           // 0 then 'update' -> NoBufferError
           //-4 then 'update' -> internError
           if);
       INNER
    #);

```

[1] Note, that cStruct is defined in betaenv, and that the external library defines additional attributes to this cStruct pattern. ByteSize is defined in betaenv, whereas the rest of the attributes mentioned here, are described in external.

Basicsystemenv Interface

```
ORIGIN 'betaenv';
LIB_DEF 'basicsystemenv' '../lib';
BODY 'private/basicsystemenvbody'
---LIB:attributes---
(
*
* COPYRIGHT
*     Copyright Mjolner Informatics, 1992-96
*     All rights reserved.
*
* This fragment contains abstract superpatterns for describing the
* BETA concepts of concurrent systems.
*
* The basic ideas are
*
*     A. Components (coroutines) can be executed concurrently
*
*     B. A primitive semaphore pattern is available for
*         synchronization.
*
*     C. An abstract pattern 'Monitor' similar to the monitor
*         proposed by Hoare and Brinch-Hansen
*
*     D. An abstract pattern 'System' is defined. System defines
*         communication between systems by means of synchronized
*         rendezvous. A concurrency imperative 'conc' is defined for
*         systems.
*
* The abstractions defined here are identical to the ones described
* in chapter 12 of the BETA book except for the following points:
*
* 1. The syntax of 'fork' is
*     S[]->fork
*     and NOT S.fork
*
* 2. The syntax of 'conc' is
*     conc(# do S1[]->start; S2[]->start; S3[]->start #)
*     and NOT conc(# do S1.start; S2.start; S3.start #)
*
* 4. THE CONCURRENCY IS SIMULATED In order to implement real
*     concurrency, an interrupt mechanism must be implemented. This is
*     currently NOT done. A component/system will thus keep the
*     control until it makes an explicit or implicit SUSPEND. An
*     implicit SUSPEND is made when a component must wait for a
*     semaphore, executes the pause pattern, executes the sleep
*     pattern, or performs a blocking communication using the shellEnv
*     distribution abstractions. As the concurrency is simulated,
*     there is no difference between the implementation of the alt and
*     conc imperatives.
*
* 5. A program using concurrency must have the form:
*     systemenv(# ... do ... #)
*
* 6. Concurrency and X-Windows/macenv/guienv
*     User interface environments are usually event-driven in the
*     sense that actions in the program are executed as a response to
*     user input events. To handle this, a number of separate
*     implementations of SystemEnv exists for different user interface
*     libraries:
*
*     Use systemenv.bet as origin for programs not using event-driven
*     user-interface libraries.
*)
```

```

*   Use ~beta/Xt/current/xsystemenv.bet as origin for programs using
*   XtEnv, AwEnv or MotifEnv.
*
*   Use ~beta/guienv/current/guienvsystemenv.bet as origin for
*   programs using GUIenv (Lidskvjalv).
*
*   See xsystemenv and guienvsystemenv for a description of using
*   systemenv in conjunction with X and GUIenv programs,
*   respectively.
*
*   See ~beta/macenv/current/macsystemenv for a description of using
*   systemenv and macenv.
*
* For examples of using SystemEnv see the demo directory.
*)

```

getSystemEnv:

```

(* Returns the unique systemEnv instance running *)
(# systemEnvType:< systemEnv;
  theSystemEnv: ^systemEnvType;
do (* SystemEnv## -> objectPool.strucGet
  (# init::<
    (#
      do (failure,
        'Program:descriptor must be a subpattern of systemEnv')
        -> stop
    #) #) -> theSystemEnv[]; *)
  objectPool.get
  (# type::systemEnvType;
    init::
      (#
        do (failure, 'Illegal use of systemenv. You may have precisely one systemenv instance!
          ->stop;
        #)
      #)->theSystemEnv[];
  exit theSystemEnv[]
  #);

```

SystemEnv: SysHead

```

(# <<SLOT systemlib:attributes >>;
  semaphore:
    (* P and V are the usual semaphore operations.
    *
    * tryP returns true if the P operation succeeded. Returns false
    * if a P would block the caller. In that case the P operation
    * is not performed.
    *
    * Count returns the number of components waiting for the
    * semaphore.
    *)
    (# P: @...;
      V: @...;
      tryP: @BooleanValue
        (# ... #);
      Count: @
        (# value: @Integer;
          ...
          exit value
          #);
      semRep: @...
    #);
  fork: @
    (* S is put into the queue of scheduled systems. The calling
    * system keeps control, i.e. is not preempted.
    *)
    (# first: @...;
      second: @...;
      S: ^|SysHead

```



```

    enter S[]
    do first; second; none -> s[];
    #);
kill: @
    (* Kills S. If S is the active system, this is equivalent to a
    * direct suspend.
    *)
    (# S: ^|SysHead; doKill: @...
    enter S[]
    do doKill
    #);
pause: @
    (* Moves the calling system to the end of the queue of
    * scheduled systems.
    *)
    ...;
sleep: @
    (* Makes the calling system sleep at least time seconds. If
    * time is 0 or negative, sleep has no effect.
    *)
    (# time: @Real
    enter time
    ...
    #);
sleepUntil:
    (* Makes the calling system sleep until at least time. If
    * time is less than the current time, sleepUntil has no effect.
    *)
    (# time: @Real
    enter time
    ...
    #);
timeStamp:
    (# value: @Real;
    ...
    exit value
    #);
Monitor:
    (# (* idx+ *)
    Condition:
        (# q: @Semaphore;
        Wait: ...;
        Signal: ...;
        #);
    Wait:
        (# cond: @boolean
        do INNER;
        (if not cond then
            return; (* exit monitor *)
            pause;
            mutex.P; (* reentry of monitor *)
            restart Wait
        if)
        #);
    Entry: (# do mutex.P; INNER; return #);
    init:< (# do INNER; mutex.V; #);
    (* private:
    *
    * mutex controls entry to the Monitor. urgent delays a
    * signalling process.
    *
    * return is executed by processes leaving the monitor.
    * Reactivates possible processes waiting for entry: delayed
    * signalling processes (urgent) have first priority
    *)
    mutex: @semaphore;

```

```

    urgent: @semaphore;
    return: @...;
#);
System: SysHead
  (# Port:
    (# mx,m: @Semaphore;
      entry: (# do m.P; INNER; mx.V #);
      accept: (# do m.V; mx.P #)
    #);
    RestrictedPort:
      (# mx, am: @Semaphore;
        delayed: @...;
        accept:<(# ... #);
        acceptable:<(# OK: @Boolean; s: ^|sysHead enter s[] do INNER exit OK #);
        restrictedEntry:
          (# ... #);
      #);
    ObjectPort: RestrictedPort
      (# accept:<: (# enter sender[] do none->sender[] #);
        acceptable:<: (# ... #);
        entry: RestrictedEntry (# do INNER #);
        sender: ^|sysHead
      #);
    QualifiedPort: RestrictedPort
      (# accept:<: (# enter sender## do none->sender## #);
        acceptable:<: (# ... #);
        entry: RestrictedEntry(# do INNER #);
        sender: ##sysHead
      #);
    conc:
      (# start:
        (# s: ^|system
          enter s[]
          ...
        #);
        concPriv: @...
        do INNER; ...;
      #);
    alt: conc (# do INNER #);
    onKilled:<
      (* Called before this system terminates. *)
      (#
        do (if caller[]<>NONE then (* not the outermost system *)
          caller.dec; NONE -> caller[]
          if);
        INNER;
      #);
    caller: ^protectedInt;
  do INNER;
#);
deadLocked:< Exception
  (* This exception is called when all coroutines are blocked
  * and none are waiting for I/O.
  *)
  (#
  do INNER;
    (if not continue then
      'BasicSystemEnv: All coroutines blocked on semaphores.'
      -> msg.append;
    if);
  #);
conc:
  (# start:
    (# s: ^|system
      enter s[]
      ...

```

```

        #);
        concPriv: @...
    do INNER; ...;
    #);
alt:
    (* Same as conc as a consequence of non-preemptive scheduling.
    *)
    conc (# #);

(* ATTRIBUTES FOR EVENT-DRIVEN WINDOWING ENVIRONMENTS
*)
* These attributes are only used when combining SystemEnv with
* an event-driven windowing environment. This demands an
* alternative implementation than the standard SystemEnv
* implementation. See the file: xsystemenv.bet
*)
windowEnvType: < Object;
theWindowEnv: ^windowEnvType;
setWindowEnv: < Object;

(* PRIVATE
*)
* Everything below is in principle private implementation stuff.
*)
private: @ ...;
BasicScheduler: ...;
theActive: ^|sysHead;
ProtectedInt: IntegerObject
    (* Used in implementation of conc. *)
    (# mutex: @semaphore;
        atZero: @semaphore;
        dec:
            (#
                do mutex.P; (if (value-1->value)=0 then atZero.V if); mutex.V;
            #);
        waitForZero: (# do atZero.P #);
        init: (# enter value do mutex.V #);
    #);
initBeforeScheduler: <
    (* Called before the scheduler is activated and before
    * setWindowEnv and the systemenv INNER is called.
    *)
    Object;
do ...;
INNER
#);

cyclicElm:
    (# s: ^|SysHead;
        next, prev: ^cyclicElm;
        due: @Real
            (* due is used by sleepingQueue. If zero, this element is
            * currently not in a sleepingQueue.
            *)
    #);

cyclicQueue:
    (# onDelete: < Object;
        onDel: @onDelete;
        onInsert: < Object;
        onIns: @onInsert;
        first, freeList: ^cyclicElm;
        insert: @
            (# s: ^|sysHead; new: ^cyclicElm;
                enter s[]
                ...
                exit new[]
            #);
    #);

```

```

    #);
append: @
    (# elm: ^cyclicElm;
    enter elm[]
    ...
    #);
prepend: @
    (# elm: ^cyclicElm;
    enter elm[]
    ...
    #);
insertBefore: @
    (# new, old: ^cyclicElm;
    enter (new[],old[])
    ...
    #);
getFirst: @
    (# elm: ^cyclicElm;
    ...
    exit elm[]
    #);
delete: @
    (# elm: ^cyclicElm;
    enter elm[]
    ...
    exit elm[]
    #);
remove: @
    (* elm should not be reused after remove. Use delete instead.
    *)
    (# elm: ^cyclicElm; s: ^|sysHead;
    enter elm[]
    ...
    exit s[]
    #);
scan:
    (# current: ^cyclicElm;
    ...
    #);
size: @Integer;
#);
SysHead:
    (# shstatus: @Integer;
    lc: ^Object;      (* Last errorCatcher for distribution errors. *)
    ce: ^cyclicElm;  (* ce,q <> none => this(sysHead) is ce in q. *)
    q: ^cyclicQueue;
    do INNER
    #);
    (* SysHead.shstatus values: *)
SE_RUNNING:  (# exit 1 #);  (* Current system.          *)
SE_WAITING:  (# exit 2 #);  (* Blocked on semaphore.    *)
SE_READY:    (# exit 3 #);  (* Ready to run.            *)
SE_SLEEPING: (# exit 4 #);  (* Sleeping.                 *)
SE_KILLED:  (# exit 5 #);

```

Betaenv Interface

```
LIB_DEF 'betaenv' '../lib';
BODY 'private/betaenvbody';
(
  *
  * COPYRIGHT
  *     Copyright (C) Mjolner Informatics, 1984-96
  *     All rights reserved.
  *
  * This fragment implements the very basic patterns, utilized by most
  * BETA programs
  *)
-- betaenv: descriptor --
(# <<SLOT lib: attributes>>;
  (*****
    (* The simple patterns for simple values and variables. These
     * simple patterns are treated special by the compiler.
     *)
    integer: (* 32 bit signed long *) (# #);
    shortInt: (* 16 bit unsigned half *) (# #); (* do not use shortInt anymore,
                                                  * use int16u instead.
                                                  *)

    char: (* 8 bit unsigned byte *) (# #);
    boolean: (* 8 bit unsigned byte, values 0 or 1 *) (# #);
    false: boolean (* 8 bit unsigned byte with value 0 *) (# #);
    true: boolean (* 8 bit unsigned byte with value 1 *) (# #);
    real: (* double precision floating point number *) (# #);

    int8: (* 8 bit signed integer *) (# #);
    int8u: (* 8 bit unsigned integer *) (# #);
    int16: (* 16 bit signed integer *) (# #);
    int16u: (* 16 bit unsigned integer.
             * int16u will eventually replace shortInt *) (# #);
    int32: (* 32 bit signed integer
             * int32 is semantically identical to integer *) (# #);
    int32u: (* 32 bit unsigned integer *) (# #);

    (* int64 and int64u are NOT yet implemented;
     * the compiler allows variables of these types,
     * but no operations, including assignment,
     * are implemented, so don't use them.
     *)
    int64: (* 64 bit signed integer *) (# #);
    int64u: (* 64 bit unsigned integer *) (# #);

    (* The pattern wchar is for experimenting with implementing
     * support for the UniCode character set. The name wchar
     * is preliminary. wchar is semantically identical to int16u.
     * Patterns wcharValue and wcharObject have also been introduced below
     *)
    wchar: (# #); (* 16 bit unsigend integer *)

    (* The pattern COM is for experimenting with implementation
     * of COM support in BETA
     *)
    COM: (# #); (* General super pattern for COM objects *)

    (* Holder is general superpattern for holder-patterns used for
     * parameters in COM.
     *)
    Holder: (# adr: @integer #);

    object: (* General superpattern *)
      (# _struc:
```

```

(* Exit a pattern reference for THIS(Object).
 * Is now obsolete: the new form obj## is preferred
 * to the old form obj.struc
 *)
(#
exit this(object)##
#);

_new:
(* returns a new object, that is qualified exactly
 * as THIS(object)
 *)
(# newObj: ^object; oType: ##object
do this(object)##->oType##; &oType[]->newObj[]; INNER _new
exit newObj[]
#);

_state:
(* Pattern _state is for experimental purpose only
 * and using it may give undefined results
 *)
(# S: ##object
enter S##
...
#)
do INNER object
#);
(* idx *)

(* The following patterns define 'real' patterns corresponding to
 * the predefined simple patterns
 *)
integerValue: (# value: @integer do INNER integerValue exit value #);
integerObject: integerValue(# enter value do INNER integerObject #);
charValue: (# value: @char do INNER charValue exit value #);
charObject: charValue(# enter value do INNER charObject #);
wcharValue: (# value: @wchar do INNER wcharValue exit value #);
wcharObject: wcharValue(# enter value do INNER wcharObject #);
booleanValue: (# value: @boolean do INNER booleanValue exit value #);
booleanObject: booleanValue(# enter value do INNER booleanObject #);
trueObject: booleanObject(# do true->value; INNER trueObject #);
falseObject: booleanObject(# do INNER falseObject #);
realValue: (# value: @real do INNER realValue exit value #);
realObject: realValue(# enter value do INNER realObject #);

(**** Integer limits *****)
MaxInt8:  (# exit 0x7f #);
MinInt8:  (# exit 0x80 #);
MaxInt8u: (# exit 0xff #);
MinInt8u: (# exit 0x00 #);

MaxInt16: (# exit 0x7fff #);
MinInt16: (# exit 0x8000 #);
MaxInt16u: (# exit 0xffff #);
MinInt16u: (# exit 0x0000 #);

MaxInt32: (# exit 0x7fffffff #);
MinInt32: (# exit 0x80000000 #);
MaxInt32u: (# exit 0xffffffff #);
MinInt32u: (# exit 0x00000000 #);

MaxInt:   (# exit MaxInt32 #);
MinInt:   (# exit MinInt32 #);

MaxReal:  (# exit 1.797693134862315E+308 #);
MinReal:  (# exit 2.225073858507201E-308 #);

(**** Implementation dependent constants *****)

```

```

infReal: (* Returns the real value 'Infinity' *)
  realValue(# ... #);

(***** Functional patterns *****)
min: (* Returns the minimum of 2 integers *)
  (# a,b: @integer
   enter (a,b)
   do (if (a < b) then a->b if)
   exit b
  #);
max: (* Returns the maximum of 2 integers *)
  (# a,b: @integer
   enter (a,b)
   do (if (a < b) then b->a if)
   exit a
  #);
abs: (* Returns the absolute value of an integer *)
  (# n: @integer
   enter n
   do (if (n < 0) then -n->n if)
   exit n
  #);

(***** Simple standard input/output patterns *****)
keyboard, screen: ^stream;
get:
  (# ch: @char; getC: @keyboard.get do getC->ch; INNER get exit ch #);
put:
  (# ch: @char; putC: @screen.put enter ch do INNER put; ch->putC #);
newline:
  screen.newline(# #);
putint:
  screen.putint(# do INNER putint #);
getint:
  keyBoard.getint(# do INNER getint #);
puttext:
  (# t: ^text; putT: @screen.puttext
   enter t[]
   do INNER puttext; t[]->putT
  #);
putline:
  screen.putline(# do INNER putline #);
getNonBlank:
  keyBoard.getNonBlank(# do INNER getNonBlank #);
scanAtom:
  keyBoard.scanAtom(# do INNER scanAtom #);
getAtom:
  (# t: ^text; getA: @keyBoard.getAtom
   do getA->t[]; INNER getAtom
   exit t[]
  #);
getline:
  (# t: ^text; getL: @keyBoard.getline
   do getL->t[]; INNER getline
   exit t[]
  #);

(***** Control patterns *****)
forTo: (* for 'inx' in [low:high] do INNER forTo *)
  (# low, high, inx: @integer;
   enter (low, high)
   ...
  #);
cycle: (* Executes INNER forever *)
  (# ... #);
loop:

```

```

(# while:< booleanValue(# do true->value; INNER while #);
 until:< booleanValue;
 whilecondition: @while;
 untilcondition: @until;
...
#);
qua:
(* Pattern replacing the BETA language construct QUA. To be
 * used as 't1[]->qua(# as:< Tn #)->t2[]'. The 'qua' pattern
 * checks, whether 't1' is qualified by 'Tn'. If not, the
 * 'quaError' exception is invoked. Otherwise, a reference
 * qualified by 'Tn', and referring to the same object as 't1[]'
 * is referring, is returned.
 *)
(# as:< object; R: ^object; thisObj: ^as;
 quaError:< exception
   (# do 'Qualification error'->msg.append; INNER quaError #)
 enter R[]
 ...
 exit thisObj[]
 #);

(***** Stream patterns *****)
stream:
(# <<SLOT streamLib: attributes>>;
 length:< integerValue (* returns the length of THIS(stream) *)
   (#
     do -1->value; INNER length
   #);
 position: (* current position of THIS(stream) *)
   (#
     enter setPos
     exit getPos
   #);
 eos:< (* returns 'true' if THIS(stream) is at end-of-stream *)
   booleanValue;
 reset: (* sets 'position' to zero *)
   (#
     do 0->setPos
     exit THIS(stream)[]
   #);
 peek:< (* looks at the next character of THIS(stream) *)
   (# ch: @char
     do INNER peek
     exit ch
   #);
 get:< (* reads a character from THIS(stream) *)
   (# ch: @char
     do INNER get
     exit ch
   #);
 getNonBlank:
   (* Reads first non-whitespace character from THIS(stream).
    * If called at end-of-stream the character 'ascii.fs' is
    * returned
    *)
   (# ch: @char;
     skipblanks: @scanWhiteSpace;
     testEOS: @EOS;
     getCh: @get;
     ...
     exit ch
   #);
 getint: integerValue
   (* Reads an integer: skips whitespace characters and
    * returns the following digits.

```



```

*
* See numberio.bet for more numerical output operations
*)
(# syntaxError:< streamException
  (#
    ...
  #);
  geti: @...
do geti; INNER getint
#);
getAtom:<
(* Returns the next atom (i.e. sequence of non-white
 * characters - skipping leading blanks)
*)
(# txt: ^text;
do &text[]->txt[]; INNER getAtom;
exit txt[]
#);
getline:<
(* Reads a sequence of characters until nl-character
 * appears and returns the characters read.
*)
(# txt: ^text;
  missing_newline:< Object
    (* Called if last line of THIS(Stream) is
     * not terminated by a newline character.
     *);
do &text[]->txt[]; INNER getline
exit txt[]
#);
asInt:
(* converts THIS(text) to an integer value, ignoring
 * leading and trailing whitespace. See numberio.bet for
 * more numerical conversion operations.
*)
(# i: @integer;
  syntaxError:< streamException
    (#
      ...
    #);
  ...
exit i
#);
put:< (* writes a character to THIS(stream) *)
(# ch: @char
enter ch
do INNER put
exit THIS(stream)[]
#);
newline: (* writes the nl-character *)
(#
do ascii.newline->put
exit THIS(stream)[]
#);
putint:
(* Writes an integer to THIS(stream); The format may be
 * controlled by the 'signed', 'blankSign', 'width',
 * 'adjustLeft' and 'zeroPadding' variable attributes.
 * 'width' is extended if it is too small. Examples:
 * '10->putint' yields: '10'; '10*pi->putint(# do 10->width;
 * true->adjustLeft #)' yields: '10 '; and '10->putint(# do * 10->width; true->zeroPa
 *
 * See numberio.bet for more numerical output operations
*)
(# n: @integer;
  signed: @boolean

```

```

    (* If integer is positive, a '+' will always be
    * displayed
    *);
blankSign: @boolean
    (* If integer is positive, a ' ' space is displayed as
    * the sign. Ignored if 'signed=true'
    *);
width: @integer
    (* Minimum width *);
adjustLeft: @boolean
    (* Specifies if the number is to be aligned left or
    * right, if padding of spaces is necessary to fill up
    * the specified width.
    *);
zeroPadding: @boolean
    (* width is padded with leading zero instead of
    * spaces. Ignored if 'adjustLeft=true'
    *);
format:< (# do INNER format #);
puti: @...
enter n
do 1->width; format; INNER putint; puti
exit THIS(stream)[]
#);
puttext:< (* Writes a text to THIS(stream). *)
    (# txt: ^text
    enter txt[]
    do (if txt[]<>NONE then INNER puttext if)
    exit THIS(stream)[]
    #);
putline:
    (* 'puttext' followed by 'newline' *)
    (# T: ^text; putT: @puttext; newL: @newline
    enter T[]
    do INNER putline; T[]->putT; newL
    exit THIS(stream)[]
    #);
scan:
    (* Scan chars from current position in THIS(stream) while
    * '(ch->while)=true'; perform INNER for each char being
    * scanned
    *)
    (# while:<
        (# ch: @char; value: @boolean
        enter ch
        do true->value; INNER while
        exit value
        #);
        ch: @char;
        whilecondition: @while;
        testEOS: @EOS;
        getPeek: @peek;
        getCh: @get;
        ...
    exit THIS(stream)[]
    #);
scanWhiteSpace: scan
    (* Scan whitespace characters *)
    (# while::< (# do ch->ascii.isWhiteSpace->value #);
    do INNER scanWhiteSpace
    exit THIS(stream)[]
    #);
scanAtom:
    (* Scan until first non-whitespace char. Scan the next
    * sequence of non-whitespace chars. Stop at first
    * whitespace char. For each non-whitespace char an INNER

```

```

    * is performed. Usage: 'scanAtom(# do ch-><destination> #)'\
    *)
    (# ch: @char;
    ...
    exit THIS(stream)[]
    #);
scanToNl:
    (* Scan all chars in current line including newline char *)
    (# ch: @char; getCh: @get;
      missing_newline:< Object
        (* Called if last line of THIS(Stream) is
         * not terminated by a newline character.
         *);
      ...
      exit THIS(stream)[]
      #);
streamException: exception
    (# do INNER streamException #);
EOSerror:< streamException
    (* Raised from 'get' and 'peek' when attempted to read past
     * the end of the stream.
     *)
    (#
    do 'Attempt to read past end-of-stream'->msg.putline;
      INNER EOSerror
    #);
otherError:< streamException
    (* Raised when some other kind of stream error apart from
     * the one mentioned above occurs.
     *)
    #);
getPos:< (* returns current position of THIS(Stream) *)
    integerValue;
setPos:< (* sets current position in THIS(stream) to 'p' *)
    (# p: @integer
    enter p
    do INNER setPos
    exit THIS(stream)[]
    #)
#); (* pattern stream *)

(***** Text pattern *****)
text: stream
    (* A text is a sequence of characters. Let 'T: @text'. The
     * range of 'T' is '[1,T.length]'. A text can be initialized by
     * executing 'T.clear' or by assigning it another (initialized)
     * text. A text-constant has the form 'foo'. The 'text' pattern
     * is primarily intended for small texts but there is no upper
     * limit in the size. However, most of the operations becomes
     * less efficient with larger texts.
     *)
    (# <<SLOT textLib: attributes>>;
      length:< (* Returns the length of THIS(text) *)
        (# do lgth->value; INNER length #);
      eos:<(# ... #);
      empty:
        (# exit (lgth = 0) #);
      clear: (* Sets the length and position of THIS(text) to zero *)
        (#
        do 0->pos->lgth
        exit THIS(text)[]
        #);
      equal: booleanValue
        (* Tests if THIS(text) is equal to the entered text. If
         * 'NCS' is further bound to 'trueObject', the comparison
         * will be done Non Case Sensitive.
         *)
    #)

```

```

    (# txt: ^text;
      NCS:< booleanObject
    enter txt[]
    ...
    #);
equalNCS: equal
  (* As 'equal', except the the comparison will be done Non
  * Case Sensitive
  *)
  (# NCS:: trueObject #);
less: booleanValue
  (* Tests whether the entered text 'Tl[1: length]' is less
  * than 'THIS(text)[1: Tl.length]'. The lexicographical
  * ordering is used.
  *)
  (# Tl: ^text
    enter Tl[]
    ...
    #);
greater: booleanValue
  (* Tests whether the entered text 'Tl[1: length]' is
  * greater than 'THIS(text)[1: Tl.length]'. The
  * lexicographical ordering is used.
  *)
  (# Tl: ^text
    enter Tl[]
    ...
    #);
peek::<
  (* Returns the character at current position; does not
  * update 'position'
  *)
  (# ... #);
get::<
  (* Returns the character at current position; increments
  * 'position'
  *)
  (# ... #);
inxGet: charValue
  (* Returns the character at position 'i' *)
  (# i: @integer;
    iget: @...
    enter i
    do iget
    #);
getAtom::<
  (* Returns the next atom (i.e. sequence of non-white
  * characters - skipping leading blanks)
  *)
  (# ... #);
getline::<
  (* Reads a sequence of characters until nl-character
  * appears and returns the characters read.
  *)
  (# ... #);
put::<
  (* writes the character 'ch' at current position in
  * THIS(text); increments 'position'
  *)
  (# ... #);
inxPut:
  (* Replaces the character at position 'i' *)
  (# ch: @char;
    i: @integer;
    iput: @...
    enter (ch,i)

```

```

do iput
exit THIS(text)[]
#);
puttext::<(<# ... #>);
append:
(* Appends a text to THIS(text); does not change 'position'
*)
(# T1: ^text
enter T1[]
...
exit THIS(text)[]
#);
prepend:
(* Inserts the text in 'T1' in front of THIS(text); updates
* current position to 'position+T1.length' if 'position>0'
*)
(# T1: ^text
enter T1[]
...
exit THIS(text)[]
#);
insert:
(* Inserts a text before the character at position 'inx'.
* Note: inx<1 means inx=1; inx>length means inx=length+1.
* If 'position>=inx' then 'position+T1.length->position'.
*)
(# T1: ^text;
inx: @integer
enter (T1[],inx)
...
exit THIS(text)[]
#);
delete:
(* Deletes THIS(text)[i: j]; updates current position:
* i<=position<j => i-1->position
* j<=position => position-(j-i+1)->position
*)
(# i,j: @integer;
deleteT: @...
enter (i,j)
do deleteT
exit THIS(text)[]
#);
makeLC: (* Converts all characters to lower case *)
(# ...
exit THIS(text)[]
#);
makeUC:
(* Converts all characters to upper case *)
(# ...
exit THIS(text)[]
#);
sub:
(* Returns a copy of THIS(text)[i:j]. If 'i<1', 'i' is
* adjusted to 1. If 'j>length', 'j' is adjusted to
* 'length'. If (after adjustment) 'i>j', an empty text is
* returned.
*)
(# i,j: @integer; T1: ^text;
subI: @...
enter (i,j)
do subI
exit T1[]
#);
copy:
(# T1: ^text;

```

```

    copyI: @...
do copyI
exit Tl[]
#);
scanAll:
(* Scans all the elements in THIS(text). For 'ch' in '[1:
 * THIS(text).length]' do INNER
 *)
(# ch: @char
do (for i: lgth repeat T[i]->ch; INNER scanAll for)
exit THIS(text)[]
#);
find:
(* find all occurrences of the character 'ch' in
 * THIS(text), executing INNER for each occurrence found,
 * beginning at 'THIS(text).position'. 'inx' will contain
 * the position of each 'ch' in THIS(text). If 'NCS' is
 * further bound to 'trueObject', the comparison will be
 * done Non Case Sensitive. If 'from' is further bound, the
 * search will begin at position 'from'.
 *)
(# ch: @char;
inx: @integer;
NCS:< booleanObject;
from:< integerObject(# do pos->value; INNER from #)
enter ch
...
exit THIS(text)[]
#);
findAll: find
(* As 'find', except that the entire text will be searched.
 * Replaces 'findCh' in previous versions of betaenv (v1.4
 * and earlier)
 *)
(# from:: (# do 0->value #)
do INNER findAll
#);
findText:
(* find all occurrences of the 'txt' in THIS(text),
 * executing INNER for each occurrence found, beginning at
 * 'THIS(text).position'. 'inx' will contain the position
 * of the first character of each occurrence found
 * THIS(text). If 'NCS' is further bound to 'trueObject',
 * the comparison will be done Non Case Sensitive. If
 * 'from' is further bound, the search will begin at
 * position 'from'.
 *)
(# txt: ^text;
inx: @integer;
NCS:< booleanObject;
from:< integerObject(# do pos->value; INNER from #)
enter txt[]
...
exit THIS(text)[]
#);
findTextAll: findText
(* As 'findText', except that the entire text will be
 * searched
 *)
(# from:: (# do 0->value #)
do INNER findTextAll
#);
extend:
(* Extend THIS(text) with 'L' (undefined) chars. Notice
 * that it is only the representation of the THIS(text),
 * that is extended, the 'length' and 'position' are not

```

```

    * changed.
    *)
    (# L: @integer
    enter L do L->T.extend
    exit THIS(text)[]
    #);
indexError:< streamException
    (* Raised from 'Check' when the index goes outside the
    * range of the text. Message: "Index error in text!".
    *)
    (# inx: @integer
    enter inx
    ...
    #);
EOSError::<
    (* Raised from 'get' and 'peek' when the end of the stream is
    * passed.
    *)
    (# ... #);
otherError::<
    (* Raised when an error other than the Index-/EOSError
    * occurs.
    *)
    (# ... #);
setPos::<(# ... #);
getPos::<(# do pos->value; INNER getPos #);
    (* Private attributes: !!OBS!! The 3 attributes 'T', 'lgth'
    * and 'pos' declared below MUST be the first data items
    * declared in 'stream' and 'text' since their addresses are
    * hardcoded into the compiler.
    *)
    T: [16] @char;
    lgth,pos: (* 16 is default size *) @integer;
    setT: (# enter T do T.range->lgth->pos #)
enter setT
exit T[1: lgth]
#) (* Pattern text *);

(***** ASCII character constants and attributes *****)
ascii: @
    (# <<SLOT asciiLib: attributes>>;
    nul: (# exit 0 #);
    soh: (# exit 1 #);
    stx: (# exit 2 #);
    etx: (# exit 3 #);
    eot: (# exit 4 #);
    enq: (# exit 5 #);
    ack: (# exit 6 #);
    bel: (# exit 7 #);
    bs: (# exit 8 #);
    ht: (# exit 9 #);
    nl: (# exit 10 #);
    vt: (# exit 11 #);
    np: (# exit 12 #);
    cr: (# exit 13 #);
    so: (# exit 14 #);
    si: (# exit 15 #);
    dle: (# exit 16 #);
    dc1: (# exit 17 #);
    dc2: (# exit 18 #);
    dc3: (# exit 19 #);
    dc4: (# exit 20 #);
    nak: (# exit 21 #);
    syn: (# exit 22 #);
    etb: (# exit 23 #);
    can: (# exit 24 #);

```

```

em: (# exit 25 #);
sub: (# exit 26 #);
esc: (# exit 27 #);
fs: (# exit 28 #);
gs: (# exit 29 #);
rs: (# exit 30 #);
us: (# exit 31 #);
sp: (# exit 32 #);
capA: (# exit 65 #);
smalla: (# exit 97 #);
del: (# exit 127 #);
newline: @char; (* either 'lf' or 'cr' *)

init: ...;
upCase: @charObject
  (# ... #);
lowCase: @charObject
  (# ... #);
testChar: booleanValue
  (# ch: @char
    enter ch
    do INNER testchar
    #);
isUpper: @testChar
  (# ... #);
isLower: @testChar
  (# ... #);
isDigit: @testChar
  (# ... #);
isLetter: @testChar
  (# ... #);
isSpace: @testChar
  (* True if 'ch' in {sp,cr,nl,np,ht,vt} *)
  (# ... #);
isWhiteSpace: @testChar
  (* True if 'ch' is a whitespace char *)
  (# ... #);
private: @...
  #);
(***** Exception Patterns *****)
stop:
  (* Terminates program execution: 'termCode=normal': normal
   * termination; 'termCode=failure': abnormal termination;
   * 'termCode=failureTrace': abnormal termination with trace of
   * run-time stack on dump-file; 'T' will be printed on the
   * screen.
   *)
  (# termCode: @integer; T: ^text
    enter (termCode,T[])
    do ...
    #);
normal: (# exit 0 #);
failure: (# exit -1 #);
failureTrace: (# exit -2 #);
exception:
  (# <<SLOT exceptionLib: attributes>>;
    msg:
      (* append text to this 'msg' variable to specify the
       * exception error message for this(exception)
       *)
      @text;
    continue: @boolean
      (* the value of this variable determines the control-flow
       * behaviour of this(exception):
       *   true: continue execution after exception
       *   false: terminate execution by calling 'stop'; default

```



```

    *);
propagate:<
  (* if further bound to trueObject, this(exception) allows
  * propagation (i.e. this(exception) will _not_ terminate)
  *)
  booleanValue;
error:
  (* used to define local exception conditions which can be
  * handled separately. All 'error's that are not handled
  * separately will be handled by this(exception)
  *)
  (# <<SLOT errorLib: attributes>>
  do false->continue;
  INNER;
  '**** Error processing\n'->msg.prepend;
  (if not propagate and not continue then this(exception) if)
  exit propagate
  #);
notify: error
  (* used to define local notification conditions which can be
  * handled separately. All 'notify's that are not handled
  * separately will be handled by this(exception)
  *)
  (# do true->continue; INNER #);
termCode: @integer
  (* Arg. to pattern 'stop'; initial failureTrace *);
do failureTrace->termCode;
INNER exception;
(if not continue and not propagate then
  '**** Exception processing\n'->msg.prepend;
  (termCode,msg[])>stop
if)
#);
notification: exception
  (# do true->continue; INNER notification #);
(***** Object Pool *****)
objectPool: @
  (# <<SLOT objectPoolLib: attributes>>;
  get:
    (# type:< object;
    obj: ^type;
    exact:< booleanValue;
    init:< object(* Called if an object was created *)
    ...
    exit obj[]
    #);
  strucGet:
    (# type: ##object;
    obj: ^object;
    exact:< booleanValue;
    init:< object(* Called if an object was created *);
    enter type##
    ...
    exit obj[]
    #);
  scan:
    (* Scan through all objects in 'objectPool', (at least)
    * qualified by 'type'.
    *)
    (# type:< object;
    current: ^type;
    exact:< booleanValue;
    ...
    #);
  strucScan:
    (* Scan through all objects in 'objectPool', (at least)

```

```

    * qualified by 'type'
    *)
    (# type: ##object;
     current: ^object;
     exact:< booleanValue
     enter type##
     ...
    #);
  put:
    (* Puts a given object into 'objectPool'. If an object with
     * (at least) the qualification of the given object is
     * already present in 'objectPool', the exception
     * 'alreadyThere' is raised.
     *)
    (# obj: ^object;
     exact:< booleanValue;
     alreadyThere:< exception;
     putObj: @...
     enter obj[]
     do putObj
     #);
  private: @...;
#);

(***** Command line arguments *****)
argumentHandlerType:
  (#
    noOfArguments:<
      (* Return the number of arguments on command line.
       * The number includes the program name.
       *)
      integervalue;

    getArgByNumber:<
      (* Returns argument number argNo.
       * Number 1 is the program name,
       * number 2 is the first program argument, etc.
       *)
      (# argNo: @integer; theArg: ^text;
       enter argNo
       do INNER
       exit theArg[]
       #);
  #);

rawArgumentHandler: argumentHandlerType
  (#
    noOfArguments: :
      (# ... #);
    getArgByNumber: :
      (# ... #);
  #);

expandWildcardsArgumentHandler: argumentHandlerType
  (# private: @...;
    noOfArguments: :
      (# ... #);
    getArgByNumber: :
      (# ... #);
  #);

argumentHandler: ^argumentHandlerType;

(* Backwards compatible interface *)
noOfArguments: integervalue(# do argumentHandler.noOfArguments -> value #);
arguments:

```

```

    (# argNo: @integer; theArg: ^text;
    enter argNo
    do argNo -> argumentHandler.getArgByNumber -> theArg[]
    exit theArg[]
    #);
    (*****
    (* External language interface: See file 'external.bet' for further
    * patterns.
    *)
External:
    (* Is only meaningful with interface to externals *)
    (# callC,callPascal,pascal,pascalTrap,callStd,
    cExternalEntry,pascalExternalEntry,stdExternalEntry: @text
    #);
cStruct:
    (* Super-pattern for describing structures which can be given
    * 'by reference' (using the usual [] notation) to an external
    * function (e.g. a C function described as a specialization
    * of the above External pattern). See file external.bet for
    * supported operations on cStruct.
    *)
    (# <<SLOT cStructLib: attributes>>;
    (* 'R' is the bytestream containing THIS(cStruct).
    * MUST be declared as the first attribute
    *);
    R: [(byteSize-1) div 4 + 1] @integer;
    byteSize:<
    (* Number of bytes in THIS(cStruct) *)
    IntegerObject;

    BoundsExceeded:< Exception
    (* Raised if indexing outside range of R *)
    (# inx: @integer;
    enter inx
    ...
    #);
    chk: @(# inx: @integer enter inx ... #);
    #);
data:
    (* The 'data' pattern may be used for definining simple data
    * objects. Data-objects have no 'type' information. They can
    * thus NOT be allocated dynamically in the BETA heap. They do * not have the overhead of
    * dispatch and garbage collection. One main use of data-objects
    * is as interface to external data such as 'cstruct'. For
    * details see the manuals
    *)
    (# #);
doGC: (* will force a garbage collection to happen *)
    (# ... #);
machine_type:
    (* Exits a reference to a copy of a text indicating the machine
    * type in lowercase, e.g. 'sun4s', 'linux', 'nti'.
    *)
    (# T: @Text;
    do machine_typeexternal->T;
    exit T.copy
    #);
machine_typeexternal: external
    (# T: [1]@Char; do 'machine_type'->callC; exit T #);
program: (* descriptor executed by this environment *)
    ...;
theProgram: ^|program;
theScheduler: ^|object
    (* Scheduler installed by 'basicSystemEnv' (if used in program) *)
    (*****
    (* The following patterns are only used by the compiler and should

```

```

* NOT be used for other purposes.
*)
repetition:
  (# range: (* Returns the range of THIS(repetition) *)
    (# n: @integer
      exit n
      #);
    new:
      (* Allocates a new repetition of 'n' elements. The previous
        * elements in THIS(repetition) become inaccessible
        * hereafter
        *)
      (# n: @integer
        enter n
        #);
    extend:
      (* Extends THIS(repetition) by 'n' elements. The existing
        * elements are retained. The new elements are allocated
        * after the existing elements (i.e. with index from the
        * 'range+1')
        *)
      (# n: @integer
        enter n
        #)
    #);
state: (# #); (* Pattern STATE is for experimental purpose only
                  * and using it may give undefined results
                  *)
errorName: (# #)

(*****)
do ...;
  &|program[]->theProgram[];
  theProgram;
  (if theScheduler[]<>NONE then theScheduler if);
  ... ;
#)

```

Binfile Interface

```
ORIGIN '~beta/basiclib/file';
LIB_DEF 'binfile' '../lib';
BODY 'private/binfilebody';

(* binfile:
 *   These fragments declare attributes for direct reading/writing
 *   of various data sizes to a file. The data is written out exactly
 *   as is:
 *       64 -> aBinFile.putLong
 *   will write the number 0x00000020 to aBinFile, whereas
 *       64 -> aBinFile.putInt
 *   will write the two characters '6' (ascii 54) and '4' (ascii 52)
 *   to the file.
 *
 *   The operations putBytes and getBytes allow an arbitrary
 *   sequence of bytes to be written/read to/from a file.
 *   E.g.
 *       buffer: [1000]@char;
 *       putB: @aFile.putBytes;
 *   do ...
 *       (@@buffer[1],500) -> putB;
 *   This will write the first 500 characters from the buffer
 *   repetition to the file. NOTICE, that you must have a static
 *   instance of putBytes/getBytes when using them, since they require
 *   an address argument. If dynamic instances are used, a garbage-
 *   collection may be triggered, and the address argument would be
 *   illegal.
 *
 *   These operations are declared in FileLib, e.g. they become
 *   usable for any file, by just including this fragment file.
 *   However, on some platforms, the "binary" virtual of File
 *   MUST be further bound to TrueObject for these operations
 *   to work. The binfile pattern below adds this further binding.
 *
 *   You should remember this further binding if you are using
 *   these operations on a file, that is not a binfile.
 *
 *   Exceptions:
 *   If any of the put-operations fail, they raise the WriteError
 *   file-exception. If any of the get-operations fail, they raise
 *   the ReadError file-exception.
 *)

-- LIB: attributes --

binfile: file
  (# <<SLOT BinFileLib: attributes>>;
   binary :: trueobject
  #);

-- FileLib: attributes --

putdouble:
  (* Write binary representation of i (8 bytes) to file *)
  (# i: @real;
   enter i
   ...
  #);

putlong:
  (* Write binary representation of i (4 bytes) to file *)
  (# i: @integer;
   enter i
   ...
```

```

#);
putshort:
(* Write binary representation of i (2 bytes) to file *)
(# i: @int16;
enter i
...
#);
putbyte:
(* Write binary representation of i (1 byte) to file *)
(# i: @char;
enter i
...
#);
getDouble:
(* Read binary representation of i (8 bytes) from file *)
(# i: @real;
...
exit i
#);
getLong:
(* Read binary representation of i (4 bytes) from file *)
(# i: @integer;
...
exit i
#);
getShort:
(* Read binary representation of i (2 bytes) from file *)
(# i: @int16;
...
exit i
#);
getBytes:
(* Read binary representation of i (1 byte) from file *)
(# i: @char;
...
exit i
#);

putBytes:
(* Write num bytes to file from memory
* starting at address addr.
*)
(# addr, num: @integer;
enter (addr, num)
...
#);
getBytes:
(* Read in num bytes from file to memory
* starting at address addr.
*)
(# addr, num: @integer;
enter (addr, num)
...
#);

```

Directory Interface

```
ORIGIN 'file';
LIB_DEF 'directory' '../lib';
BODY 'private/directorybody';
(
  *
  * COPYRIGHT
  *       Copyright (C) Mjolner Informatics, 1984-96
  *       All rights reserved.
  *
  *)
---- LIB: attributes ----
directory:
  (* Generalization of disk folder/directory.  Describes the list
  * aspects of directories and contains a DiskEntry item describing
  * the other properties of a directory.
  *)
  (#
    <<SLOT DirectoryLib: attributes>>;

    EntryDesc: < DiskEntry;
    entry: @EntryDesc
      (* The item holding most characterizing attributes of
      * THIS(directory)
      *);
    name: @
      (* convenient interface to entry.path *)
      (# read:
        (* Reads a directory name from the Keyboard *)
        (# do ... #);
        enter entry.path
        exit entry.path
        #);

    (* Directory exceptions *)

    DirException: Exception
      (* General directory exception *)
      (# do ...; INNER #);
    EntryExistException: DirException
      (* Raised on attempt to create a file or directory that
      * allready existed in THIS(directory). Message: "Directory
      * entry allready exist"
      *)
      (# do ...; INNER #);
    DirScanException: DirException
      (* Raised if a scan of THIS(directory) has failed. Message:
      * "Scan of directory failed.", and an indication of why it
      * failed.
      *)
      (# do ...; INNER #);
    DirSearchException: DirException
      (* Raised if a find in THIS(directory) has failed. Message:
      * "Search of directory failed.", and an indication of why it
      * failed.
      *)
      (# do ...; INNER #);
    NoSuchException: DirException
      (* Raised on attempt to delete a file or directory that did
      * not exist in THIS(directory). Message: "Attempt to delete a
      * nonexisting entry."
      *)
      (# do ...; INNER #);
    NotFoundException: DirException
```

```

(* Raised if findEntry.select is used in findEntry.notFound,
 * or in other situations that findEntry.found[]=NONE. Message:
 * "Attempt to use 'select' in 'findEntry' when the candidate
 * was not found."
 *)
(# do ...; INNER #);

(* Manipulations of THIS(directory) *)

touch: entry.touch
(* If the disk entry does not exist, an empty directory will
 * be created.
 *)
(# touchD: @...;
do touchD
#);

delete:
(* Delete THIS(directory) *)
(# nosuch:< NoSuchException
  (* Raised if there was no disk entry corresponding to
   * THIS(Directory)
   *);
  error:< entry.DiskEntryException
  (* Raised if other errors occurred *);
  deleted: @...;
do deleted
#);

createFile:
(* Create a file named 'name' in THIS(Directory) *)
(# name: ^text;
  newEntry: ^EntryDesc;
  exists:< EntryExistException
  (* Raised if an entry of that name already existed *);
  error:< DirException
  (* Raised if other errors occurred *);
  enter name[]
  ...
  exit newEntry[]
#);

deleteFile:
(* Delete a file named 'name' in THIS(Directory) *)
(# name: ^text;
  nosuch:< NoSuchException
  (* Raised if there was no disk entry in THIS(Directory)
   * named 'name'
   *);
  error:<DirException
  (* Raised if other errors occurred *)
  enter name[]
  ...
#);

createDir:
(* Create a directory named 'name' in THIS(Directory) *)
(# name: ^text;
  newEntry: ^EntryDesc;
  exists:< EntryExistException
  (* Raised if an entry of that name already existed *);
  error:< DirException
  (* Raised if other errors occurred *);
  enter name[]
  ...
  exit newEntry[]
#);

deleteDir:
(* Delete a directory named 'name' in THIS(Directory) *)
(# name: ^text;

```



```

    nosuch:< NoSuchException
      (* Raised if there was no disk entry in THIS(Directory)
        * named 'name'
        *)
    error:< DirException
      (* Raised if other errors occurred *)
  enter name[]
  ...
  #);
noOfEntries: IntegerValue
  (* exit the number of entries in THIS(directory) *)
  (# error:<DirException;
  ...
  #);
empty: BooleanValue
  (* TRUE iff THIS(directory) is empty. Note that this does not
    * always imply NoOfEntries=0
    *)
  (# error:<DirException;
  ...
  #);
findEntry:
  (* Calls INNER if entry was found in THIS(directory), and
    * otherwise calls notFound
    *)
  (# <<SLOT DirFindLib: attributes>>;
    candidate: ^text;
    (* The name of the entry to search for *)
    foundDesc:< DiskEntry;
    (* Qualification of "found" *)
    found: ^foundDesc;
    (* Reference to entry, if found. Notice that 'found.path'
      * is relative to THIS(directory). The full path may be
      * obtained by 'foundFullPath' Also 'foundFullPath ->
      * found.path' may be needed before is queried for modtime
      * etc., if THIS(Directory) is not the current working
      * directory.
      *)
    foundFile:< File;
    (* Qualification of file generated in
      * select.whenfile.thefile
      *)
    foundDir:< Directory;
    (* Qualification of directory generated in
      * select.whendir.thedir
      *)
    foundFullPath: (* Fullpath of "found" *)
    (# p: ^text do ... exit p[] #);

    notfound:< (* Called if the entry was not found *)
    (# do INNER #);
    select:
    (* Used to distinguish between the various entries that
      * may be found
      *)
    (# error:< found.DiskEntryException;
      whenFile:<
        (* Called when the entry found is a file *)
        (# thefile:
          (* Generate an instance of foundFile
            * corresponding to the entry found. Notice that
            * 'found' and 'f.entry' are two distinct
            * objects; 'f.entry' has a full path, 'found'
            * may or may not have a path relative to
            * THIS(Directory).
            *)

```

```

        (# f: ^foundFile
        do ...
        exit f[]
        #);
    do INNER
    #);
whenDir:<
    (* Called when the entry found is a directory *)
    (# theDir:
        (* Generate an instance of foundDir
        * corresponding to the entry found. Notice that
        * 'found' and 'd.entry' are two distinct
        * objects; 'd.entry' has a full path, 'found'
        * may or may not have a path relative to
        * THIS(Directory).
        *)
        (# d: ^foundDir
        do ...
        exit d[]
        #);
    do INNER
    #);
whenOther:<
    (* Called when the entry found is neither a file nor
    * a directory
    *)
    (# do INNER #);
selectImpl:< (* private *)
    (# selectedInInner: @boolean
    do ...;
        INNER; ...;
    #)
    do selectImpl;
    #); (* select *)
error:< DirSearchException
    (* Raised if the search fails *);
enter candidate[]
do ...;
#); (* findEntry *)
scanEntries:
    (* Calls INNER for each entry in THIS(directory) *)
    (# <<SLOT DirScanLib: attributes>>;
    longest: @integer;
    (* The length of the longest entry-name in THIS(directory)
    *)
    foundDesc:< DiskEntry;
    (* Qualification of "found" *)
    found: ^foundDesc;
    (* Reference to entry, if found. Notice that 'found.path'
    * is relative to THIS(directory). The full path may be
    * obtained by 'foundFullPath' Also 'foundFullPath ->
    * found.path' may be needed before is queried for modtime
    * etc., if THIS(Directory) is not the current working
    * directory.
    *)
    foundFile:< File;
    (* Qualification of file generated in
    * select.whenfile.thefile
    *)
    foundDir:< Directory;
    (* Qualification of directory generated in
    * select.whendir.thedir
    *)
    foundFullPath: (* Fullpath of "found" *)
    (# p: ^text do ... exit p[] #);
select:

```

```

(* Used to distinguish between the various entries that
 * may be found
 *)
(# error:< found.DiskEntryException;
 whenFile:<
  (* Called when the entry found is a file *)
  (# thefile:
    (* Generate an instance of foundFile
     * corresponding to the entry found. Notice that
     * 'found' and 'f.entry' are two distinct
     * objects; 'f.entry' has a full path, 'found'
     * may or may not have a path relative to
     * THIS(Directory).
     *)
    (# f: ^foundFile
     do ...
     exit f[]
     #);
  do INNER
  #);
 whenDir:<
  (* Called when the entry found is a directory *)
  (# theDir:
    (* Generate an instance of foundDir
     * corresponding to the entry found. Notice that
     * 'found' and 'd.entry' are two distinct
     * objects; 'd.entry' has a full path, 'found'
     * may or may not have a path relative to
     * THIS(Directory).
     *)
    (# d: ^foundDir
     do ...
     exit d[]
     #);
  do INNER
  #);
 whenOther:<
  (* Called when the entry found is neither a file nor
   * a directory
   *)
  (# do INNER #);
 selectImpl:< (* private *)
  (# selectedInInner: @boolean
   do ...;
   INNER; ...;
   #)
  do selectImpl;
  #); (* select *)
 error:< DirScanException
  (* Raised if the scan fails *);
  (* idx- *) (* idx- *)
  do ...;
  #); (* scanEntries *)
 private: @...;
 #)

```

External Interface

```
ORIGIN 'betaenv';
-- CStructLib: attributes---
(*
 * COPYRIGHT
 *     Copyright Mjolner Informatics, 1992-99
 *     All rights reserved.
 *
 * ***** Patterns for external interface *****
 *
 * In CStructLib, the operations on a cStruct are defined.
 * The pattern ExternalRecord is an interface to e.g. CStruct objects
 * allocated from C or other external languages.
 *)
GetByte:
  (# byteno: @int32;
   enter byteno->chk
   exit byteNo -> R.%getByte
   #);
PutByte:
  (# val: @int8;
   byteno: @int32;
   enter(byteno,val)
   do byteno->chk;
   (val,byteno) ->R.%putbyte
   #);
GetShort:
  (# byteno: @int32;
   enter byteno->chk
   exit (byteno div 2) ->R.%getShort
   #);
PutShort:
  (# val: @int16;
   byteno: @int32;
   enter (byteno,val)
   do byteno->chk;
   (val,byteno div 2) -> R.%putShort
   #);
GetSignedShort:
  (# byteno: @int32;
   enter byteno->chk
   exit (byteno div 2) ->R.%getSignedShort
   #);
GetLong:
  (# byteno: @int32;
   enter byteno->chk
   exit (byteno div 4) ->R.%getLong
   #);
PutLong:
  (# val: @int32;
   byteno: @int32
   enter (byteno,val)
   do byteno->chk;
   (val,byteno div 4) ->R.%putLong
   #);

CStructField:
  (* Used for declaring CStruct fields *)
  (# pos:< IntegerObject;
   p: @pos;
   #);
Byte: CStructField
  (# set: @(# val: @int8 enter val do (val,p) ->R.%putByte #);
```

```

enter set
exit p ->R.%getBytes
#);

Short: CStructField
(# set: @(# val: @int16 enter val do (val,p div 2) ->R.%putShort #);
enter set
exit (p div 2) ->R.%getShort
#);

SignedShort: CStructField
(# set: @(# val: @int16 enter val do (val,p div 2) ->R.%putShort #);
enter set
exit (p div 2) ->R.%getSignedShort
#);

Long: CStructField
(# set: @(# val: @int32 enter val do (val,p div 4) ->R.%putLong #);
enter set
exit (p div 4)->R.%getLong
#);

--LIB: attributes--

ExternalRecord:
(* Super-pattern for describing externally allocated record-structures.
 * A call to e.g. a C routine may often return a pointer to a CStruct.
 * By assigning such a pointer to the ptr-field of an externalRecord
 * object it is possible to interface to such an external CStruct.
 * Notice the difference to the CStruct pattern, which is typically used
 * to *provide* external code with a structure allocated in BETA.
 *)
(# ptr: @int32; (* pointer to the externally allocated record *)
GetByte:
  (# byteno: @int32;
  enter byteno
  exit %getBytesAt (ptr+byteno)
  #);
PutByte:
  (# val: @int8;
  byteno: @int32;
  enter(byteno,val)
  do val %putBytesAt (ptr+byteno)
  #);
GetShort:
  (# byteno: @int32;
  enter byteno
  exit %getShortAt (ptr+byteno)
  #);
GetSignedShort:
  (# byteno: @int32;
  enter byteno
  exit %getSignedShortAt (ptr+byteno)
  #);
PutShort:
  (# val: @int16;
  byteno: @int32;
  enter(byteno,val)
  do val %putShortAt (ptr+byteno)
  #);
GetLong:
  (# byteno: @int32
  enter byteno
  exit %getLongAt (ptr+byteno)
  #);
PutLong:
  (# val: @int32;
  byteno: @int32
  enter(byteno,val)
  do val %putLongAt (ptr+byteno)

```

```

#);

ExternalRecordField:
(* For declaring fields in ExternalRecords *)
(# pos:< IntegerValue;
  p: @pos;
#);
Byte: ExternalRecordField
(# set: @(# val: @int8 enter val do val %putByteAt (ptr+p) #)
  enter set
  exit %getByteAt (ptr+p)
#);
Short: ExternalRecordField
(# set: @(# val: @int16 enter val do val %putShortAt (ptr+p) #);
  enter set
  exit %getShortAt (ptr+p)
#);
SignedShort: ExternalRecordField
(# set: @(# val: @int16 enter val do val %putShortAt (ptr+p) #);
  enter set
  exit %getSignedShortAt (ptr+p)
#);
Long: ExternalRecordField
(# val: @int32;
  set: @(# enter val do val %putLongAt (ptr+p) #);
  enter set
  exit %getLongAt (ptr+p)
#);
DoubleLong: ExternalRecordField
(# v1,v2: @int32;
  set: @(# enter(v1,v2)
    do v1 %putLongAt (ptr+p);
    v2 %putLongAt (ptr+p+4);
  #);
  enter set
  exit (%getLongAt (ptr+p), %getLongAt (ptr+p+4))
#);
#) (* ExternalRecord *);

makeCBF: External
(* Call this external to install a callback and get
 * an int32 pointer to it.
 *)
(# pat: ##External;
  cb: @int32;
  enter pat##
  exit cb
#);

freeCBF: External
(* Call this external with an int32 pointer to an installed
 * callback (obtained via MakeCBF) when it is certain that the
 * callback will NOT be called again.
 * This will free BETA heap space associated with the callback.
 *)
(# cbf: @int32;
  enter cbf
#)

```

File Interface

```

ORIGIN 'betaenv';
LIB_DEF 'file' '../lib';
BODY 'private/filebody';
(
  *
  * COPYRIGHT
  *   Copyright (C) Mjolner Informatics, 1984-96
  *   All rights reserved.
  *
  * The BETA interface to disk-entries in a hierarchic file system
  * files, and directories is organised as follows:
  *
  *   DiskEntry:      Machine independent interface to entries like
  *                   file and directories on the disk
  *                   (file 'file.bet').
  *   UnixEntry:      Unix specific specialization of DiskEntry
  *                   (file 'unixfile.bet').
  *   MacEntry:       Macintosh specific specialization of DiskEntry
  *                   (file 'macfile.bet').
  *
  *   File:           Machine independent interface to disk files. Is
  *                   a specialization of Stream (file 'betaenv.bet'),
  *                   and contains a DiskEntry (file 'file.bet').
  *   UnixFile:       Unix specific specialization of File, which
  *                   contains a UnixEntry (file 'unixfile.bet').
  *   MacFile:        Macintosh specific specialization of File,
  *                   which contains a MacEntry (file 'macfile.bet').
  *
  *   Directory:      Machine independent interface to
  *                   directories/folders. Contains a DiskEntry
  *                   (file 'directory.bet').
  *   UnixDirectory:  Unix specific specialization of Directory,
  *                   which contains a UnixEntry
  *                   (file 'unixdirectory.bet').
  *   MacDirectory:   Macintosh specific specialization of Directory,
  *                   which contains a MacEntry
  *                   (file 'macdirectory.bet').
  *)
-- LIB: Attributes --
DiskEntry:
  (* Pattern describing various attributes of disk-entries like files
  * and directories in a hierarchic file system
  *)
  (# <<SLOT DiskEntryLib: attributes>>;

    (* DISK ENTRY EXCEPTIONS *)
    DiskEntryException: Exception
      (* General exception for disk entries *)
      (# ... #);
    DiskEntryExistsException: DiskEntryException
      (* Raised if a test for disk entry existence has
      * failed. Message: "Test for disk entry existence failed.",
      * and an indication of why it failed.
      *)
      (# ... #);
    DiskEntryModtimeException: DiskEntryException
      (* Raised if examination or setting of disk entry modtime has failed.
      * Message: "Examination/setting of disk entry modtime failed.", and an
      * indication of why it failed.
      *)
      (# ... #);
    DiskEntryTouchException: DiskEntryException
      (* Raised if touch of a disk entry has failed. Message: "Touch

```

```

    * of disk entry failed.", and an indication of why it failed.
    *)
    (# ... #);
DiskEntryRenameException DiskEntryException
    (* Raised if rename of a disk entry has failed. Message:
    * "Rename of disk entry failed.", and an indication of why it
    * failed.
    *)
    (# ... #);
pathDesc:<
    (* A virtual descriptor for the full or relative path of
    * THIS(DiskEntry)
    *)
    (# head:<
        (* The head of the path, e.g. head of '/usr/smith/foo.bet'
        * is '/usr/smith'
        *)
        (# h: ^text
            ...
            exit h[]
            #);
        nameDesc:<
            (* The actual name-part of the path, e.g. name part of
            * '/usr/smith/foo.bet' is 'foo.bet'
            *)
            (# prefix:<
                (* exits the prefix part of the name, i.e. what is
                * before the last dot (.), e.g 'foo' for 'foo.bet'
                *)
                (# p: ^text
                    ...
                    exit p[]
                    #);
                extension:<
                    (* exits the extension part of the name, i.e. what
                    * is after the last dot (.), e.g. 'bet' for 'foo.bet'
                    *)
                    (# e: ^text
                        ...
                        exit e[]
                        #);
                suffix:<
                    (* like extension, but includes the dot (.),
                    * e.g. '.bet' for 'foo.bet'
                    *)
                    (# s: ^text
                        ...
                        exit s[]
                        #);
                get:<
                    (* exits "prefix.extension" *)
                    (# n: ^text
                        ...
                        exit n[]
                        #);
                exit get
                #);
        name: @nameDesc;
        set:<
            (* set the entire path *)
            (# p: ^text
                enter p[]
                ...
                #);
        get:<
            (* get the entire path *)

```



```

        (# p: ^text
        ...
        exit p[]
        #);
enter set
do INNER
exit get
#);
path: @pathDesc;
exists: BooleanValue
(* exits a boolean indicating whether the disk entry
 * corresponding to the current setting of path actually exists
 *)
(# error:< DiskEntryExistsException;
...
#);
modtime:
(* exits an integer denoting the (system) time of the last
 *      modification
 *)
(# time: @integer;
  error:<DiskEntryModTimeException;
enter (# enter time ... #)
exit (# ... exit time #)
#);
touch:
(* Updates the modtime to the current (system) time. *)
(# error:< DiskEntryTouchException;
...
#);
rename:
(* Rename the disk entry. Changes the physical disk entry and
 * updates THIS(DiskEntry).path
 *)
(# newpath: ^text;
  error:< DiskEntryRenameException;
enter newpath[]
...
#);
size: IntegerValue
(* exits the size of THIS(DiskEntry) in bytes *)
(# error:<DiskEntryException;
...
#);
readable: BooleanValue
(* exits true if THIS(DiskEntry) can be read *)
(# error:< DiskEntryException;
...
#);
writeable: BooleanValue
(* exits true if THIS(DiskEntry) can be written to *)
(# error:< DiskEntryException;
  checkwrite: @...;
do checkwrite
#);
isFile: BooleanValue
(* True if THIS(DiskEntry) is a regular file *)
(# error:< DiskEntryException;
...
#);
isDirectory: BooleanValue
(* True if THIS(DiskEntry) is a directory *)
(# error:<DiskEntryException;
...
#);

```

```

    private: @...
do INNER
#); (* DiskEntry *)

(* Constants used for specifying mode to File.SetPos. *)
FromBeginning:
(* Seeks relative to the beginning of a file. Corresponds to
 * absolute positions in File[0:File.Length-1].
 *)
(# exit 0 #);
FromCurrent:
(* Seeks relative to the current position. *)
(# exit 1 #);
FromEnd:
(* Seeks relative to the end of a file. *)
(# exit 2 #);

File: Stream
(* Generalization of disk file. Describes the stream aspects of
 * files, providing buffered I/O, and contains a DiskEntry object
 * describing the other properties of a file.
 *)
(# <<SLOT FileLib: attributes>>;

EntryDesc:< DiskEntry;
Entry: @EntryDesc
(* The item holding most characterizing attributes of
 * THIS(file)
 *)
name: @
(* convenient interface to entry.path *)
(# read:
    (* Reads the file name from the Keyboard *)
    (# ... #);
    enter entry.path
    exit entry.path
    #);
Put::< (# ... #);
Get::< (# ... #);
Peek::< (# ... #);
PutText::< (# ... #);
GetAtom::< (# ... #);
GetLine::< (# ... #);
Length::<
    (* Returns the byte size of THIS(file). Notice that this is
     * not always the same as entry.size, which is how many bytes
     * THIS(file) occupies on the disk
     *)
    (# ... #);
GetPos::<
    (* Returns current position of THIS(File) *)
    (# ... #);
SetPos::<
    (* Sets position on THIS(file). Enters position and mode. See
     * above for definition of constants to use as mode,
     * FromBeginning, FromCurrent, FromEnd. Returns the absolute
     * position seeked to [0..File.Length-1].
     *)
    (# mode,newpos: @integer
    enter mode
    ...
    exit newPos
    #);
Eos::< (# ... #);
touch: entry.touch
    (* If the disk entry does not exist, an empty file will be

```

```

    * created.
    *)
    (# ... #);
delete:
    (* Deletes THIS(File) *)
    (# ... #);
binary:< booleanvalue
    (* THIS(File) is binary if value is true. On some systems a
    * non-binary (e.g. textual) file may behave differently, than
    * a binary file. A binary file is always treated as raw bytes,
    * whereas a non-binary file may treat some characters, notably
    * the end-of-line marker, differently.
    *);
openRead:
    (* opens THIS(File) for reading, starting at the beginning *)
    (# ... #);
openWrite:
    (* Opens THIS(File) for writing. truncates the contents of
    * the disk file if it already existed, and creates the disk
    * file if not
    *)
    (# ... #);
openAppend:
    (* Opens THIS(File) for writing at the end. Setpos cannot be
    * used to write other places than at the end. Creates the
    * file if it did not exist.
    *)
    (# ... #);
openReadWrite:
    (* Opens THIS(File) for both reading and writing. The file is
    * positioned at the beginning. To switch between writing and
    * reading an intermediate setpos may be necessary.
    *)
    (# ... #);
openReadAppend:
    (* Like OpenReadWrite, but positiones at the end *)
    (# ... #);
flush:
    (* Flushes THIS(File). Affects only files opened for output *)
    (# ... #);
close: (* Closes THIS(File) *)
    (# ... #);

(* FILE EXCEPTIONS *)

FileException: StreamException
    (* General File exception *)
    (# m: ^text
    enter m[]
    ...
    #);
OpenException: FileException
    (* Raised if opening of a file has failed. Message: "Cannot
    * open file".
    *)
    (# ... #);
AccessError:< OpenException
    (* Raised on attempt to access a file with insufficient
    * privileges. Message: "Insufficient access privileges".
    *)
    (# ... #);
WriteError:< FileException
    (* Raised from Put, PutText and Flush on attempt to write on a
    * non-existing block. Message: "Write block error".
    *)
    (# ... #);

```

```

ReadError:< FileException
  (* Raised from Get and Peek on attempt to read a non-existing
   * block. Message: "Read block error".
   *)
  (# ... #);
EOSError:< (# ... #);
NoSuchFileError:< FileException
  (* Raised on attempt to open a non-existing file. Message:
   * "File does not exist"
   *)
  (# ... #);
FileExistsError:< FileException
  (* Raised when creating an already existing file. Message:
   * "File does already exist".
   *)
  (# ... #);
NoSpaceError:< FileException
  (* Raised when the file system is full. Message: "File system
   * is full".
   *)
  (# ... #);
OtherError:< FileException
  (* Raised when errors other than the above occur *)
  (# ... #);
private: @ ...;
getRep:
  (* OBSOLETE - only supplied for compatibility.
   * The operation getBytes from binfile should be used instead.
   *)
  (# repAdr (* @@ rep[inx]: start address *),
   length (* max. no. of elements to read *): @integer;
   enter(repAdr,length)
   ...
   exit(length div 4)
  #);
putRep:
  (* OBSOLETE - only supplied for compatibility.
   * The operation putBytes from binfile should be used instead.
   *)
  (# repAdr (* @@rep[inx]: start address *),
   length (* no. of rep-elements to be and was written
   *): @integer;
   enter(repAdr,length)
   ...
   exit (length div 4)
  #);
#)

```

Filerep Interface

```
ORIGIN 'betaenv';
BODY 'private/filerepbody'
---lib:attributes---
FileRep:
  (* A pattern consisting of a repetition R which may be
   * saved/restored in one chunk from a file; When saving, the
   * elements R[1:top-1] are saved; After restoring top is R.range
   *)
  (# <<SLOT FileRepLib: attributes>>;
   R: [1] @integer;
   top: @integer;
   Save:
     (# filename: ^text
      enter filename[]
      do ...
      #);
   Restore:
     (# filename: ^text
      enter filename[]
      do ...
      #)
  #)
```

Filerep Interface

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Formatio Interface

```
ORIGIN 'betaenv';
LIB_DEF 'formatio' '../lib';
BODY 'private/formatioBody'
(
  *
  * COPYRIGHT
  *   Copyright (C) Mjolner Informatics, 1984-96
  *   All rights reserved.
  *
  *)
--- streamLib: attributes ---
getFormat: formatter
  (* getFormat accepts the following syntax for markers:
  *
  *   %[width][.[precision]]{dioxXrRbBfeEgGcsn%}
  *
  * where width is a (unsigned) decimal number (or '*'), and
  * precision is a (unsigned) decimal number (or '*'),
  *
  * and where
  *   [ ... ] means that the encloses is optional,
  * and { ... } means one if the enclosed characters.
  *
  * Width is only interpreted in conjunction with the 's' marker.
  * Precision is only interpreted in conjunction with the
  * 'r' and 'R' markers.
  *
  * For all but the 'c' marker, leading white space are skipped.
  *
  * The '%' marker means that a '%' is expected on the input stream.
  *
  * Actually, getFormat accepts the same syntax as putFormat (see
  * later):
  *
  *   %[-+ ][[0]width][. [[0]precision]]{dioxXrRbBfeEgGcsn%}
  *
  * but only the above part of that syntax is actually interpreted by
  * getFormat. The reason for accepting the same syntax is to allow
  * a format string to be used both for getFormat and putFormat.
  *)
  (# width:
    (* sets the default precision to be used in future '*' width
    * specifications
    *)
    (# w: @integer enter w ... #);
    precision:
    (* sets the default precision to be used in future '*'
    * precision specifications
    *)
    (# p: @integer enter p ... #);
    marker: scanForMarker
    (# formatEOS:: (# do mark->missingMarker #)
    ...
    #);
    d: marker (* read a decimal number *)
    (# mark:: (# do 'd'->value #);
    value: @integer
    ...
    exit value
    #);
    i: marker
    (* read a number, either decimal, octal or hexadecimal using C
    * conventions: 0nnn implies octal, 0xnnn implies hexadecimal,
```

```

    * decimal otherwise.
    *)
    (# mark:: (# do 'i'->value #);
      value: @integer
    ...
    exit value
    #);
o: marker (* read an octal number *)
    (# mark:: (# do 'o'->value #);
      value: @integer
    ...
    exit value
    #);
x: marker (* read a hexadecimal number *)
    (# mark:: (# do 'x'->value #);
      value: @integer
    ...
    exit value
    #);
uX: marker (* read a hexadecimal number. Identical to 'x' *)
    (# mark:: (# do 'X'->value #);
      value: @integer
    ...
    exit value
    #);
r: marker
    (* read a number in radix given by precision *)
    (# mark:: (# do 'r'->value #);
      value: @integer
    ...
    exit value
    #);
uR: marker
    (* read a number in radix given by precision. Identical to
    * 'r'
    *)
    (# mark:: (# do 'R'->value #);
      value: @integer
    ...
    exit value
    #);
b: marker
    (* read a number as based number (i.e. in the bbxnnn format) *)
    (# mark:: (# do 'b'->value #);
      base, value: @integer
    ...
    exit (base,value)
    #);
uB: marker
    (* read a number as based number (i.e. in the bbxnnn format).
    * Identical to 'b'
    *)
    (# mark:: (# do 'B'->value #);
      base, value: @integer
    ...
    exit (base,value)
    #);
f: marker (* read a real *)
    (# mark:: (# do 'f'->value #);
      value: @real
    ...
    exit value
    #);
e: marker (* read a real. Identical to 'f' *)
    (# mark:: (# do 'e'->value #);
      value: @real

```

```

...
exit value
#);
uE: marker (* read a real. Identical to 'f' *)
  (# mark:: (# do 'E'->value #);
    value: @real
  ...
  exit value
  #);
g: marker (* read a real. Identical to 'f' *)
  (# mark:: (# do 'g'->value #);
    value: @real
  ...
  exit value
  #);
uG: marker (* read a real. Identical to 'f' *)
  (# mark:: (# do 'G'->value #);
    value: @real
  ...
  exit value
  #);
c: marker (* read a single character *)
  (# mark:: (# do 'c'->value #);
    value: @char
  ...
  exit value
  #);
s: marker
  (* read a text atom (i.e. a sequence of non-white space
   * characters, terminated by a white space character - similar
   * to getAtom). If width is non-zero, at most width characters
   * are read. Otherwise, characters are read until next
   * whitespace character
   *)
  (# mark:: (# do 's'->value #);
    value: ^text
  ...
  exit value[]
  #);
n: marker
  (* return the number of characters read until this point *)
  (# mark:: (# do 'n'->value #);
    value: @integer
  ...
  exit value
  #);
match:: (* private *)
  (# ... #)
do INNER getFormat
#);

putFormat: formatter
(* putFormat accepts the following syntax for markers:
 *
 *      %[-+ ][[0]width][.[[0]precision]]{dioxXrRbBfeEgGcsn%}
 *
 * where width is a (unsigned) decimal number (or ''), and
 * precision is a (unsigned) decimal number (or '') and where
 *
 *      [ ... ] means that the encloses is optional,
 * and { ... } means one if the enclosed characters.
 *
 * '-' implies output leftjustified in field
 * '+' implies output numbers signed (always with leading '+' or
 *      '-' )
 * ' ' implies output numbers with blank sign (i.e. leading ' ' if

```



```

*                                     positive)
* '0' in front of either width or precision implies zero padding
* width specifies the minimum width of the output field.
* precision is interpreted for various things in the 'rRbBfeEgG'
*   markers.
*
* The '%' marker means that a '%' is put on the output stream.
*)
(# width:
  (* sets the default precision to be used in future '*' width
   * specifications
   *)
  (# w: @integer enter w ... #);
precision:
  (* sets the default precision to be used in future '*'
   * precision specifications
   *)
  (# p: @integer enter p ... #);
marker: scanForMarker
  (# formatEOS:: (# do mark->missingMarker #)
   ...
  #);
d: marker (* insert the integer *)
  (# mark:: (# do 'd'->value #);
   value: @integer
   enter value
   ...
  #);
i: marker (* insert the integer. Identical to 'd' *)
  (# mark:: (# do 'i'->value #);
   value: @integer
   enter value
   ...
  #);
y: marker (* insert the integer in binary *)
  (# mark:: (# do 'y'->value #);
   value: @integer
   enter value
   ...
  #);
o: marker (* insert the integer in octal, at least 10 ciphers *)
  (# mark:: (# do 'o'->value #);
   value: @integer
   enter value
   ...
  #);
x: marker (* insert the integer in hexadecimal, at least 8 ciphers *)
  (# mark:: (# do 'x'->value #);
   value: @integer
   enter value
   ...
  #);
uX: marker
  (* insert the integer in hexadecimal, using uppercase letters
   *)
  (# mark:: (# do 'X'->value #);
   value: @integer
   enter value
   ...
  #);
r: marker
  (* insert the integer in radix given by precision *)
  (# mark:: (# do 'r'->value #);
   value: @integer
   enter value
   ...

```

```

#);
uR: marker
(* insert the integer in radix given by precision, using
 * uppercase letters if radix>10
 *)
(# mark:: (# do 'R'->value #);
 value: @integer
 enter value
 ...
#);
b: marker
(* insert the integer as based number (i.e. in the bbxnnn
 * format) with base given by precision
 *)
(# mark:: (# do 'b'->value #);
 value: @integer
 enter value
 ...
#);
uB: marker
(* insert the integer as based number (i.e. in the bbxnnn
 * format) with base given by precision, using uppercase
 * letters if base>10
 *)
(# mark:: (# do 'B'->value #);
 value: @integer
 enter value
 ...
#);
f: marker (* insert the real in noexp style *)
(# mark:: (# do 'f'->value #);
 value: @real
 enter value
 ...
#);
e: marker (* insert the real in exp style *)
(# mark:: (# do 'e'->value #);
 value: @real
 enter value
 ...
#);
uE: marker (* insert the real in exp style and upcase 'E' *)
(# mark:: (# do 'E'->value #);
 value: @real
 enter value
 ...
#);
g: marker (* insert the real in plain style *)
(# mark:: (# do 'g'->value #);
 value: @real
 enter value
 ...
#);
uG: marker (* insert the real in plain style and upcase 'E' *)
(# mark:: (# do 'G'->value #);
 value: @real
 enter value
 ...
#);
c: marker (* insert the char *)
(# mark:: (# do 'c'->value #);
 value: @char;
 putc: @(* Private *)...
 enter value
 do putc
#);

```

```

s: marker (* insert the text *)
  (# mark:: (# do 's'->value #);
    value: ^text;
    puts: @(* Private *)...
    enter value[]
    do puts
    #);
n: marker
  (* return the length of the result string until this point *)
  (# mark:: (# do 'n'->value #);
    value: @integer
    ...
    exit value
    #);
match:: (* private *)
  (# ... #)
do INNER putFormat
#);

formatter: (* superpattern for putFormat and getFormat *)
  (# illegalFormat:< exception
    (# mark: @char
      enter mark
      ...
      #);
    missingMarker:< exception
      (# mark: @char
        enter mark
        ...
        #);
    missingField:< exception
      (# ... #);
    inputError:< exception
      (# chFound, chExpected: @char
        enter (chFound, chExpected)
        ...
        #);
    scanForMarker: (* Private *)
      (# mark:< charValue;
        formatEOS:< exception;
        fieldWidth, precisionSpec: @integer;
        leftFlag, signedFlag, blankFlag,
        alternativeFlag, zeroFlag, longFlag: @boolean
        ...
        #);
    match:< (* private *)
      (# ch: @char
        enter ch
        do INNER match
        #);
    private: @...;
    formatStr: ^text
    enter formatStr[]
    ...
    exit this(stream)[]
    #);

--- lib: attributes ---

getFormat: keyboard.getFormat(# do INNER getFormat #);

putFormat: screen.putFormat(# do INNER putFormat #)

```

Formatio Interface

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Iget Interface

```
ORIGIN 'betaenv';
BODY 'private/igetbody';
( *
  * COPYRIGHT
  *      Copyright (C) Mjolner Informatics, 1984-96
  *      All rights reserved.
  *
  *)
--LIB: attributes--
iget:
  (* Pattern to get a single character from the keyboard immediately
   * without having to type <RETURN> after the character.
   *)
  (# ch: @char;
   ...
   exit ch
   #)
```

Iget Interface

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Math Interface

```
ORIGIN 'betaenv';
LIB_DEF 'math' '../lib';
(
  *
  * COPYRIGHT
  *   Copyright (C) Mjolner Informatics, 1984-96
  *   All rights reserved.
  *
  * Math.bet: mathematical functions
  *
  * This library provides mathematical patterns: trigonometric,
  * hyperbolic, exponential and logarithmic, floating point
  * manipulation and miscellaneous constants.
  *)
--- LIB: Attributes ---

(* miscellaneous constants *)

e:      (# Exit 2.7182818284590452354 #);
log2e:  (# Exit 1.4426950408889634074 #);
log10e: (# Exit 0.43429448190325182765 #);
ln2:    (# Exit 0.69314718055994530942 #);
ln10:   (# Exit 2.30258509299404568402 #);
pi:     (# Exit 3.14159265358979323846 #);
pihalf: (# Exit 1.57079632679489661923 #);
piforth: (# Exit 0.78539816339744830962 #);

(* trigonometric functions *)

acos: external
  (* returns the arccosine of x in radians, in the range 0 to pi. If
   * x is a NaN (Not-a-Number) or if the absolute value of x exceeds
   * 1.0, acos(x) returns a NaN. Invalid operation/DOMAIN error is
   * signaled if x is a NaN or if |x| > 1.0.
   *)
  (# x,res: @Real;
   enter x
   exit res
  #);

asin: external
  (* returns the arcsine of x in radians, in the range -pi/2 to pi/2.
   * If x is a NaN or if the absolute value of x exceeds 1.0, asin
   * returns a NaN. Invalid operation/DOMAIN error is signaled if x
   * is a NaN or if |x| > 1.0.
   *)
  (# x,res: @Real;
   enter x
   exit res
  #);

atan: external
  (* returns the arctangent of x, in the range of -pi/2 to pi/2
   * radians. If x = +-infinity, then atan(x) returns +-pi/2. If x
   * is +- 0, then atan returns x. If x is a NaN, then atan returns a
   * NaN. An invalid operation/DOMAIN error is signaled by atan only
   * if x is a NaN.
   *)
  (# x,res: @Real;
   enter x
   exit res
  #);

atan2: external
  (* returns the arctangent of y/x in radians, in the range -pi to
   * pi, using the signs of both arguments to determine the quadrant
```



```

    * of the return value.
    *
    * If x is a NaN or if y is a NaN or if both x and y are infinities,
    * atan2 returns a NaN. If both x and y are zero, atan2 returns
    * zero. Invalid operation/DOMAIN error is signaled by atan2 if
    * both x and y are infinite or if either x or y is a NaN.
    *)
    (# y,x,res: @Real;
    enter (y,x)
    exit res
    #);

cos: external
    (* computes the cosine of x, where x is expressed in radians.
    *
    * The cos function uses an argument reduction based on the
    * remainder function and pi. The cos function is periodic with
    * respect to pi, so its period differs slightly from its
    * mathematical counterpart and diverges from its counterpart when
    * the argument becomes very large.
    *
    * If x is infinite or a NaN, then cos returns a NaN and signals
    * invalid/DOMAIN error.
    *)
    (# x,res: @Real;
    enter x
    exit res
    #);

sin: external
    (* computes the sine of x, where x is expressed in radians.
    *
    * The sin function uses an argument reduction based on the
    * remainder function and pi. The sin function is periodic with
    * respect to pi, so its period differs slightly from its
    * mathematical counterpart and diverges from its counterpart when
    * the argument becomes very large.
    *
    * If x is infinite or a NaN, then sin returns a NaN and signals
    * invalid/DOMAIN error.
    *)
    (# x,res: @Real;
    enter x
    exit res
    #);

tan: external
    (* computes the tangent of x, where x is expressed in radians.
    *
    * The tan function uses an argument reduction based on the
    * remainder function and pi. The tan function is periodic with
    * respect to pi, so its period differs slightly from its
    * mathematical counterpart and diverges from its counterpart when
    * the argument becomes very large.
    *)
    (# x,res: @Real;
    enter x
    exit res
    #);

(* hyperbolic functions *)

cosh: external
    (* returns the hyperbolic cosine of x.
    *
    * If x is a NaN, cosh returns a NaN.
    *)
    (# x,res: @Real;
    enter x

```

```

    exit res
#);
sinh: external
(* returns the hyperbolic sine of x.
*
* If x is a NaN, sinh returns a NaN.
*)
(# x,res: @Real;
enter x
exit res
#);
tanh: external
(* returns the hyperbolic tangent of x.
*
* If x is a NaN, tanh returns a NaN.
*)
(# x,res: @Real;
enter x
exit res
#);

(* exponential and logarithmic functions *)

exp: external
(* returns the base-e or natural exponential e^x.
*
* Special cases for exp:
*
* If x = +infinity, then exp returns +infinity and does not signal
* an exception. If x = -infinity, then exp returns 0 and does not
* signal an exception. If x is a NaN, then exp returns a NaN.
*)
(# x,res: @Real;
enter x
exit res
#);
ldexp: external
(* returns the quantity x * 2^exp. *)
(# x,res: @Real;
   exp: @Integer;
enter (x,exp)
exit res
#);
log: external
(* returns the base e or natural logarithm of its argument x.
*
* Special cases for log:
*
* If x is +infinity, then log returns +infinity and signals no
* exceptions. If x is 0, then log returns -infinity and signals
* divide-by-zero. If x < 0, then log returns a NaN and signals
* invalid/DOMAIN error.
*)
(# x,res: @Real;
enter x
exit res
#);
log10: external
(* returns the base 10 logarithm of x.
*
* If x is a NaN or is negative, log10 returns a NaN. If x is
* +infinity, log10(x) returns +infinity. If x is zero, log10
* returns -infinity and signals divide by zero/SING error.
*)
(# x,res: @Real;
enter x

```

```

    exit res
#);

(* floating point manipulation *)

modf: external
(* returns the fractional part of x and stores the integral part
 * indirectly in the location pointed to by ipPtr. Both the return
 * value and the value stored in ipPtr share the same sign as x.
 *
 * If x is infinite, modf returns a zero with the sign of x and sets
 * ipPtr to x. If x is a NaN, mod returns a NaN and sets ipPtr to
 * the same NaN.
 *)
(# x,res: @Real;
  ipPtr: @Integer;
  enter (x,ipPtr)
  exit res
#);

pow: external
(* returns x^y *)
(# x,y,res: @Real;
  enter (x,y)
  exit res
#);

sqrt: external
(* computes the square root of x.
 *
 * Special cases for sqrt:
 *
 * If x is a NaN, sqrt returns a NaN and signals no exceptions. If
 * x is a NaN or if x < 0, sqrt returns a NaN and signals invalid
 * operation/DOMAIN error.
 *)
(# x,res: @Real;
  enter x
  exit res
#);

ceil: external
(* returns the smallest integer value (in real format) not less
 * than x.
 *
 * If x is a NaN, ceil returns a NaN. If x is infinite, ceil
 * returns x. Invalid operation is signaled by ceil if x is a NaN.
 * If x is a non-integral finite value, ceil signals inexact
 *)
(# x,res: @Real;
  enter x
  exit res
#);

fmin: (* Returns the minimum of 2 reals *)
(# a,b: @real
  enter (a,b)
  do (if (a < b) then a->b if)
  exit b
#);

fmax: (* Returns the maximum of 2 reals *)
(# a,b: @real
  enter (a,b)
  do (if (a < b) then b->a if)
  exit a
#);

fabs: external
(* returns |x|, the absolute value of x *)
(# x,res: @Real;
  enter x

```

```

    exit res
    #);
floor: external
    (* largest integer value (in real format) not greater than x.
    *
    * If x is a NaN, floor returns a NaN. If x is infinite, floor
    * returns x. Invalid operation is signaled by floor if x is a NaN.
    * If x is a non-integral finite value, floor signals inexact.
    *)
    (# x,res: @Real;
    enter x
    exit res
    #);
fmod: external
    (* Whenever possible, the fmod pattern returns the number f with
    * the same sign as x, such that  $x = i*y + f$  for some integer i, and
    *  $|f| < |y|$ . If y is 0, fmod returns a NaN.
    *)
    (# x,y,f: @Real;
    enter (x,y)
    exit f
    #)

```

Math Interface

[Mjølner Informatics](#)

Mbs_version Interface

```
ORIGIN 'betaenv';
( *
  * COPYRIGHT
  *      Copyright (C) Mjolner Informatics, 1984-98
  *      All rights reserved.
  *)
-- LIB: attributes --
mbs_version:
  ( * Defines the current version of the Mjolner BETA System
    * in various ways. Typical usage:
    *
    *      (if (mbs_version).major >= 4 then
    *          ...
    *      if);
    *)
  (# major:      (# exit 5 #);
    minor:      (# exit 0 #);
    revision:   (# exit 0 #);
    release:    (# exit 050000 #);
    desc:       (# exit '5.0' #);
    exit THIS(mbs_version)[]
  #)
```

Mbs_version Interface

[Mjolner Informatics](#)

Numberio Interface

```
ORIGIN 'betaenv';
LIB_DEF 'numberio' '../lib';
BODY 'private/numberioBody'
(
  *
  * COPYRIGHT
  *     Copyright (C) Mjolner Informatics, 1992-96
  *     All rights reserved.
  *
  * This fragment implements the following stream operations:
  *   getNumber  * reads a number from THIS(stream).
  *               * The number may be either an integer,
  *               * a based number or a real number
  *   getBased   * reads a based number from THIS(stream)
  *   getRadix   * reads a based number from THIS(stream),
  *               * without the 'bbx' part
  *   getInteger * reads an integer number from THIS(stream)
  *   getReal    * reads a real number from THIS(stream)
  *   putReal    * appends a textual rep. of a real value to
  *               * THIS(stream)
  *   putBased   * appends a textual rep. of a integer value in a
  *               * particular to THIS(stream). The textual
  *               * representation in in the given base
  *   putRadix   * as putBased, except that the 'bbx' part is
  *               * not printed
  *   getHex     * similar to getRadix with radix 16, but more efficient.
  *   putHex     * similar to putBased with base 16, but more efficient.
  *   getOctal   * similar to getOctal with base 8, but more efficient.
  *   putOctal   * similar to putBased with base 8, but more efficient.
  *   getBinary  * similar to getRadix with radix 2, but more efficient.
  *   putBinary  * similar to putBased with base 2, but more efficient.
  *   putByteHex * like putHex, except that it only prints one byte.
  *   putByteBinary * like putBinary, except that it only prints one byte.
  *
  *   asNumber   * abstract pattern for the following asBased,
  *               * asRadix, and asReal operations
  *   asBased    * returns the based number present in
  *               * THIS(stream)
  *   asRadix    * returns the based number present in
  *               * THIS(stream), without the 'bbx' part
  *   asReal     * returns the real number present in
  *               * THIS(stream)
  *
  * The corresponding short-cuts for keyboard.getNumber, etc, and
  * screen.putReal, etc. are also included in this fragment.
  *
  * Since the asNumber operations does not make sence for keyboard,
  * no short-cuts are defined for these.
  *)
--- StreamLib: attributes ---
getNumber:
  (* getNumber reads a number from the current position of
  * this(stream).
  * The number is either an integer (in base 10), an integer with a
  * given base, or a real.
  * Integer examples: 10, 0, 123
  * A based integer has the form <base>X<number>. Examples are:
  *   2X101      base=2, number= 4*1 + 2*0 + 1*1 = 5
  *   8X12       base=8, number= 8*1 + 1*2 = 10
  *   16x2A1     base=16, number= 256*2 + 16*10 + 1*1 = 673
  *   0x2A1      base=16, i.e. base=0 is interpreted as base=16
  * Examples of reals are:
  *   3.14, 3.14E-8, 3E+8
```

```

* The following grammar defines the exact syntax of the numbers:
*
* N ::= {D}+                               Int           314
*      | {D}+ '.' {D}+                       real          3.14
*      | {D}+ '.' {D}+ 'E' E                 real          3.14E8
*                                             real          3.14E+8
*                                             real          3.14E-8
*
*      | {D}+ 'E' E                         real          3E8
*                                             real          3E+8
*                                             real          3E-8
*      | 'X' {D | L}+                       based          2X0101
*                                             based          8x0845
*                                             based          16xAF12
*
* D ::= {'0' | ... | '9' }
* L ::= {'A' | ... | 'Z' }
* E ::= {D}+
*      | {D}+ '+' {D}+
*      | {D}+ '-' {D}+
*
* All letters may be in lower or upper case.
* After the call, the stream is positioned
* after the first char not in the number.
*)
(# integerValue:<
  (* the number has the form
   *      x
   * value contains the integer value
   *)
  integerValuePtn;
integerValuePtn:
  (# value: @integer enter value do INNER #);
basedValue:<
  (* the number has the form
   *      bXy
   * base contains the base number
   * value contains the integer value (in base 10)
   *)
  basedValuePtn;
basedValuePtn:
  (# base,value: @integer enter (base,value) do INNER #);
realValue:<
  (* the number has the form
   *      x.yEz
   *      l is the number of leading zero's in y. i.e. in
   *      3.0017E-12, x=3, y=17,l=2 and z=-12
   * value contains the real value
   *)
  realValuePtn;
realValuePtn:
  (# x,y,l,z: @real; value: @real enter(x,y,l,z,value)
  do INNER #);
syntaxError:< streamException
  (# peekCh: @char
  enter peekCh
  do 'getNumber: Syntax error - looking at: "'->msg.append;
  (if peekCh = ascii.nul then 'NUL'->msg.puttext
  else peekCh->msg.put if);
  "'->msg.put; INNER #);
baseError:< streamException
  (# base: @integer
  enter base
  do 'getNumber: Error in base - looking at: "'->msg.append;
  base->msg.putInt; "'->msg.put; INNER #);
valueError:< streamException
  (# peekCh: @char

```

```

    enter peekCh
    do 'getNumber: Illegal value type - looking at: "'->msg.append;
        peekCh->msg.put; '"'->msg.put; INNER #);
overflow:< streamException
    (# value: @integer
    do 'getNumber: Overflow in integer- or based-value'->msg.append;
        INNER
    exit value
    #);
underflow:< streamException
    (# value: @integer
    do 'getNumber: Underflow in integer- or based-value'->msg.append;
        INNER
    exit value
    #);
getn: @...
do getn;
    INNER getNumber
#);
getReal: getNumber
    (# r: @real;
    realValue:< (# do value->r #);
    do INNER getReal
    exit r
    #);
getBased: getNumber
    (# i, b: @integer;
    basedValue:< (# do value->i; base->b #);
    do INNER getBased
    exit (b,i)
    #);
getInteger: getNumber
    (# i: @integer;
    integerValue:< (# do value->i #);
    do INNER getInteger
    exit i
    #);
getRadix:
    (* gets a number in the specified radix. GetRadix is similar to
    * getBased, except that it does NOT expect the 'bbx' prefix
    *)
    (# radix, value: @integer;
    radixError:< streamException
        (# radix: @integer
        enter radix
        ...
        #);
    getr: (* private *) @...
    enter radix
    do getr;
        INNER getRadix
    exit value
    #);

putBased:
    (* Takes a number and a base, and prints the number in that base.
    * If base is 0, base 16 is assumed, and the format "0xnnn" is used.
    * If base is negative, 1 or greater than 126, the baseError
    * exception is invoked.
    *
    * The format is default "bbxnnnn", where "bb" is the base (in
    * decimal), and "nnnn" is the number, printed in the base. "x"
    * separates the two parts. The format may be controlled by the
    * signed, blankSign, upcase, uppercase, width, adjustLeft,
    * zeroPadding, noBasePrefix, baseWidth and baseZeroPadding variable
    * attributes. If noBasePrefix is true, the "bbx" part is omitted.

```



```

*)
(# value, base: @integer;
  baseError:< streamException
    (# base: @integer
      enter base
      do 'putBased: Illegal base: '"->msg.append;
        base->msg.putInt; '"'->msg.put; INNER #);
  (* The format may be further controlled by the signed, blankSign,
  * width, adjustLeft and zeroPadding variable attributes.
  * width is extended if it is too small.
  *
  * Examples:
  * (10,10)->putBased
  *   yields: '10x10'
  * (2,5)->putBased(# do 10->width; true->adjustLeft #);
  *   yields: '2x101'
  * (2,5)->putBased(# do 10->width; true->zeroPadding #);
  *   yields: '2x00000101'
  *)
  signed:
    (* If the number is positive, a '+' will always be displayed
    *)
    @boolean;
  blankSign:
    (* If the number is positive, a ' ' space is displayed as the
    * sign. Ignored if signed=true
    *)
    @boolean;
  upcase: @boolean
    (* Specifies whether an upcase 'X' or a lowercase 'x' is the
    * be used in the 'bbx' part.
    *);
  uppercase: @boolean
    (* Specifies whether uppercase letters or lowercase letters
    * are used in the 'nnnn' part (for base>9).
    *);
  width: (* Minimum width *) @integer;
  adjustLeft: @boolean
    (* Specifies if the number is to be aligned left or right,
    * if padding of spaces is necessary to fill up the specified
    * width.
    *);
  zeroPadding:
    (* width is padded with leading zero instead of spaces.
    * Ignored if adjustLeft=true
    *)
    @boolean;
  noBasePrefix: (* If true, the 'bbx' part is omitted *)
    @boolean;
  baseWidth: (* minimum width for the 'bbx' part *)
    @integer;
  baseZeroPadding:
    (* baseWidth is padded with leading zero instead of spaces *)
    @boolean;
  format:< (# do INNER #);
  putb: @...
enter (base, value)
do INNER putBased; putb
#);
putReal:
  (* Append a real to THIS(stream). The format may be controlled by
  * the style, signed, blankSign, precision, upcase, width,
  * adjustLeft and zeroPadding variable attributes
  *)
  (# r: @real;
    style: @integer

```

```

    (* Controls the style, and may be one of plain, exp and noexp
    * (noexp is the default)
    *);
noexp: (* The notation [-]mmm.dddddd is used *)
    (# exit 0 #);
exp: (* The notation [-]m.dddddE[+|-]xx is used *)
    (# exit 1 #);
plain:
    (* In this style, precision is the total number of digits in
    * the printed real (not the number of digits in the fraction,
    * as in the other styles).
    *
    * The exp or noexp style is used, dependent on the value being
    * printed. Exp style is used only if the exponent is less
    * than -4 or greater than or equal to the precision; otherwise
    * the noexp notation is used. Trailing zeros are not printed
    * as part of the fractional part and a decimal point is
    * printed if not followed by a digit
    *)
    (# exit 2 #);
signed: (* If real is positive, a '+' will always be displayed *)
    @boolean;
blankSign:
    (* If real is positive, a ' ' space is displayed as the sign.
    * Ignored if signed=true
    *)
    @boolean;
precision: @integer
    (* The number of d's in the expressions above, default 6 *);
upcase: @boolean
    (* Specifies whether an upcase 'E' or a lowcase 'e' is the
    * be used in the exp style.
    *);
width: (* Minimum width *)
    @integer;
adjustLeft: @boolean
    (* Specifies if the number is to be aligned left or right,
    * if padding of spaces is necessary to fill up the specified
    * width.
    *);
zeroPadding:
    (* width is padded with leading zero instead of spaces.
    * Ignored if adjustLeft=true
    *)
    @boolean;
(* Examples:
*   10*pi -> putreal;
*       yields: '31.415926'
*   10*pi -> putreal(# do 10->width; true->adjustLeft #);
*       yields: '31.415926  '
*   10*pi -> putreal(# do exp->style; true->upcase #);
*       yields: '3.1415926E+01'
*   10*pi -> putreal(# do exp->style; 2->precision #);
*       yields: '3.14e+01'
*)
format:< (# do INNER #);
putr: @...
enter r
do 1->width; 6->precision; format; INNER putReal; putr
#);
putRadix: putBased
    (#
    do true->noBasePrefix; INNER putRadix
    #);

putHex:

```

```
(* prints a hexadecimal representation of x (as unsigned word) on
 * this(stream). Similar to
 * (16,x)->putRadix(# do true->zeroPadding; 8->width #)
 * but more efficient.
 *)
(# uppercase: @boolean;
 width: @integer;
 zeroPadding: @boolean;
 x: @integer;
 format:< (# do INNER #);
 putH: (*private*)@...
enter x
do format; INNER putHex; putH
#);
```

putByteHex:

```
(* prints a hexadecimal representation of byte 'byte' in x (as
 * unsigned word) on this(stream)
 *)
(# x: @integer;
 byte: @integer;
 putBH: (*private*)@...
enter (x,byte)
do INNER putByteHex; putBH
#);
```

putOctal:

```
(* prints a octal representation of x (as unsigned word) on
 * this (stream). Similar to
 * (8,x)->putRadix(# do true->zeroPadding; #)
 * but more efficient.
 *)
(# width: @integer;
 zeroPadding: @boolean;
 x: @integer;
 format:< (# do INNER #);
 putO: (*private*)@...
enter x
do format; INNER putOctal; putO;
#);
```

putBinary:

```
(* prints a binary representation of x (as unsigned word) on
 * this(stream). Similar to
 * (2,x)->putRadix(# do true->zeroPadding; #)
 * but more efficient.
 *)
(# width: @integer;
 zeroPadding: @boolean;
 x: @integer;
 format:< (# do INNER #);
 putB: (*private*)@...
enter x
do format; INNER putBinary; putB
#);
```

putByteBinary:

```
(* prints a binary representation of byte 'byte' of x (as unsigned
 * word) on this(stream)
 *)
(# x: @integer;
 byte: @integer;
 putBB: (*private*)@...
enter (x, byte)
do INNER putByteBinary; putBB
#);
```

getHex:

```
( * reads a hexadecimal number from this(stream) and returns the
 * value in x (as unsigned word). Similar to 16->getRadix but more
 * efficient.
 *)
( # x: @integer;
  noNumberError: < streamException
    ( # peekCh: @char
      enter peekCh
      do 'getHex: the number begins with: "'->msg.append;
        (if peekCh = ascii.nul then 'NUL'->msg.puttext
          else peekCh->msg.put if);
        '". Not a legal hexadecimal digit'->msg.puttext;
        INNER noNumberError
      #);
    getH: (*private*)...
  do INNER getHex; getH
  exit x
  #);
```

getOctal:

```
( * reads a hexadecimal number from this(stream) and returns the
 * value in x (as unsigned word). Similar to 16->getRadix but more
 * efficient.
 *)
( # x: @integer;
  noNumberError: < streamException
    ( # peekCh: @char
      enter peekCh
      do 'getHex: the number begins with: "'->msg.append;
        (if peekCh = ascii.nul then 'NUL'->msg.puttext
          else peekCh->msg.put if);
        '". Not a legal hexadecimal digit'->msg.puttext;
        INNER noNumberError
      #);
    getO: (*private*)...
  do INNER getOctal; getO
  exit x
  #);
```

getBinary:

```
( * reads a binary number from this(stream) and returns the value in
 * x (as unsigned word). Similar to 2->getRadix but more efficient.
 *)
( # x: @integer;
  noNumberError: < streamException
    ( # peekCh: @char
      enter peekCh
      do 'getBinary: the number begins with: "'->msg.append;
        (if peekCh = ascii.nul then 'NUL'->msg.puttext
          else peekCh->msg.put if);
        '". Not a legal binary digit'->msg.puttext;
        INNER noNumberError
      #);
    getB: (*private*)...
  do INNER getBinary; getB
  exit x
  #);
```

asNumber:

```
( # syntaxError: < streamException
  ( # peekCh: @char
    enter peekCh
    do 'asNumber: Syntax error - looking at: "'->msg.append;
      peekCh->msg.put; '"'->msg.put;
```

```

        INNER syntaxError
    #);
baseError:< streamException
    (# base: @integer
    enter base
    do 'asNumber: Error in base - looking at: "'->msg.append;
        base->msg.putInt; '"'->msg.put;
        INNER baseError
    #);
valueError:< streamException
    (# peekCh: @char
    enter peekCh
    do 'asNumber: Illegal value type - looking at: "'->msg.append;
        peekCh->msg.put; '"'->msg.put;
        INNER valueError
    #);
do reset;
    INNER asNumber;
    ScanWhiteSpace; (if not eos then peek->syntaxError if)
#);

asReal: asNumber
    (# r: @real
    ...
    exit r
    #);
asBased: asNumber
    (# i, b: @integer
    ...
    exit (b,i)
    #);
asRadix: asNumber
    (# radix, value: @integer
    enter radix
    ...
    exit value
    #);
asInteger: asNumber
    (# i: @integer
    ...
    exit i
    #)

--- lib: attributes ---

getNumber: keyboard.getNumber
    (# do INNER getNumber #);
getReal: keyboard.getReal
    (# do INNER getReal #);
getBased: keyboard.getBased
    (# do INNER getbased #);
getRadix: keyboard.getRadix
    (# do INNER getRadix #);
getInteger: keyboard.getInteger
    (# do INNER getInteger #);

putReal: screen.putReal
    (# do INNER putReal #);
putBased: screen.putBased
    (# do INNER putBased #);
putRadix: screen.putRadix
    (# do INNER putRadix #);

getHex: keyboard.getHex
    (# do INNER getHex #);
getOctal: keyboard.getOctal

```

```
(# do INNER getOctal #);  
getBinary: keyboard.getBinary  
(# do INNER getBinary #);  
  
putHex: screen.putHex  
(# do INNER putHex #);  
putByteHex: screen.putByteHex  
(# do INNER putByteHex #);  
putOctal: screen.putOctal  
(# do INNER putOctal #);  
putBinary: screen.putBinary  
(# do INNER putBinary #);  
putByteBinary: screen.putByteBinary  
(# do INNER putByteBinary #)
```

Numberio Interface

[Mjølner Informatics](#)

Random Interface

```
ORIGIN 'betaenv';
BODY 'private/randombody';
( *
  * COPYRIGHT
  *      Copyright (C) Mjolner Informatics, 1995-96
  *      All rights reserved.
  *)
--- lib: attributes ---

initgn: external
( *
  * INIT-ialize current G-e-N-erator
  *      Reinitializes the state of the current generator
  *
  * Arguments
  *      isdtyp -> The state to which the generator is to be set
  *      isdtyp = -1 => sets the seeds to their initial value
  *      isdtyp = 0 => sets the seeds to the first value of the
  *                  current block
  *      isdtyp = 1 => sets the seeds to the first value of the
  *                  next block
  *
  * Method
  *      This is a transcription from Pascal to Fortran of routine
  *      Init_Generator from the paper
  *      L'Ecuyer, P. and Cote, S. "Implementing a Random Number
  *      Package with Splitting Facilities." ACM Transactions on
  *      Mathematical Software, 17:98-111 (1991)
  *)
( # isdtyp: @integer
  enter (isdtyp)
  # );

gscgn: external
( *
  * Get/Set GeNerator
  *      Gets or returns in G the number of the current generator
  *
  * Arguments
  *      getset --> 0 Get 1 Set
  *      g <-- Number of the current random number generator (1..32)
  *)
( # getset, g: @integer
  enter (getset, g)
  # );

setsd: external
( *
  * SET S-ee-D of current generator
  *      Resets the initial seed of the current generator to ISEED1
  *      and ISEED2. The seeds of the other generators remain
  *      unchanged.
  *
  * Arguments
  *      iseed1 -> First integer seed
  *      iseed2 -> Second integer seed
  *
  * Method
  *      This is a transcription from Pascal to Fortran of routine
  *      Set_Seed from the paper L'Ecuyer, P. and Cote, S. "Implementing a
  *      Random Number Package with Splitting Facilities." ACM
  *      Transactions on Mathematical Software, 17:98-111 (1991)
  *)
( # iseed1, iseed2: @integer
```

```
enter (iseed1, iseed2)
#);
```

getsd: external

```
( *
 * GET Seed
 *     Returns the value of two integer seeds of the current
 *     generator
 * Arguments
 *     iseed1 <- First integer seed of generator G
 *     iseed2 <- Second integer seed of generator G
 * Method
 *     This is a transcription from Pascal to Fortran of routine
 * Get_State from the paper L'Ecuyer, P. and Cote, S. "Implementing
 * a Random Number Package with Splitting Facilities." ACM
 * Transactions on Mathematical Software, 17:98-111 (1991)
 *)
(# iseed1, iseed2: @integer
enter (iseed1, iseed2)
#);
```

setall: external

```
( *
 * SET ALL random number generators
 *     Sets the initial seed of generator 1 to ISEED1 and
 * ISEED2. The initial seeds of the other generators are set
 * accordingly, and all generators states are set to these seeds.
 *
 * Arguments
 *     iseed1 -> First of two integer seeds
 *     iseed2 -> Second of two integer seeds
 *
 * Method
 *     This is a transcription from Pascal to Fortran of routine
 * Set_Initial_Seed from the paper L'Ecuyer, P. and Cote,
 * S. "Implementing a Random Number Package with Splitting
 * Facilities." ACM Transactions on Mathematical Software,
 * 17:98-111 (1991)
 *)
(# iseed1, iseed2: @integer
enter (iseed1, iseed2)
#);
```

setant: external

```
( *
 * SET ANTithetic Sets whether the current generator produces
 * antithetic values. If X is the value normally returned from
 * a uniform [0,1] random number generator then 1 - X is the
 * antithetic value. If X is the value normally returned from a
 * uniform [0,N] random number generator then N - 1 - X is the
 * antithetic value. All generators are initialized to NOT
 * generate antithetic values.
 * Arguments
 *     qvalue -> nonzero if generator G is to generating antithetic
 *             values, otherwise zero
 * Method
 *     This is a transcription from Pascal to Fortran of routine
 * Set_Antithetic from the paper L'Ecuyer, P. and Cote,
 * S. "Implementing a Random Number Package with Splitting
 * Facilities." ACM Transactions on Mathematical Software,
 * 17:98-111 (1991)
 *)
(# qvalue: @integer
enter qvalue
#);
```



```

advnst: external
(
*
* ADV-a-N-ce ST-ate
*     Advances the state of the current generator by 2^K values
*     and resets the initial seed to that value.
* Arguments
*     k -> The generator is advanced by 2^K values
* Method: routine Advance_State from the paper L'Ecuyer, P. and
*     Cote, S. "Implementing a Random Number Package with
*     Splitting Facilities." ACM Transactions on Mathematical
*     Software, 17:98-111 (1991)
*)
(# k: @integer
enter k
#);

(*=====*)
(*===== Integer random number generators =====*)
(*=====*)

ignlgi: external
(
*
* Integer GeNerate LarGe Integer
*     Returns a random integer following a uniform distribution
*     over (1, 2147483562) using the current generator.
*
* Method
*     This is a transcription from Pascal to Fortran of routine
*     Random from the paper L'Ecuyer, P. and Cote, S. "Implementing a
*     Random Number Package with Splitting Facilities." ACM
*     Transactions on Mathematical Software, 17:98-111 (1991)
*)
(# random: @integer
exit random
#);

ignuin: external
(
*
* GeNerate Uniform INteger
*     Generates an integer uniformly distributed between LOW and
*     HIGH.
*
* Arguments
*     low --> Low bound (inclusive) on integer value to be
*             generated
*     high --> High bound (inclusive) on integer value to be
*             generated
*
* Note
*     If (HIGH-LOW) > 2,147,483,561 prints error message on * unit
*     and stops the program.
*)
(# low, high: @integer;
random: @integer
enter (low, high)
exit random
#);

ignbin: external
(
*
* Integer GeNerate BINomial random deviate
*     Generates a single random deviate from a binomial
*     distribution whose number of trials is N and whose probability of
*     an event in each trial is P.
*
* Arguments

```

```

*      n --> The number of trials in the binomial distribution from
*              which a random deviate is to be generated.
*      p --> The probability of an event in each trial of the
*              binomial distribution from which a random deviate is
*              to be generated.
*      ignbin <-- A random deviate yielding the number of events
*                  from N independent trials, each of which has a
*                  probability of event P.
* Method
*      This is algorithm BTPE from: Kachitvichyanukul, V. and
*      Schmeiser, B. W. Binomial Random Variate Generation.
*      Communications of the ACM, 31, 2 (February, 1988) 216.
*)
(# n: @integer;
  p: @real;
  random: @integer
enter (n, p)
exit random
#);

ignnbn: external
(
*      Integer GeNerate Negative BiNomial random deviate
*      Generates a single random deviate from a negative binomial
*      distribution.
*
*      Arguments
*      N --> The number of trials in the negative binomial
*              distribution from which a random deviate is to be
*              generated.
*      P --> The probability of an event.
* Method
*      Algorithm from page 480 of Devroye, Luc, Non-Uniform Random
*      Variate Generation. Springer-Verlag, New York, 1986.
*)
(# n: @integer;
  p: @real;
  random: @integer
enter (n, p)
exit random
#);

ignpoi: external
(
*      GENerate POIsson random deviate
*      Generates a single random deviate from a Poisson
*      distribution with mean AV.
*
*      Arguments
*      mu --> The mean of the Poisson distribution from which a
*              random deviate is to be generated.
*
*      Method
*      Renames KPOIS from TOMS as slightly modified by BWB to use
*      RANF instead of SUNIF. For details see: Ahrens, J.H. and Dieter,
*      U. Computer Generation of Poisson Deviates From Modified Normal
*      Distributions. ACM Trans. Math. Software, 8, 2 (June
*      1982),163-179
*)
(# mu: @real;
  random: @integer
enter mu
exit random
#);

(*=====*)

```

```

(*===== Real random number generators =====*)
(*=====*)

ranf: external
(
*
* RANnom number generator as a Function
*     Returns a random floating point number from a uniform
* distribution over 0 - 1 (endpoints of this interval are not
* returned) using the current generator
*
* Method
*     This is a transcription from Pascal to Fortran of routine
* Uniform_01 from the paper L'Ecuyer, P. and Cote, S. "Implementing
* a Random Number Package with Splitting Facilities." ACM
* Transactions on Mathematical Software, 17:98-111 (1991)
*)
(# random: @real
exit random
#);

genunf: external
(
*
* GENerate UNiForm real
*     Generates a real uniformly distributed between LOW and HIGH.
*
* Arguments low --> Low bound (exclusive) on real value to be
* generated high --> High bound (exclusive) on real value to
* be generated
*)
(# low, high: @real;
random: @real
enter (low, high)
exit random
#);

genbet: external
(
*
* GeNerate BETa random deviate
*     Returns a single random deviate from the beta distribution
* with parameters A and B. The density of the beta is  $x^{(a-1)} * (1-x)^{(b-1)} / B(a,b)$  for  $0 < x < 1$ 
*
* Arguments
*     aa --> First parameter of the beta distribution
*     bb --> Second parameter of the beta distribution Method
*
* Method: described in R. C. H. Cheng Generating Beta Variate with
* Nonintegral Shape Parameters Communications of the ACM,
* 21:317-322 (1978) (Algorithms BB and BC)
*)
(# aa, bb: @real;
random: @real
enter (aa,bb)
exit random
#);

genchi: external
(
*
* GENerate random value of CHIsquare variable
*     Generates random deviate from the distribution of a
* chisquare with DF degrees of freedom random variable.
*
* Arguments
*     df --> Degrees of freedom of the chisquare (Must be
* positive)
*)

```

```

* Method:
*     Uses relation between chisquare and gamma.
*)
(# df: @real;
  random: @real
enter df
exit random
#);

genexp: external
(
*
* GENERate EXPonential random deviate
*     Generates a single random deviate from an exponential
* distribution with mean AV.
*
* Arguments
*     av --> The mean of the exponential distribution from which a
*             random deviate is to be generated.  Method:
*
* Renames SEXPO from TOMS as slightly modified by BWB to use
* RANF instead of SUNIF.
* For details see: Ahrens, J.H. and Dieter,
* U. Computer Methods for Sampling From the Exponential and Normal
* Distributions. Comm. ACM, 15,10 (Oct. 1972), 873 - 882.
*)
(# av: @real;
  random: @real
enter av
exit random
#);

genf: external
(
*
* GENERate random deviate from the F distribution
*     Generates a random deviate from the F (variance ratio)
* distribution with DFN degrees of freedom in the numerator and DFD
* degrees of freedom in the denominator.
*
* Arguments
*     dfn --> Numerator degrees of freedom (Must be positive)
*     dfd --> Denominator degrees of freedom (Must be positive)
*
* Method
*     Directly generates ratio of chisquare variates
*)
(# dfn, dfd: @real;
  random: @real
enter (dfn, dfd)
exit random
#);

gengam: external
(
* GENERates random deviates from GAMma distribution
*     Generates random deviates from the gamma distribution whose
* density is (A**R)/Gamma(R) * X**(R-1) * Exp(-A*X)
*
* Arguments
*     a --> Location parameter of Gamma distribution
*     r --> Shape parameter of Gamma distribution
*
* Method
*     Renames SGAMMA from TOMS as slightly modified by BWB to use
* RANF instead of SUNIF. For details see: (Case R >= 1.0) Ahrens,
* J.H. and Dieter, U. Generating Gamma Variates by a Modified
* Rejection Technique. Comm. ACM, 25,1 (Jan. 1982), 47 - 54.
* Algorithm GD (Case 0.0 <= R <= 1.0) Ahrens, J.H. and Dieter, U.

```

```

* Computer Methods for Sampling from Gamma, Beta, Poisson and
* Binomial Distributions. Computing, 12 (1974), 223-246/ Adapted
* algorithm GS.
*)
(# a, r: @real;
  random: @real
enter (a, r)
exit random
#);

gennch: external
(
  * GENerate random value of Noncentral CHisquare variable
  *   Generates random deviate from the distribution of a
  * noncentral chisquare with DF degrees of freedom and noncentrality
  * parameter xnonc.
  *
  * Arguments
  *   df --> Degrees of freedom of the chisquare (Must be > 1.0)
  *   xnonc --> Noncentrality parameter of the chisquare (Must be
  *           >= 0.0)
  * Method
  *   Uses fact that noncentral chisquare is the sum of a
  * chisquare deviate with DF-1 degrees of freedom plus the square of
  * a normal deviate with mean XNONC and standard deviation 1.
  *)
(# df, xnonc: @real;
  random: @real
enter (df, xnonc)
exit random
#);

gennf: external
(
  * GENerate random deviate from the Noncentral F distribution
  *   Generates a random deviate from the noncentral F (variance
  * ratio) distribution with DFN degrees of freedom in the numerator,
  * and DFD degrees of freedom in the denominator, and noncentrality
  * parameter XNONC.
  *
  * Arguments
  *   dfn --> Numerator degrees of freedom (Must be >= 1.0)
  *   dfd --> Denominator degrees of freedom (Must be positive)
  *   xnonc --> Noncentrality parameter (Must be nonnegative)
  *
  * Method
  *   Directly generates ratio of noncentral numerator chisquare
  * variate to central denominator chisquare variate.
  *)
(# dfn, dfd, xnonc: @real;
  random: @real
enter (dfn, dfd, xnonc)
exit random
#);

gennor: external
(
  * GENerate random deviate from a NORmal distribution
  *   Generates a single random deviate from a normal distribution
  * with mean, AV, and standard deviation, SD.
  *
  * Arguments
  *   av --> Mean of the normal distribution.
  *   sd --> Standard deviation of the normal distribution.
  *
  * Method
  *   Renames SNORM from TOMS as slightly modified by BWB to use
  * RANF instead of SUNIF. For details see: Ahrens, J.H. and Dieter,

```

```

* U. Extensions of Forsythe's Method for Random Sampling from the
* Normal Distribution. Math. Comput., 27,124 (Oct. 1973), 927 -
* 937.
*)
(# av, sd: @real;
  random: @real
enter (av, sd)
exit random
#);

sexpo: external
(
*
* Standard EXPonential distribution
*
* Method
*   For details see: Ahrens, J.H. and Dieter, U. Computer
* Methods For Sampling From The Exponential And Normal
* Distributions. COMM. ACM, 15,10 (Oct. 1972), 873 - 882. All
* statement numbers correspond to the steps of algorithm 'SA' in
* the above paper (slightly modified implementation) Modified by
* Barry W. Brown, Feb 3, 1988 to use RANF instead of SUNIF. The
* argument IR thus goes away.
*
*    $Q(N) = \text{SUM}(\text{ALOG}(2.0)**K/K!) \quad K=1,\dots,N$  , The highest N (here
* 8) is determined by  $Q(N)=1.0$  within standard precision
*)
(# random: @real
exit random
#);

sgamma: external
(
*
* Standard GAMMA distribution
*
*   Sample from the GAMMA-(A)-distribution coefficients Q(K)
*   - for  $Q0 = \text{SUM}(Q(K)*A**(-K))$  coefficients A(K)
*   - for  $Q = Q0+(T*T/2)*\text{SUM}(A(K)*V**K)$  coefficients E(K)
*   - for  $\text{EXP}(Q)-1 = \text{SUM}(E(K)*Q**K)$ 
*
* Arguments
*   A ---> Parameter (mean) of the standard GAMMA distribution
* Method
*   CASE A >= 1.0 !
*   For details see: Ahrens, J.H. and Dieter, U. Generating
* GAMMA variates by a modified rejection technique. COMM. ACM,
* 25,1 (Jan. 1982), 47 - 54. Step numbers correspond to algorithm
* 'GD' in the above paper (straightforward implementation) Modified
* by Barry W. Brown, Feb 3, 1988 to use RANF instead of SUNIF. The
* argument IR thus goes away.
*   CASE 0.0 < A < 1.0 !
*   For details see: Ahrens, J.H. and Dieter, U. Computer
* Methods for Sampling from GAMMA, BETA, Poisson and Binomial
* Distributions. COMPUTING, 12 (1974), 223 - 246. (adapted
* implementation of algorithm 'GS' in the above paper)
*)
(# a: @real;
  random: @real
enter a
exit random
#);

snorm: external
(
*
* Standard NORMal distribution
*
* Method

```

```
*      For details see: Ahrens, J.H. and Dieter, U.  Extensions of
* Forsythe's method for Random Sampling from the NORMAL
* distribution.  MATH.  COMPUT., 27,124 (OCT. 1973), 927 - 937.
* All statement numbers correspond to the steps of algorithm 'FL'
* (M=5) in the above paper (slightly modified implementation)
* Modified by Barry W. Brown, Feb 3, 1988 to use RANF instead of
* SUNIF.  The argument IR thus goes away.
*)
(# random: @real
exit random
#)
```

Random Interface

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Regexp Interface

```
ORIGIN 'betaenv';
BODY 'private/regexplib';
(*
 * COPYRIGHT
 *      Copyright (C) Mjolner Informatics, 1992-96
 *      All rights reserved.
 *)
--- textlib: attributes ---
regexp_operation:
(* generic superpattern for all regexp text operations:
 *      regexp_match, regexp_search, regexp_replace,
 *      regexp_replace_literally.
 * regexp_string: text string containing the regexp.
 * start: start position for match in THIS(text).
 *      Default: pos
 * limit: end position for match in THIS(text).
 *      Default: length
 * posToMatchEnd: if true, move THIS(text).pos to the end of the
 *      matched substring.
 *      Default: false
 * regs: structure for getting access to the matched substring.
 * noMatch: invoked if no matches are found.
 * regexpError: is invoked if syntax error occurs in the specified
 *      regexp.
 *
 * value: true, if any match is found.
 *)
(# regexp_string: ^text;
 start:< integerObject(# do pos -> value; INNER #);
 limit:< integerObject(# do length -> value; INNER #);
 posToMatchEnd:< booleanObject;
 regs: @regexp_registers;
 noMatch:< Notification;
 regexpError:< Exception(# do 'Syntax error in regular expression'->msg #);
 value: @boolean;
 private: @(* private *)...
enter (#
    enter regexp_string[]
    do ...
    #)
do INNER regexp_operation
exit value
#);

regexp_match: regexp_operation
(* Takes a regexp as enter parameter (in the form of a reference to a
 * text, containing the regexp. Matches THIS(text) against the
 * regexp. INNER is executed if THIS(text) matches the regexp, and
 * the virtual notification noMatch is invoked otherwise. Returns
 * true if a match is found, false otherwise. The regexp must be
 * found starting at the current position of THIS(text).
 *)
(# do ... #);

regexp_search: regexp_operation
(* Like regexp_match, except that the match is allowed to be found
 * anywhere between the current position and the end of THIS(text).
 *)
(# do ... #);

regexp_replace: regexp_search
(* Like regexp_search, except that it takes a second enter parameter,
```



```

* replace_string. Regexp_replace searches for the regexp, and
* replaces the matched substring of THIS(text) with the replacement
* string. The replacement string may contain \0, \1, ..., \9,
* representing the substring matched by the i'th parenthesis in the
* regexp. \0 represents the entire substring matched. INNER is
* executed after the replace have taken place.
*)
(# replace_string: ^text;
enter replace_string[]
do ...
#);

regexp_replace_global:
(* replaces all occurrences of m with r in THIS(text) using
* regexp_replace, starting from THIS(text).pos.
*)
(# m,r: ^Text; more: @boolean;
replaceOp: @regexp_replace
(# noMatch:: (# do false->more #);
  posToMatchEnd:: (# do true->value #)
#);
enter (m[],r[])
do true->more;
(m[],r[])->replaceOp;
loop:
  (if more and not eos then
    replaceOp;
    restart loop
  if)
#);

regexp_replace_literally: regexp_search
(* Like regexp_replace, except that the replacement string is taken
* literally (i.e \0, \1, etc. are not substituted with any matched
* substrings).
*)
(# replace_string: ^text
enter replace_string[]
do ...
#);

regexp_replace_literally_global:
(* replaces all occurrences of m with r in THIS(text) using
* regexp_replace_literally, starting from THIS(text).pos.
*)
(# m,r: ^Text; more: @boolean;
replaceOp: @regexp_replace_literally
(# noMatch:: (# do false->more #);
  posToMatchEnd:: (# do true->value #)
#);
enter (m[],r[])
do true->more;
(m[],r[])->replaceOp;
loop:
  (if more and not eos then
    replaceOp;
    restart loop
  if)
#);

--- lib: attributes ---
regexp_numberOfRegisters: (# exit 10 #);

regexp_registers: Cstruct
(* Structure for accessing the substrings matched by some regexp. *)
(# getRegisterValue:

```

```

    (# regNr, value: @integer;
      pos:< integerValue;
      thePos: @pos (* private: for efficiency *)
    enter regNr
    do ...
    exit value
    #);
start: @getRegisterValue
    (# pos:< (# do 0 -> value #) #);
end: @getRegisterValue
    (# pos:< (# do 40 -> value #) #);
byteSize:< (* private *) (# do regexp_numberOfRegisters*2*4 -> value #)
#)

```

Regexp Interface

[Mjølner Informatics](#)

Substreams Interface

```
ORIGIN 'betaenv';
BODY 'private/substreamsbody'
(*
 * COPYRIGHT
 *     Copyright (C) Mjolner Informatics, 1995-96
 *     All rights reserved.
 *
 * This fragment implements a substream and a subtext pattern
 * The operations of substream and subtext are essentially the same
 * as the operations on stream, respectively, text.  See these patterns
 * in betaenv for a description of the semantics of the operations.
 *)
--- lib: attributes ---
substream: stream
  (# <<SLOT substreamLib: attributes>>;
   streamType:< stream;
   stm: (* the attached stream *) ^streamType;
   high, low: @integer;
   init:
     (#
       enter (stm[], low, high)
       do check
       #);
   attach:
     (# enter stm[] #);
   range:
     (#
       enter (low,high)
       do check; high-low+1->lgth
       exit (low,high)
       #);
   check:
     (#
       do (if true
          // stm[]=NONE then notAttachedError
          // low>high then illegalRangeError
          // low<0 then illegalRangeError
          // low>stm.length then illegalRangeError
          // high>stm.length then illegalRangeError
          if)
       #);
   length:<:(# ... #);
   eos:<:(# ... #);
   empty: booleanValue
     (# ... #);
   copy:
     (# theCopy: ^substream;
        copyI: @...
        do copyI
        exit theCopy[]
        #);
   notAttachedError:< StreamException
     (* Raised when this(substream) is not attached to any stream.
      * Message: "The substream is not attached to any stream!".
      *)
     (# ... #);
   illegalRangeError:< StreamException
     (* Raised when the substream range specified does not lie
      * within the range of the attached stream.  Message: "The
      * substream range is not within the attached stream range!".
      *)
     (# ... #);
```

```

indexError:< StreamException
  (* Raised when the index goes outside the range of the
   * substream. Message: "Index error in stream! (index <num>)".
   *)
  (# inx: @integer
   enter inx ...
   #);
EOSError:<
  (* Raised from Get and Peek when the end of the substream is
   * passed.
   *)
  (# ... #);
otherError:<
  (* Raised when an error other than the Index-/EOSError occurs.
   *)
  (# ... #);
setpos:<(# ... #);
getpos:<(# ... #);
pos, lgth: (* private *) @integer;
enter (attach,range)
#);

subtext: substream
  (# <<SLOT subtextLib: attributes>>;
   streamType:< text;
   put:<(# ... #);
   putText:<(# ... #);
   get:<(# ... #);
   getAtom:<(# ... #);
   getLine:<(# ... #);
   peek:<(# ... #);
   clear:
     (# ... #);
   inxGet: charValue
     (# i: @integer
      enter i
      ...
      #);
   inxPut:
     (# ch: @char; i: @integer
      enter (ch,i)
      ...
      #);
   append:
     (# S1: ^streamType; S1lgt: @integer
      enter S1[]
      ...
      #);
   prepend:
     (# S1: ^streamType; S1lgt: @integer
      enter S1[]
      ...
      #);
   scanAll:
     (# ch: @char
      ...
      #);
   sub:
     (# i,j: @integer
      enter (i,j)
      exit (i,j)->stm.sub
      #);
   insert:
     (# T1: ^streamType;
      inx: @integer;
      P: @integer

```

```

    enter (T1[],inx)
    ...
    #);
delete:
    (# i,j: @integer
    enter (i,j)
    ...
    #);
equal: booleanValue
    (# S1: ^streamType;
    S1pos, lgt: @integer;
    NCS:< booleanObject
    enter S1[]
    ...
    #);
equalNCS: equal
    (* As 'equal', except the the comparison will be done Non
    * Case Sensitive
    *)
    (# NCS:: trueObject #);
less: booleanValue
    (# S1: ^streamType;
    S1pos, lgt: @integer; ch, chl: @char
    enter S1[]
    ...
    #);
greater: booleanValue
    (# S1: ^streamType;
    S1pos, lgt: @integer; ch, chl: @char
    enter S1[]
    ...
    #);
makeLC:
    (# ... #);
makeUC:
    (# ... #);
find:
    (# ch: @char;
    inx: @integer;
    NCS:< booleanObject;
    from:< integerObject(# do pos->value; INNER from #)
    enter ch
    ...
    #);
findAll: find
    (# from:: (# do 0->value #)
    do INNER findAll
    #);
findText:
    (# txt: ^text;
    inx: @integer;
    NCS:< booleanObject;
    from:< integerObject(# do pos->value; INNER from #)
    enter txt[]
    ...
    #);
findTextAll: findText
    (# from:: (# do 0->value #)
    do INNER findTextAll
    #);
exit stm.T[low:high]
#);

putSubStream: screen.putSubstream(# do INNER putSubstream #)

--- textLib: attributes ---

```

```

subtxt:
  (# low,high: @integer;
    theSubtext: ^subtext
  enter (low,high)
  do &subtxt[]->theSubtext[];
    (this(text)[],(low,high))->theSubtext;
    theSubtext.init
  exit theSubtext[]
  #)

--- streamLib: attributes ---
putSubstream:
  (# stm: ^substream;
    p: (*private*)@integer
  enter stm[]
  ...
  #)

```

Substreams Interface

[Mjølner Informatics](#)

Systemenv Interface

```
ORIGIN 'basicsystemenv';
BODY 'private/systemenvbody';
( *
  * COPYRIGHT
  *     Copyright (C) Mjolner Informatics, 1984-96
  *     All rights reserved.
  *
  * Use this fragment as the ORIGIN for concurrent BETA
  * programs NOT using X libraries or other UI libraries
  * with a central event-loop.
  *
  * Programs should look something like:
  *
  * ORIGIN 'systemenv';
  * --- program:descriptor ---
  * systemEnv:
  *   (# ...
  *   do ...
  *   #)
  *
  * For details about the concurrency abstractions,
  * see the file basicsystemenv.bet
  *)
```

Systemenv Interface

[Mjolner Informatics](#)

TextUtils Interface

```

ORIGIN 'betaenv';
INCLUDE 'numberio'
( *
  * COPYRIGHT
  *       Copyright (C) Mjolner Informatics, 1996
  *       All rights reserved.
  *)
--- streamLib: attributes ---

getBoolean:
  (# trueValue:< (# value: ^text do 'true'->value[]; INNER exit value[] #);
    falseValue:< (# value: ^text do 'false'->value[]; INNER exit value[] #);
    syntaxError:< streamException
      (#
        do 'getBoolean: Syntax Error - looking at: '"->msg.append;
          t[]->msg.puttext; '"->msg.putline; INNER
        #);
    value: @boolean;
    t: ^(* private *)text
  do getAtom->t[];
  (if true
    // t[]->(trueValue).equalNCS then true->value
    // t[]->(falseValue).equalNCS then false->value
    else syntaxError
  if);
  INNER getBoolean
  exit value
  #);

putBoolean:
  (# trueValue:< (# value: ^text do 'true'->value[]; INNER exit value[] #);
    falseValue:< (# value: ^text do 'false'->value[]; INNER exit value[] #);
    value: @boolean
  enter value
  do (if value then
    trueValue->puttext
    else
    falseValue->puttext
  if);
  INNER putBoolean
  #);

--- lib: attributes ---

getBoolean: keyboard.getBoolean
  (# do INNER getBoolean #);

putBoolean: screen.putBoolean
  (# do INNER putBoolean #);

--- textLib: attributes ---

set: (* makes THIS( stream) contain only the character: ch *)
  (# ch: @char
  enter ch
  do INNER set; clear; ch->put
  #);

setText:
  (* makes THIS( stream) contain only the text contained in 't' *)
  (# t: ^text
  enter t[]
  do INNER setText; clear; t[]->puttext
  #);
```



```

setInt:
  (* makes THIS( stream) contain only the textual representation of
   * the integer 'i'
   *)
  (# i: @integer
   enter i
   do INNER setInt; clear; i->putint
   #);

setBased:
  (* makes THIS( stream) contain only the textual representation of
   * the number 'value' in base 'base'
   *)
  (# base, value: @integer
   enter (base, value)
   do INNER setBased; clear; (base,value)->putBased
   #);

setReal:
  (* makes THIS( stream) contain only the textual representation of
   * the real number 'r'
   *)
  (# r: @real
   enter r
   do INNER setReal; clear; r->putreal
   #);

setBoolean:
  (* makes THIS( stream) contain only the textual representation of
   * the boolean 'value' (i.e. either 'true' og 'false')
   *)
  (# value: @boolean
   enter value
   do INNER setBoolean; clear; value->putBoolean
   #)

```

TextUtils Interface

[Mjølner Informatics](#)

Texthash Interface

```
ORIGIN '~beta/basiclib/betaenv';
--- lib:attributes ---
(* This is a pattern implementing a hash of a text into an integer.
 *
 * Usage:
 *     ph: @honeyman;
 *     ...
 * do ph.init;
 *     ...
 *     'Some text' -> ph.hash -> hashValue
 *
 * This version is a BETA implementation of a hash function found in:
 *
 *     C News Source, which contains the following statement:
 *
 * "dbz.c  V3.2
 *
 * Copyright 1988 Jon Zeeff (zeeff@b-tech.ann-arbor.mi.us)
 * You can use this code in any manner, as long as you leave my name on it
 * and don't hold me responsible for any problems with it.
 *
 * Hacked on by gdb@ninja.UUCP (David Butler); Sun Jun  5 00:27:08 CDT 1988
 *
 * Various improvements + INCORE by moraes@ai.toronto.edu (Mark Moraes)
 *
 * Major reworking by Henry Spencer as part of the C News project."
 *
 * The following text is the original comment before the hash function:
 *
 * This is a simplified version of the pathalias hashing function.
 * Thanks to Steve Belovin and Peter Honeyman
 *
 * hash a string into a long int.  31 bit crc (from andrew appel).
 * the crc table is computed at run time by crcinit() -- we could
 * precompute, but it takes 1 clock tick on a 750.
 *
 * This fast table calculation works only if POLY is a prime polynomial
 * in the field of integers modulo 2.  Since the coefficients of a
 * 32-bit polynomial won't fit in a 32-bit word, the high-order bit is
 * implicit.  IT MUST ALSO BE THE CASE that the coefficients of orders
 * 31 down to 25 are zero.  Happily, we have candidates, from
 * E. J. Watson, "Primitive Polynomials (Mod 2)", Math. Comp. 16 (1962):
 *      $x^{32} + x^7 + x^5 + x^3 + x^2 + x^1 + x^0$ 
 *      $x^{31} + x^3 + x^0$ 
 *
 * We reverse the bits to get:
 *     11110101000000000000000000000001 but drop the last 1
 *           f  5  0  0  0  0  0  0
 *     01001000000000000000000000000001 ditto, for 31-bit crc
 *           4  8  0  0  0  0  0  0
 *)

honeyman: (* BETA VERSION *)
  (# POLY: (# exit 0x48000000 #);
   CrcTable: [128]@Integer;

  init:
    (# j,sum: @Integer;
     do (for i:128 repeat
       0->sum; 6->j;
     loop:
       (#
```

```

        do (if ((i-1) %Band (1 %sll j)) then
            (sum %Bxor (POLY %srl j))->sum;
            if);
        (if j>0 then j-1->j; restart loop if);
    #);
    sum->CrcTable[i];
for);
#);

hash: @
(# t: ^Text; sum: @Integer;
enter t[]
do 0->sum;
    (for i:t.lgth repeat
        (sum %srl 7) %Bxor CrcTable[((sum %Bxor t.T[i]) %Band 0x7f) + 1]
        ->sum;
    for);
exit sum
#);
#)

```

Texthash Interface

[Mjølner Informatics](#)

Timedate Interface

```
ORIGIN '~beta/basiclib/betaenv';
BODY 'private/timedatebody';

(* This library defines a 'time' (and thereby a date) and a 'period'
 * concept.
 *
 * The library defines numerous operations on time and period values,
 * and time objects, including operations for comparisons, addition,
 * subtractions, printing and reading times and periods.
 *
 * Given a time, you can ask for the year, day, etc. components of
 * that time, giving the date-related informations of a time.
 *)

--- lib:attributes ---
time:
  (# <<SLOT timeLib:attributes>>;

  (* Get and set the individual attributes of the time.
   *
   * These are normalised, so that you can overflow attributes into
   * each other.  If you e.g. add 23 hours to a time representing
   * 7 o'clock one day, it becomes 6 o'clock the next day!  If you
   * subtract a day from the 1st of a month, you get the last day
   * of the previous month, and so on.
   *)

  year: (* set/get the year-component of this(time) *)
    (#
      enter (# value: @integer enter value ... #)
      exit (# value: @integer ... exit value #)
    #);
  month: (* set/get the month-component of this(time). Range: [1-12] *)
    (#
      enter (# value: @integer enter value ... #)
      exit (# value: @integer ... exit value #)
    #);
  day: (* set/get the day-component of this(time). Range: [1-...] *)
    (#
      enter (# value: @integer enter value ... #)
      exit (# value: @integer ... exit value #)
    #);
  hour: (* set/get the hour-component of this(time) *)
    (#
      enter (# value: @integer enter value ... #)
      exit (# value: @integer ... exit value #)
    #);
  minute: (* set/get the minute-component of this(time) *)
    (#
      enter (# value: @integer enter value ... #)
      exit (# value: @integer ... exit value #)
    #);
  sec: (* set/get the sec-component of this(time) *)
    (#
      enter (# value: @integer enter value ... #)
      exit (# value: @integer ... exit value #)
    #);
  weekday:
    (* Returns the weekday of this(time) as an integer.
     * Sunday=1, Monday=2, Tuesday=3, etc.
     *)
    (#
```

```

    exit (# value: @integer ... exit value #)
    #);

timePredicate: booleanValue(# other: @time enter other do INNER #);

sameYear:
    (* returns true, iff this(time).year = other.year *)
    timePredicate(# ... #);
sameMonth:
    (* returns true, if sameYear and this(time).month = other.month *)
    timePredicate(# ... #);
sameDay:
    (* returns true, if sameMonth and this(time).day = other.day *)
    timePredicate(# ... #);
sameHour:
    (* returns true, if sameDay and this(time).hour = other.hour *)
    timePredicate(# ... #);
sameMinute:
    (* returns true, if sameHour and this(time).minute = other.minute *)
    timePredicate(# ... #);
sameSec:
    (* returns true, if sameMinute and this(time).sec = other.sec *)
    timePredicate(# ... #);

equal:
    (* returns true, iff this(time) = other *)
    sameSec(# #);

before: (* returns true, iff this(time) < other *)
    timePredicate(# ... #);
after: (* returns true, iff this(time) > other *)
    timePredicate(# ... #);

between: booleanValue
    (* returns true, iff d1 <= this(time) <= d2 *)
    (# d1,d2: @time
    enter (d1,d2)
    ...
    #);

add: (* moves this(time) forward in time by period 'p' *)
    (# p: @period
    enter p
    ...
    #);

sub: (* moves this(time) backwards in time by period 'p' *)
    (# p: @period
    enter p
    ...
    #);

private: @...;

enter (# year, month, day, hour, minute, sec: @integer;
    enter (year, month, day, hour, minute, sec)
    ... #)
exit  (# year, month, day, hour, minute, sec: @integer;
    ...
    exit (year, month, day, hour, minute, sec)
    #)
#);

timeNow: (* get the time right now! *)
    (# t: @time;
    ...

```

```

exit t
#);

timeNowRef:
(* as timeNow, except that it returns a time object reference *)
(# t: ^time
do &time[]->t[]; timeNow->t;
exit t[]
#);

timeMin: (* Mon Nov 24 12:00:00 -4713 *)
(# t: @time;
...
exit t
#);

timeMax: (* in principle infinity *)
(# t: @time;
...
exit t
#);

timeRange: (* the range within which time objects will be normalized *)
(# exit (timeMin, timeMax) #);

timeDifference:
(* calculates the time difference (period) between the two times t1 and t2 *)
(# t1, t2: @time; d: @period
enter (t1,t2)
...
exit d
#);

period:
(* Periods are used to represent a period of time.
*
* Periods are measured in days, hours, minutes and seconds, and is
* as such independent of months and years, since these measurements
* are not time invariant (the length of a year varies, and the same
* applies for months (28, 29, 30 or 31 days).
*
* Periods can be used to represent the time difference between two
* times, e.g. between Nov 28 22:45:15 1996 and Dec 3 23:15:30,
* which is 05#00:30:15.
*
* Periods are also used to represent a duration, e.g. the duration
* of a standard lecture, 00#00:45:00.
*
* You can add and subtract periods using pAdd and pSub
* (e.g. '((0,01,30,00),p1)->pAdd->p2' adds one hour and 30 minutes
* to the period 'p1' and returns the result in 'p2').
*
* And you can measure the time difference between two times 't1'
* and 't2' by '(t1,t2)->timeDifference->p'. Finally, you can move
* a time 't' forward or backwards in time by a given period 'p' by
* 'p->t.add' and 'p->t.sub'.
*)
(# <<SLOT periodLib: attributes>>;
days, hours, minutes, seconds: @integer;
enter (days, hours, minutes, seconds)
exit (days, hours, minutes, seconds)
#);

pAdd: (* adds two periods and returns the result *)
(# p1, p2, p3: @period
enter (p1, p2)

```

```

do p1.days+p2.days->p3.days;
  p1.hours+p2.hours->p3.hours;
  p1.minutes+p2.minutes->p3.minutes;
  p1.seconds+p2.seconds->p3.seconds;
exit p3
#);

pSub: (* subtracts two periods and returns the result *)
(# p1, p2, p3: @period
enter (p1, p2)
do p1.days-p2.days->p3.days;
  p1.hours-p2.hours->p3.hours;
  p1.minutes-p2.minutes->p3.minutes;
  p1.seconds-p2.seconds->p3.seconds;
exit p3
#);

(* Input/Output utilities:
*
* Formats:
*   Time:   Www Mmm Dd Yyyy Hh:Mm:Ss
*   Date:   Www Mmm Dd Yyyy
*   Clock:  Hh:Mm:Ss
*   Period: Dd#Hh:Mm:Ss
*
* where Www is the weekday (Mon, Tue, etc.)
*        Mmm is the month (Jan, Feb, etc.)
*        Dd  is the date
*        Hh  is hours
*        Mm  is minutes
*        Ss  is seconds
*        Yyyy is the year
*)

putTime: (* prints a time value on screen *)
screen.putTime(# do INNER #);
getTime: (* reads a time value from the keyboard *)
keyboard.getTime(# do INNER #);

putDate: (* prints the date portion of a time value on screen *)
screen.putDate(# do INNER #);
getDate:
(* reads a date value from the keyboard. The clock part of the
* time value will be 00:00:00
*)
keyboard.getDate(# do INNER #);

putClock: (* prints the clock portion of a time value on screen *)
screen.putClock(# do INNER #);
getClock:
(* reads a clock value from the keyboard. The date part of the
* time value will be Jan 01, 0000.
*)
keyboard.getClock(# do INNER #);

putPeriod: (* prints a period value on screen *)
screen.putPeriod(# #);
getPeriod: (* reads a period value from the keyboard *)
keyboard.getPeriod(# #);

--- streamLib:attributes ---

putTime: (* prints a time value on this(stream) *)
(# t: @time;
enter t
...

```

```

#);
getTime: (* reads a time value from this(stream) *)
  (# t: @time;
   ...
   exit t
  #);

putDate: (* prints the date portion of a time value on screen *)
  (# t: @time;
   enter t
   ...
  #);
getDate:
  (* reads a date value from the keyboard.  The clock part of the
   * time value will be 00:00:00
   *)
  (# t: @time;
   ...
   exit t
  #);

putClock: (* prints the clock portion of a time value on screen *)
  (# t: @time;
   enter t
   ...
  #);
getClock:
  (* reads a clock value from the keyboard.  The date part
   * of the time value will be Jan 01, 0000
   *)
  (# t: @time;
   ...
   exit t
  #);

putPeriod: (* prints a period value on this(stream) *)
  (# p: @period
   enter p
   ...
  #);
getPeriod: (* prints a period value on this(stream) *)
  (# p: @period
   ...
   exit p
  #)

```

Timedate Interface

[Mjølner Informatics](#)

Timehandler Interface

```
ORIGIN 'basicsystemenv';
BODY 'private/timehandlerbody';
( *
  * COPYRIGHT
  *      Copyright (C) Mjolner Informatics, 1984-96
  *      All rights reserved.
  *
  *)
--- systemLib:attributes ---
timeHandler:
  (* timeHandler handles the setting and unsetting of timers.
  *
  * register takes a time to wait and an object reference. It returns
  * a unique id identifying the registration. If the registration is
  * not unregistered before the timer goes off, the object will be
  * executed. Due to non-preemptive multitasking, it can only be
  * guaranteed that at least time seconds will elapse before obj is
  * executed.
  *
  * unregister takes a registration id and unregisters the
  * registration. If this happens before the corresponding timer
  * goes off, the registered object will not be executed.
  *
  * init should be called before using the timeHandler.
  *)
  (# register:
    (# obj: ^Object; time: @Integer;
      id: @Integer;
      enter (obj[],time)
      ...
      exit id
      #);

    unregister:
      (# id: @Integer;
        enter id
        ...
        #);
    init:
      (#
        ...
        #);
    timeHandlerPrivate: @...;
  #)
```

Wtext Interface

```
ORIGIN 'betaenv';
BODY 'private/wtextbody'
(*
 * COPYRIGHT
 *     Copyright (C) Mjolner Informatics, 1997-98
 *     All rights reserved.
 *
 * This fragment implements a UniCode stream and text concept
 *)

---lib:attributes---
wStream:
  (# <<SLOT wStreamLib: attributes>>;
   length:< integerValue (* returns the length of THIS(wStream) *)
   (#
    do -1->value; INNER length
   #);
   position: (* current position of THIS(wStream) *)
   (#
    enter setPos
    exit getPos
   #);
   eos:< (* returns 'true' if THIS(wStream) is at end-of-wStream *)
   booleanValue;
   reset: (* sets 'position' to zero *)
   (#
    do 0->setPos
    exit THIS(wStream)[]
   #);
   peek:< (* looks at the next character of THIS(wStream) *)
   (# ch: @wchar
    do INNER peek
    exit ch
   #);
   get:< (* reads a character from THIS(wStream) *)
   (# ch: @wchar
    do INNER get
    exit ch
   #);
   getNonBlank:
   (* Reads first non-whitespace character from THIS(wStream).
    * If called at end-of-wStream the character 'ascii.fs' is
    * returned
    *)
   (# ch: @wchar;
    skipblanks: @scanWhiteSpace;
    testEOS: @EOS;
    getCh: @get;

    ...
    exit ch
   #);
   getint: integerValue
   (* Reads an integer: skips whitespace characters and
    * returns the following digits.
    *
    * See numberio.bet for more numerical output operations
    *)
   (# syntaxError:< wStreamException
    (#
     do 'getint: syntax error - looking at: '"->msg.append;
     peek->msg.put; '"->msg.putline; INNER syntaxError
    #);
```

```

    geti: @...
do geti; INNER getint
#);
getAtom:<
(* Returns the next atom (i.e. sequence of non-white
 * characters - skipping leading blanks)
 *)
(# txt: ^wtext;
do &wText[]->txt[]; INNER getAtom;
exit txt[]
#);
getline:<
(* Reads a sequence of characters until nl-character
 * appears and returns the characters read.
 *)
(# txt: ^wText;
do &wText[]->txt[]; INNER getline
exit txt[]
#);
asInt:
(* converts THIS(wText) to an integer value, ignoring
 * leading and trailing whitespace. See numberio.bet for
 * more numerical conversion operations.
 *)
(# i: @integer;
  syntaxError:< wStreamException
    (# peekCh: @wchar
     enter peekCh
     do 'asInt: syntax error - looking at: "'->msg.append;
       peekCh->msg.put; "'"->msg.put;
       INNER syntaxError
     #)
  ...
  exit i
#);
put:< (* writes a character to THIS(wStream) *)
(# ch: @wchar
  enter ch
  do INNER put
  exit THIS(wStream)[]
#);
newline: (* writes the nl-character *)
(#
  do ascii.newline->put
  exit THIS(wStream)[]
#);
putint:
(* Writes an integer to THIS(wStream); The format may be
 * controlled by the 'signed', 'blankSign', 'width',
 * 'adjustLeft' and 'zeroPadding' variable attributes.
 * 'width' is extended if it is too small. Examples:
 * '10->putint' yields: '10'; '10*pi->putint(# do 10->width;
 * true->adjustLeft #)' yields: '10 '; and '10->putint(# do * 10->width; true->zeroPaddi
 *
 * See numberio.bet for more numerical output operations
 *)
(# n: @integer;
  signed: @boolean
    (* If integer is positive, a '+' will always be
     * displayed
     *);
  blankSign: @boolean
    (* If integer is positive, a ' ' space is displayed as
     * the sign. Ignored if 'signed=true'
     *);
  width: @integer

```

```

    (* Minimum width *);
adjustLeft: @boolean
    (* Specifies if the number is to be aligned left or
    * right, if padding of spaces is necessary to fill up
    * the specified width.
    *);
zeroPadding: @boolean
    (* width is padded with leading zero instead of
    * spaces. Ignored if 'adjustLeft=true'
    *);
format:< (# do INNER format #);
puti: @...
enter n
do 1->width; format; INNER putint; puti
exit THIS(wStream)[]
#);

putText:< (* Writes a wText to THIS(wStream). *)
    (# txt: ^wText
    enter txt[]
    do (if txt[]<>NONE then INNER puttext if)
    exit THIS(wStream)[]
    #);

putline:
    (* 'puttext' followed by 'newline' *)
    (# T: ^wText; putT: @puttext; newL: @newline
    enter T[]
    do INNER putline; T[]->putT; newL
    exit THIS(wStream)[]
    #);

scan:
    (* Scan chars from current position in THIS(wStream) while
    * '(ch->while)=true'; perform INNER for each char being
    * scanned
    *)
    (# while:<
        (# ch: @wchar; value: @boolean
        enter ch
        do true->value; INNER while
        exit value
        #);
        ch: @wchar;
        whilecondition: @while;
        testEOS: @EOS;
        getPeek: @peek;
        getCh: @get;
        ...
    exit THIS(wStream)[]
    #);

scanWhiteSpace: scan
    (* Scan whitespace characters *)
    (# while:< (# do ch->ascii.isWhiteSpace->value #);
    do INNER scanWhiteSpace
    exit THIS(wStream)[]
    #);

scanAtom:
    (* Scan until first non-whitespace char. Scan the next
    * sequence of non-whitespace chars. Stop at first
    * whitespace char. For each non-whitespace char an INNER
    * is performed. Usage: 'scanAtom(# do ch-><destination> #)'
    *)
    (# ch: @wchar;
    ...
    exit THIS(wStream)[]
    #);

scanToNl:
    (* Scan all chars in current line including newline char *)

```

```

    (# ch: @wchar; getCh: @get;
    ...
    exit THIS(wStream)[]
    #);
wStreamException: exception
    (# do INNER wStreamException #);
EOSError:< wStreamException
    (* Raised from 'get' and 'peek' when attempted to read past
    * the end of the wStream.
    *)
    (#
    do 'Attempt to read past end-of-wStream'->msg.putline;
    INNER EOSError
    #);
otherError:< wStreamException
    (* Raised when some other kind of wStream error apart from
    * the one mentioned above occurs.
    *);
getPos:< (* returns current position of THIS(wStream) *)
    integerValue;
setPos:< (* sets current position in THIS(wStream) to 'p' *)
    (# p: @integer
    enter p
    do INNER setPos
    exit THIS(wStream)[]
    #)
#); (* pattern wStream *)

(***** wText pattern *****)
wText: wStream
    (* A wText is a sequence of characters. Let 'T: @wText'. The
    * range of 'T' is '[1,T.length]'. A wText can be initialized by
    * executing 'T.clear' or by assigning it another (initialized)
    * wText. A wText-constant has the form 'foo'. The 'wText' pattern
    * is primarily intended for small wTexts but there is no upper
    * limit in the size. However, most of the operations becomes
    * less efficient with larger wTexts.
    *)
    (# <<SLOT wTextLib: attributes>>;
    length:< (* Returns the length of THIS(wText) *)
        (# do lgth->value; INNER length #);
    eos:<(<# ... #>);
    empty:
        (# exit (lgth = 0) #);
    clear: (* Sets the length and position of THIS(wText) to zero *)
        (#
        do 0->pos->lgth
        exit THIS(wText)[]
        #);
    equal: booleanValue
        (* Tests if THIS(wText) is equal to the entered wText. If
        * 'NCS' is further bound to 'trueObject', the comparison
        * will be done Non Case Sensitive.
        *)
        (# txt: ^wText;
        NCS:< booleanObject
        enter txt[]
        ...
        #);
    equalNCS: equal
        (* As 'equal', except the the comparison will be done Non
        * Case Sensitive
        *)
        (# NCS:: trueObject #);
    less: booleanValue
        (* Tests whether the entered wText 'T1[1: length]' is less

```

```

    * than 'THIS(wText)[1: T1.length]'. The lexicographical
    * ordering is used.
    *)
    (# T1: ^wText
    enter T1[]
    ...
    #);
greater: booleanValue
    (* Tests whether the entered wText 'T1[1: length]' is
    * greater than 'THIS(wText)[1: T1.length]'. The
    * lexicographical ordering is used.
    *)
    (# T1: ^wText
    enter T1[]
    ...
    #);
peek::<
    (* Returns the character at current position; does not
    * update 'position'
    *)
    (# ... #);
get::<
    (* Returns the character at current position; increments
    * 'position'
    *)
    (# ... #);
inxGet: wcharValue
    (* Returns the character at position 'i' *)
    (# i: @integer;
    iget: @...
    enter i
    do iget
    #);
getAtom::<
    (* Returns the next atom (i.e. sequence of non-white
    * characters - skipping leading blanks)
    *)
    (# ... #);
getline::<
    (* Reads a sequence of characters until nl-character
    * appears and returns the characters read.
    *)
    (# ... #);
put::<
    (* writes the character 'ch' at current position in
    * THIS(wText); increments 'position'
    *)
    (# ... #);
inxPut:
    (* Replaces the character at position 'i' *)
    (# ch: @wchar;
    i: @integer;
    iput: @...
    enter (ch,i)
    do iput
    exit THIS(wText)[]
    #);
puttext::<(# ... #);
append:
    (* Appends a wText to THIS(wText); does not change 'position'
    *)
    (# T1: ^wText
    enter T1[]
    ...
    exit THIS(wText)[]
    #);

```

prepend:

```
( * Inserts the wText in 'T1' in front of THIS(wText); updates
 * current position to 'position+T1.length' if 'position>0'
 * )
( # T1: ^wText
  enter T1[]
  ...
  exit THIS(wText)[]
  # );
```

insert:

```
( * Inserts a wText before the character at position 'inx'.
 * Note: inx<1 means inx=1; inx>length means inx=length+1.
 * If 'position>=inx' then 'position+T1.length->position'.
 * )
( # T1: ^wText;
   inx: @integer
  enter (T1[],inx)
  ...
  exit THIS(wText)[]
  # );
```

delete:

```
( * Deletes THIS(wText)[i: j]; updates current position:
 *      i<=position<j => i-1->position
 *      j<=position   => position-(j-i+1)->position
 * )
( # i,j: @integer;
   deleteT: @...
  enter (i,j)
  do deleteT
  exit THIS(wText)[]
  # );
```

makeLC: (* Converts all characters to lower case *)

```
( # ...
  exit THIS(wText)[]
  # );
```

makeUC:

```
( * Converts all characters to upper case *)
( # ...
  exit THIS(wText)[]
  # );
```

sub:

```
( * Returns a copy of THIS(wText)[i:j]. If 'i<1', 'i' is
 * adjusted to 1. If 'j>length', 'j' is adjusted to
 * 'length'. If (after adjustment) 'i>j', an empty wText is
 * returned.
 * )
( # i,j: @integer; T1: ^wText;
   subI: @...
  enter (i,j)
  do subI
  exit T1[]
  # );
```

copy:

```
( # T1: ^wText;
   copyI: @...
  do copyI
  exit T1[]
  # );
```

scanAll:

```
( * Scans all the elements in THIS(wText). For 'ch' in '[1:
 * THIS(wText).length]' do INNER
 * )
( # ch: @wchar
  do (for i: lgth repeat T[i]->ch; INNER scanAll for)
  exit THIS(wText)[]
  # );
```

```

find:
(* find all occurrences of the character 'ch' in
 * THIS(wText), executing INNER for each occurrence found,
 * beginning at 'THIS(wText).position'. 'inx' will contain
 * the position of each 'ch' in THIS(wText). If 'NCS' is
 * further bound to 'trueObject', the comparison will be
 * done Non Case Sensitive. If 'from' is further bound, the
 * search will begin at position 'from'.
 *)
(# ch: @wchar;
 inx: @integer;
 NCS:< booleanObject;
 from:< integerObject(# do pos->value; INNER from #)
 enter ch
 ...
 exit THIS(wText)[]
 #);

findAll: find
(* As 'find', except that the entire wText will be searched.
 * Replaces 'findCh' in previous versions of betaenv (v1.4
 * and earlier)
 *)
(# from:: (# do 0->value #)
 do INNER findAll
 #);

findwText:
(* find all occurrences of the 'txt' in THIS(wText),
 * executing INNER for each occurrence found, beginning at
 * 'THIS(wText).position'. 'inx' will contain the position
 * of the first character of each occurrence found
 * THIS(wText). If 'NCS' is further bound to 'trueObject',
 * the comparison will be done Non Case Sensitive. If
 * 'from' is further bound, the search will begin at
 * position 'from'.
 *)
(# txt: ^wText;
 inx: @integer;
 NCS:< booleanObject;
 from:< integerObject(# do pos->value; INNER from #)
 enter txt[]
 ...
 exit THIS(wText)[]
 #);

findwTextAll: findwText
(* As 'findwText', except that the entire wText will be
 * searched
 *)
(# from:: (# do 0->value #)
 do INNER findwTextAll
 #);

extend:
(* Extend THIS(wText) with 'L' (undefined) chars. Notice
 * that it is only the representation of the THIS(wText),
 * that is extended, the 'length' and 'position' are not
 * changed.
 *)
(# L: @integer
 enter L do L->T.extend
 exit THIS(wText)[]
 #);

indexError:< wStreamException
(* Raised from 'Check' when the index goes outside the
 * range of the wText. Message: "Index error in wText!".
 *)
(# inx: @integer
 enter inx

```



```

...
#);
EOSError::<
  (* Raised from 'get' and 'peek' when the end of the wStream is
   * passed.
   *)
  (# ... #);
otherError::<
  (* Raised when an error other than the Index-/EOSError
   * occurs.
   *)
  (# ... #);
setPos::<(# ... #);
getPos::<(# do pos->value; INNER getPos #);
(* Private attributes: !!OBS!! The 3 attributes 'T', 'lgth'
 * and 'pos' declared below MUST be the first data items
 * declared in 'wStream' and 'wText' since their addresses are
 * hardcoded into the compiler.
 *)
T: [16] @wchar;
lgth,pos: (* 16 is default size *) @integer;
setT: (# enter T do T.range->lgth->pos #);
setAscii:
  (# t: ^ text
   enter T[]
   do T.scanAll(#do ch -> put #)
   #);
asAscii:
  (# T: @text
   do scanAll(#do ch -> T.put #)
   exit T[]
   #)
enter setT
exit T[1: lgth]
#) (* Pattern wText *);

ascii2wText:
  (# T1: ^text; T2: @wText
   enter T1[]
   do T1.scanAll(#do ch -> T2.put #);
   exit T2[]
   #);
---textLib:attributes---
aswText:
  (# UT: @wText
   do scanAll(#do ch -> UT.put #)
   exit UT[]
   #)

```

Wtext Interface

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