

: BETA Quick Reference Card

Table of Contents

<u>Copyright Notice</u>	1
<u>BETA Quick Reference Card</u>	3

Copyright Notice

Mjølner Informatics Report
August 1999

Copyright ' 1994-99 [Mjølner Informatics.](#)

All rights reserved.

No part of this document may be copied or distributed
without the prior written permission of Mjølner Informatics

BETA Quick Reference Card

A summary of all special characters in BETA, and a short list of the syntax of the language is given below along with a short description of their semantics:

Special characters	Semantics
:	Declaration
: @	Static object reference declaration
: ^	Dynamic object reference declaration
: ##	Pattern reference declaration
: @	Static component declaration
: ^	Dynamic component declaration
: [range]	Declaration of repetition. range must be an integer evaluation
:<	Virtual declaration
::<	Extended binding of virtual declaration
::	Final binding of virtual declaration
&	Dynamic creation of item; new
&	Dynamic creation of component
->	Assignment
[]	Reference
##	Pattern reference
(#	Object descriptor begin
#)	Object descriptor end
//	Selection in if-imperative

Keywords

do
else

enter
 exit
 inner
 leave
 none
 repeat
 restart
 suspend
 then
 this
 (if
 if)
 (for
 for)

Additional
 keywords
 (for
 their
 usage,
 see
 below)

Short syntax	Semantics
P: (# E do E #)	Definition of a pattern
PP: P(# E do E #)	Definition of a subpattern
enter E	Specification of enter-parameters
exit E	Specification of exit-parameters
inner P	Execute the actions in the subpattern. P is an optional name of an enclosing pattern.
this(P)	Denotation of this object
this(P)[]	Reference to this object
E.P	Remote name
(E).P	Computed remote name
L: Imp	In action part: labelled imperative
L: (# E do E #)	In action part: labelled imperative (descriptor)

leave L	Terminate labelled imperative or object instance L
restart L	Goto beginning of labelled imperative or object instance L
suspend	Component suspension
E1 -> E2	Assignment imperative
(if E // E1 then Imp1 // En then Impn else Imp if)	General selection imperative: Sequential evaluation of E, E1, E En First Impi is executed where Ei=E If no Ei=E, then Imp is executed 'else Imp' is optional
(if E then Imp1 else Imp2 if)	Simple if imperative: Evaluation of E (must exit a single boolean value); Execute Imp1 if E is true; Otherwise Imp2 is executed 'else Imp2' is optional
(for I: range repeat Imp for)	Repetition imperative: I is a locally scoped integer variable within Imp. Execute Imp with I assigned each value in [1..range]
NONE	The nil reference value
R[i:j]	Repetition slice
R[i]	Indexed repetition element
(e1, e2, E, en)	Evaluation list

Please note, that the above description is by no means complete, and in some cases ambiguous. The ultimate reference is naturally the BETA grammar as defined in the BETA book [\[MMN 93\]](#).

