# Unstable-Languages-beta: SIMPLE-THR-Funcons-Index \*

# The PLanCompS Project

SIMPLE-THR-Funcons-Index.cbs | PLAIN | PRETTY

## **OUTLINE**

# Computations Normal computation Flowing Giving Binding Generating Storing Interacting Input Output Abnormal computation Terminating abruptly Failing Throwing Returning

### **Values**

Value Types Primitive values Booleans Integers The null value Composite values Sequences of values **Tuples** Lists Vectors Sets Maps Abstraction values Generic abstractions Thunks **Functions** Patterns

<sup>\*</sup>Suggestions for improvement: plancomps@gmail.com. Reports of issues: https://github.com/plancomps/CBS-beta/issues.

# **Computations**

# Normal computation

# **Flowing**

```
[ Funcon sequential
    Alias seq
Funcon effect
Funcon if-true-else
    Alias if-else
Funcon while-true
    Alias while
Funcon atomic ]
```

# Giving

[ Entity given-value Funcon initialise-giving Funcon give Funcon given Funcon no-given Funcon left-to-right-repeat Funcon left-to-right-filter ]

# Binding

[ Type environments
 Alias envs

Datatype identifiers
 Alias ids

Funcon initialise-binding

Funcon bind-value
 Alias bind

Funcon bound-value
 Alias bound

Funcon scope

Funcon collateral ]

# Generating

[ Type atoms Funcon fresh-atom ]

# Storing

```
[ Entity store
Funcon initialise-storing

Datatype variables
Alias vars

Funcon allocate-variable
Alias alloc

Funcon allocate-initialised-variable
Alias alloc-init

Funcon assign

Funcon un-assign ]
```

# Interacting

# Input

```
[ Funcon read ]
```

# Output

```
[ Funcon print ]
```

# **Abnormal computation**

# Terminating abruptly

```
[ Entity abrupted Funcon handle-abrupt ]
```

# **Failing**

```
[ Funcon finalise-failing
Funcon fail
Funcon else
Funcon checked
Funcon check-true ]
```

# **Throwing**

```
[ Funcon finalise-throwing Funcon throw Funcon handle-thrown ]
```

# Returning

```
[ Funcon return Funcon handle-return ]
```

# **V**alues

# Value Types

```
[ Type values
  Alias vals

Funcon is-value
  Alias is-val

Funcon when-true
  Alias when
  Type ground-values
  Alias ground-vals

Funcon is-equal
  Alias is-eq ]
```

# **Primitive values**

# **Booleans**

```
[ Datatype booleans
    Alias bools
    Funcon true
    Funcon false
    Funcon not
    Funcon and ]
```

# Integers

Туре positive-integers pos-ints natural-numbers Alias nats natural-successor Alias nat-succ Funcon natural-predecessor Alias nat-pred Funcon integer-add Alias int-add Funcon integer-subtract Alias int-sub Funcon integer-multiply Alias int-mul Funcon integer-divide Alias int-div Funcon integer-modulo Alias int-mod Funcon integer-negate Alias int-neg Funcon integer-is-less Alias is-less Funcon integer-is-less-or-equal Alias is-less-or-equal Funcon integer-is-greater Alias is-greater Funcon integer-is-greater-or-equal Alias is-greater-or-equal Funcon decimal-natural Alias decimal ]

# The null value

[ Datatype null-type Funcon null-value Alias null ]

# **Composite values**

# Sequences of values

[ Funcon length
Funcon index
Funcon first
Funcon second ]

# **Tuples**

[ Datatype tuples Funcon tuple-elements ]

## Lists

```
[ Datatype lists
   Funcon list-elements
   Funcon list-cons
   Alias cons
   Funcon list-head
   Alias head
   Funcon list-tail
   Alias tail
   Funcon list-append ]
```

# Vectors

```
[ Datatype vectors
Funcon vector
Funcon vector-elements ]
```

# Sets

```
[ Type sets
Funcon is-in-set
Funcon is-subset
Funcon set-unite
Funcon set-intersect
Funcon set-difference
Funcon some-element ]
```

# Maps

```
[ Type maps
Funcon map
Funcon map-lookup
Alias lookup
Funcon map-domain
Alias dom
Funcon map-override
Funcon map-unite
Funcon map-delete ]
```

# **Abstraction values**

# **Generic abstractions**

```
[ Type abstractions Funcon closure ]
```

## **Thunks**

```
[ Datatype thunks Funcon thunk ]
```

# **Functions**

[ Datatype functions
 Funcon function
 Funcon apply
 Funcon supply ]

# **Patterns**

[ Datatype patterns Funcon pattern Funcon match ]