ahist - a simple seach history for Acme

(Version 0.1)

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1. Introduction. This is an implementation of `ahist` command for `Acme`. It tracks all search requests in `Acme`'s window to a separate window.

2. Implementation.

```
// This file is part of ahist version 0.1
//
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// THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT
// (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE
// OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
package main
import(
  ⟨Imports 4⟩
)
var(
  ⟨Global variables 7⟩
)
type(
  ⟨Types 40⟩
)
```

3. Startup.

```
func main(){
  ⟨ Store a name of the program 10 ⟩
  ⟨ Obtaining of id of a window 8 ⟩
  ⟨ Open window w by id 16 ⟩
  ⟨ Change the name of the program in the tag 11 ⟩
  ⟨ Read name of the window 19 ⟩
  ⟨ Start history processing 44 ⟩
  ⟨ Processing window events 15 ⟩
}
```

4.

```
⟨ Imports 4 ⟩ ≡
  "fmt"
  "os"
```

See also sections 6, 14, and 17.

This code is used in section 2.

5.

```
func debug(f string, args ...interface{}){
    // fmt.Fprintf(os.Stderr, f, args...)
}
```

6.

```
⟨ Imports 4 ⟩ +≡
  "strconv"
```

7.

```
⟨ Global variables 7 ⟩ ≡
  id int
```

See also sections 9, 18, 31, and 41.

This code is used in section 2.

8.

```
⟨ Obtaining of id of a window 8 ⟩ ≡
  {
    var err error
    id, err = strconv.Atoi(os.Getenv("winid"))
    if err ≠ nil {
      return
    }
  }
```

This code is used in section 3.

9.

```
⟨ Global variables 7 ⟩ +≡
  tagname string
```

10.

⟨ Store a name of the program 10 ⟩ ≡

```
tagname = os.Args[0]
if n := strings.LastIndex(tagname, "/"); n ≠ −1 {
    tagname = tagname[n:]
}
debug("tagname:%s\n", tagname)
```

This code is used in section 3.

11. We change `ahist` into `-ahist` to add a possibility to switch `ahist` off.

⟨ Change the name of the program in the tag 11 ⟩ ≡

```
{
    del := append([]string{}, tagname)
    add := append([]string{}, "-" + tagname)
    changeTag(w, del, add)
}
```

This code is used in section 3.

12. On exit we should make an opposite change.

⟨ Cleanup 12 ⟩ ≡

```
{
    del := append([]string{}, "-" + tagname)
    add := append([]string{}, tagname)
    changeTag(w, del, add)
}
```

See also sections 38 and 42.

This code is used in sections 15 and 24.

13. Events handling.

14.

```
⟨ Imports 4 ⟩ +≡
  "github.com/santucco/goacme"
```

15.

```
⟨ Processing window events 15 ⟩ ≡
  for{
    ev, err := w.ReadEvent()
    if err ≠ nil {
      ⟨ Cleanup 12 ⟩
      return
    }
    ⟨ Process main window 20 ⟩
  }
```

This code is used in section 3.

16.

```
⟨ Open window w by id 16 ⟩ ≡
  w, err := goacme.Open(id)
  if err ≠ nil {
    debug("cannot␣open␣a␣window␣with␣id␣%d:␣%s\n", id, err)
    return
  }
  defer w.Close()
```

This code is used in section 3.

17.

```
⟨ Imports 4 ⟩ +≡
  "strings"
```

18.

```
⟨ Global variables 7 ⟩ +≡
  name string
```

19.

```
⟨ Read name of the window 19 ⟩ ≡
  {
    f, err := w.File("tag")
    if err ≠ nil {
      debug("cannot␣read␣from␣'tag'␣of␣the␣window␣with␣id␣%d:␣%s\n", id, err)
      return
    }
    if _, err := f.Seek(0, 0); err ≠ nil {
      debug("cannot␣seek␣to␣the␣start␣'tag'␣of␣the␣window␣with␣id␣%d:␣%s\n", id, err)
      return
    }
    var b [1000]byte
    n, err := f.Read(b[:])
    if err ≠ nil {
      debug("cannot␣read␣tag␣of␣the␣window␣with␣id␣%d:␣%s\n", id, err)
      return
    }
    ss := strings.Split(string(b[:n]), "␣")
    if len(ss) ≡ 0 {
      return
    }
    name = string(ss[0])
  }
```

This code is used in section 3.

20.

```
⟨ Process main window 20 ⟩ ≡
  ⟨ Process and continue if it is not Look in any form 21 ⟩
  ⟨ Process Look 26 ⟩
  ⟨ Read addr into b, e 34 ⟩
  ⟨ Show dot 36 ⟩
  ⟨ Write history 48 ⟩
```

This code is used in section 15.

21.

```
⟨ Process and continue if it is not Look in any form 21 ⟩ ≡
  debug("ev: %#v\n", ev)
  s := ""
  type_switch:
  switch{
    case ev.Type ≡ goacme.Look | goacme.Tag:
      ⟨ Process in case of a request by B3 mouse button in the tag 22 ⟩
    case ev.Type ≡ goacme.Look:
      ⟨ Process in case of a request by B3 command in the body 23 ⟩
    case ev.Type ≡ goacme.Execute ∨ ev.Type ≡ goacme.Execute | goacme.Tag:
      ⟨ Process in case of executing a command in the body or tag 24 ⟩
    case ev.Type ≡ goacme.Insert ∨ ev.Type ≡ goacme.Delete:
      ⟨ Fix tag of the window 37 ⟩
      continue
    default:
      ⟨ Unread event and continue 25 ⟩
  }
```

This code is used in section 20.

22. We take a search string from *ev* event and set dot

```
⟨ Process in case of a request by B3 mouse button in the tag 22 ⟩ ≡
  s = ev.Text
  if len(ev.Arg)⟩0 {
    s += " " + ev.Arg
  }
  ⟨ Set addr to dot 28 ⟩
```

This code is used in section 21.

23. We take a search string and address from *ev* event.

```
⟨ Process in case of a request by B3 command in the body 23 ⟩ ≡
  s = ev.Text
  if len(ev.Arg)⟩0 {
    s += " " + ev.Arg
  }
  b := ev.Begin
  e := ev.End
  ⟨ Set addr to b, e 30 ⟩
```

This code is used in section 21.

24. For *Look* command we set address and continue processing. *ahist* command we just ignore to avoid duplicates. −*ahist* command makes cleanups and processes to exit. All other commands are written back to `"event"` file and **fallthrough** to the next case, where a status of the window is checked.

```
⟨ Process in case of executing a command in the body or tag 24 ⟩ ≡
  switch ev.Text {
    case "Look":
      s = ev.Arg
      ⟨ Set addr to dot 28 ⟩
      break type_switch
    case tagname:
      continue
    case "-" + tagname:
      ⟨ Cleanup 12 ⟩
      return
  }
  w.UnreadEvent(ev)
  fallthrough
```

This code is used in section 21.

25.

```
⟨ Unread event and continue 25 ⟩ ≡
  w.UnreadEvent(ev)
  continue
```

This code is used in sections 21, 28, 29, 30, 33, 34, 35, and 36.

26. If the *ev* event contains a search string, use it. Otherwise we should read selected the string from the window's body.

```
⟨ Process Look 26 ⟩ ≡
  {
    ⟨ Read addr into b, e 34 ⟩
    if len(s)⟩0 {
      ⟨ Make a search of s 33 ⟩
    } else {
      ⟨ Look for selected string 27 ⟩
    }
  }
```

This code is used in section 20.

27.

```
⟨ Look for selected string 27 ⟩ ≡
  {
    ⟨ Read selected string from "xdata" file to s 29 ⟩
    ⟨ Make a search of s 33 ⟩
  }
```

This code is used in section 26.

28.

⟨ Set addr to dot 28 ⟩ ≡
```
if w.WriteCtl("addr=dot") ≠ nil {
    ⟨ Unread event and continue 25 ⟩
}
debug("set␣addr␣to␣dot\n")
```
This code is used in sections 22 and 24.

29.

⟨ Read selected string from "xdata" file to s 29 ⟩ ≡
```
{
    d, err := w.File("xdata")
    if err ≠ nil {
        debug("cannot␣read␣from␣'xdata'␣of␣the␣window␣with␣id␣%d:␣%s\n", id, err)
        ⟨ Unread event and continue 25 ⟩
    }
    buf := make([]byte, e − b + 1)
    for n, _ := d.Read(buf); n⟩0; n, _ = d.Read(buf) {
        s += string(buf[:n])
    }
    debug("read␣address␣from␣xdata␣b:␣%v,␣e:␣%v\n", b, e)
}
```
This code is used in section 27.

30.

⟨ Set addr to b, e 30 ⟩ ≡
```
if err := w.WriteAddr("#%d,#%d", b, e); err ≠ nil {
    debug("cannot␣write␣to␣'addr'␣of␣the␣window␣with␣id␣%d:␣%s\n", id, err)
    ⟨ Unread event and continue 25 ⟩
}
debug("set␣addr␣to␣%d,␣%d\n", b, e)
```
This code is used in sections 23 and 33.

31. We need to story previous history *entry* for the case, when *Look* in a tag is executed but without selected text. In the case a search string is taken from `Acme`. We take it from *lentr*

⟨ Global variables 7 ⟩ +≡
```
lentr entry
```

32. Let's add *empty* function for *entry*
```
func (this entry) empty() bool{
    return this.b ≡ this.e
}
```

33. Search is processed by writing `"/<regex>/"` to `"addr"` file, but before regex-specific symbols of s have to be escaped In the case of empty search string we take it from *lentr*. Also we write the current position with the string to the history to track the search, because it already has a place.

```
⟨ Make a search of s 33 ⟩ ≡
  {
    debug("last␣entry␣:␣%v\n", lentr)
    if len(s) ≡ 0 {
      if ¬lentr.empty() {
        b = lentr.b
        e = lentr.e
        s = lentr.s
        ⟨ Set addr to b, e 30 ⟩
      }
    } else if b ≠ e {
      lentr = entry{b, e, s}
      ⟨ Write history 48 ⟩
    }
    es := ""
    for _, v := range s {
      if strings.ContainsRune("|\\/[].+?()*^$", v) {
        es += "\\"
      }
      es += string(v)
    }
    debug("es:␣%q\n", es)
    if err := w.WriteAddr("/%s/", es); err ≠ nil {
      debug("cannot␣write␣to␣'addr'␣of␣the␣window␣with␣id␣%d:␣%s\n", id, err)
      ⟨ Unread event and continue 25 ⟩
    }
  }
```

This code is used in sections 26 and 27.

34.

```
⟨ Read addr into b, e 34 ⟩ ≡
  b, e, err := w.ReadAddr()
  if err ≠ nil {
    ⟨ Unread event and continue 25 ⟩
  }
  debug("read␣address␣b:␣%v,␣e:␣%v\n", b, e)
```

This code is used in sections 20 and 26.

35.

```
⟨ Set dot to addr 35 ⟩ ≡
  if w.WriteCtl("dot=addr\nshow") ≠ nil {
    debug("cannot␣write␣to␣'ctl'␣of␣the␣window␣with␣id␣%d:␣%s\n", id, err)
    ⟨ Unread event and continue 25 ⟩
  }
  debug("set␣dot␣to␣addr\n")
```

This code is used in section 36.

36.

```
⟨ Show dot 36 ⟩ ≡
  ⟨ Set dot to addr 35 ⟩
  if w.WriteCtl("show") ≠ nil {
    debug("cannot write to 'ctl' of the window with id %d: %s\n", id, err)
    ⟨ Unread event and continue 25 ⟩
  }
  debug("show dot\n")
```

This code is used in section 20.

37. `Acme` does not produce standard commands in case of opened `"event"` file. So we have to add command `"Put"` in case of the window is modified and `"Undo"` and `"Redo"` commands too.

```
⟨ Fix tag of the window 37 ⟩ ≡
  {
    _, _, _, _, d, _, _, _, err := w.ReadCtl()
    if err ≠ nil {
      debug("cannot read from 'ctl' of the window with id %d: %s\n", id, err)
      continue
    }
    debug("dirty: %v\n", d)
    var add, del []string
    if d {
      add = append(add, "Put")
    } else {
      del = append(del, "Put")
    }
    add = append(add, "Undo", "Redo")
    changeTag(w, del, add)
  }
```

This code is used in section 21.

38. Removing added commands on exit

```
⟨ Cleanup 12 ⟩ +≡
  {
    del := append([]string{}, "Put", "Undo", "Redo")
    changeTag(w, del, nil)
  }
```

39. Tracking search requests .
We create a window with history of search requests and make separated goroutine to process events from the window.

40.
```
⟨ Types 40 ⟩ ≡
  entry struct{
    b, e int
    s string
  }
```
This code is used in section 2.

41. Special *histch* channel is received *entry* to print them in the window
```
⟨ Global variables 7 ⟩ +≡
  histch chan entry = make(chan entry)
```

42. On exit we should signal the goroutine to stop processing. It is made by closing *histch* channel
```
⟨ Cleanup 12 ⟩ +≡
  close(histch)
```

43.
```
⟨ Variables outside the loop 43 ⟩ ≡
  var hch ←chan ∗goacme.Event
```
See also sections 45 and 49.
This code is used in section 44.

44. The goroutine handles two variants of events.
```
⟨ Start history processing 44 ⟩ ≡
  go func(){
    ⟨ Variables outside the loop 43 ⟩
    for{
      select{
        case entr, ok :=← histch:
          ⟨ Process entr entry from histch 46 ⟩
        case ev, ok :=← hch:
          ⟨ Process ev event from hch event channel of the window 47 ⟩
      }
    }
  }()
```
This code is used in section 3.

45.
```
⟨ Variables outside the loop 43 ⟩ +≡
  var h ∗goacme.Window
```

46. Events from *histch* channel is written to the history.

```
⟨ Process entr entry from histch 46 ⟩ ≡
  if ¬ok {
    if h ≠ nil {
      h.Del(true)
      h.Close()
      h = nil
    }
    return
  }
  ⟨ Open history window, if it does not exist 50 ⟩
  if ee, ok := history[entr.b]; ok ∧ ee ≡ entr.e {
    continue
  }
  history[entr.b] = entr.e
  debug("writing to the history %d,%d\n", entr.b, entr.e)
  h.Write([]byte(fmt.Sprintf("%s:#%d,#%d %q\n", name, entr.b, entr.e, entr.s)))
  h.WriteCtl("clean")
```

This code is used in section 44.

47. Event from *hch* channel is checked for a case the channel is close. In the case that means the history window is closed and we clear *h*, *hch* and *history*. Otherwise we just write the event back.

```
⟨ Process ev event from hch event channel of the window 47 ⟩ ≡
  if ¬ok {
    debug("history is closed\n")
    h.Del(true)
    h.Close()
    h = nil
    hch = nil
    history = nil
    continue
  }
  h.UnreadEvent(ev)
```

This code is used in section 44.

48.

```
⟨ Write history 48 ⟩ ≡
  debug("request to store a history: %v,%v %q\n", b, e, s)
  histch ← entry{b: b, e: e, s: s}
```

This code is used in sections 20 and 33.

49.

```
⟨ Variables outside the loop 43 ⟩ +≡
  var history map[int]int
```

50. If the history window h does not exist, we create it and (re)create *history* map too.

```
⟨ Open history window, if it does not exist 50 ⟩ ≡
  if h ≡ nil {
    var err error
    if h, err = goacme.New(); err ≠ nil {
      return
    }
    h.WriteCtl("name␣%s", name + "+History")
    if hch, err = h.EventChannel(1, goacme.AllTypes); err ≠ nil {
      return
    }
    history = make(map[int]int)
  }
```

This code is used in section 46.

51. *changeTag* function.

We read the tag of w window, remove all commands from *del* list and add all commands from *add* list.

```
func changeTag(w *goacme.Window, del []string, add []string){
  if add ≡ nil ∧ del ≡ nil {
    return
  }
  ⟨ Read a tag of w into s 52 ⟩
  ⟨ Split tag into tag fields after the pipe symbol 53 ⟩
  ⟨ Compose newtag 54 ⟩
  ⟨ Clear the tag and write newtag to the tag 57 ⟩
}
```

52.

```
⟨ Read a tag of w into s 52 ⟩ ≡
  f, err := w.File("tag")
  if err ≠ nil {
    debug("cannot␣read␣from␣'tag'␣of␣the␣window␣with␣id␣%d:␣%s\n", id, err)
    return
  }
  if _, err := f.Seek(0, 0); err ≠ nil {
    debug("cannot␣seek␣to␣the␣start␣'tag'␣of␣the␣window␣with␣id␣%d:␣%s\n", id, err)
    return
  }
  var b [1000]byte
  n, err := f.Read(b[:])
  if err ≠ nil {
    debug("cannot␣read␣tag␣of␣the␣window␣with␣id␣%d:␣%s\n", id, err)
    return
  }
  s := string(b[:n])
```

This code is used in section 51.

53.

```
⟨ Split tag into tag fields after the pipe symbol 53 ⟩ ≡
  if n = strings.LastIndex(s, "|"); n ≡ −1 {
    n = 0
  } else {
    n++
  }
  s = s[n:]
  s = strings.TrimLeft(s, "␣")
  tag := strings.Split(s, "␣")
```

This code is used in section 51.

54.

```
⟨ Compose newtag 54 ⟩ ≡
  newtag := append([]string{}, "")
  ⟨ Every part is contained in del we remove from tag 55 ⟩
  ⟨ Every part is contained in add we remove from tag 56 ⟩
  newtag = append(newtag, add ...)
  newtag = append(newtag, tag ...)
```

This code is used in section 51.

55.

```
⟨ Every part is contained in del we remove from tag 55 ⟩ ≡
  for _, v := range del {
    for i := 0; i⟨len(tag); {
      if tag[i] ≠ v {
        i++
        continue
      }
      copy(tag[i:], tag[i + 1:])
      tag = tag[:len(tag) − 1]
    }
  }
```

This code is used in section 54.

56.

```
⟨ Every part is contained in add we remove from tag 56 ⟩ ≡
  for _, v := range add {
    for i := 0; i⟨len(tag); {
      if tag[i] ≠ v {
        i++
        continue
      }
      copy(tag[i:], tag[i + 1:])
      tag = tag[:len(tag) − 1]
    }
  }
```

This code is used in section 54.

57.

⟨ Clear the tag and write *newtag* to the tag 57 ⟩ ≡

```
s = strings.Join(newtag, "␣")
if err := w.WriteCtl("cleartag"); err ≠ nil {
    debug("cannot␣clear␣tag␣of␣the␣window␣with␣id␣%d:␣%s\n", id, err)
    return
}
if _, err := f.Write([]byte(s)); err ≠ nil {
    debug("cannot␣write␣tag␣of␣the␣window␣with␣id␣%d:␣%s\n", id, err)
    return
}
```

This code is used in section 51.

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