

X shell

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Part I

Bootstrap implementation

Chapter 1

Self-replication

Listing 1.1 boot/xh-header

```
1  #!/usr/bin/env perl
2  BEGIN {eval(our $xh_bootstrap = q{
3  # xh: the X shell | https://github.com/spencertipping/xh
4  # Copyright (C) 2014, Spencer Tipping
5  # Licensed under the terms of the MIT source code license
6
7  # For the benefit of HTML viewers (long story):
8  # <body style='display:none'>
9  # <script src='http://spencertipping.com/xh/page.js'></script>
10 use 5.014;
11 package xh;
12 our %modules;
13 our @module_ordering;
14
15 our %compilers = (pl => sub {
16     my $package = $_[0] =~ s/\./::/gr;
17     eval "{package ::$package;\n$_[1]\n}";
18     die "error compiling module $_[0]: $_" if $@;
19 });
20
21 sub defmodule {
22     my ($name, $code, @args) = @_;
23     chomp($modules{$name} = $code);
24     push @module_ordering, $name;
25     my ($base, $extension) = split /\.(\\w+)/, $name;
26     die "undefined module extension '$extension' for $name"
27         unless exists $compilers{$extension};
28     $compilers{$extension}->($base, $code, @args);
29 }
```

```

30
31 chomp($modules{bootstrap} = $::xh_bootstrap);
32 undef $::xh_bootstrap;

```

At this point we need a way to reproduce the image. Since the bootstrap code is already stored, we can just wrap it and each defined module into an appropriate BEGIN block.

Listing 1.2 boot/xh-header (continued)

```

1 sub image {
2   my @pieces = "#!/usr/bin/env perl";
3   push @pieces, "BEGIN {eval(our \$xh_bootstrap = <<'_')}",
4               $modules{bootstrap},
5               '_';
6   push @pieces, "BEGIN {xh::defmodule('$_', <<'_')}",
7               $modules{$_},
8               '_ ' for @module_ordering;
9   push @pieces, "xh::main::main;\n__DATA__";
10  join "\n", @pieces;
11 }
12 }}}
```

Chapter 2

Data structures

All values in `xh` have the same type, which provides a bunch of operations suited to different purposes. This implementation is based on strings and, as a result, has egregious performance appropriate only for bootstrapping the self-hosting compiler.

Listing 2.1 `modules/v.pl`

```
1 BEGIN {xh::defmodule('xh::v.pl', <<'_'')}
2 sub parse_with_brackets {
3   my ($regexp, $filler, $x) = @_ ;
4   $regexp = qr/$regexp/ ;
5   my @initial_split = split /$regexp/, $x ;
6
7   @initial_split = grep length, @initial_split if $regexp =~ /\(/ ;
8   my $item ;
9   my @result ;
10  my $bracket_count = 0 ;
11
12  for my $data (@initial_split) {
13    $bracket_count += length($data =~ s/\.\.[^\[\{\}]/gr) ;
14    $bracket_count -= length($data =~ s/\.\.[^\]\}]/gr) ;
15    $item = length($item) ? "$item$filler$data" : $data ;
16    unless ($bracket_count) {
17      push @result, $item ;
18      $item = '' ;
19    }
20  }
21
22  push @result, $item if $item ;
23  @result ;
24 }
25
```

```
26 sub parse_lines {parse_with_brackets '\v',           "\n", @_}
27 sub parse_words {parse_with_brackets '\s',           " ", @_}
28 sub parse_path  {parse_with_brackets '(/[^\[\]\{\}\s/]*)', "", @_}
29 _
```

Chapter 3

Perl compiler

This is the dumbest thing we can possibly do to make xh runnable.

Listing 3.1 modules/compile.pl

```
1 BEGIN {xh::defmodule('xh::compile.pl', <<'_')}
2 sub xh_to_perl {
3     # TODO
4 }
5 _
```