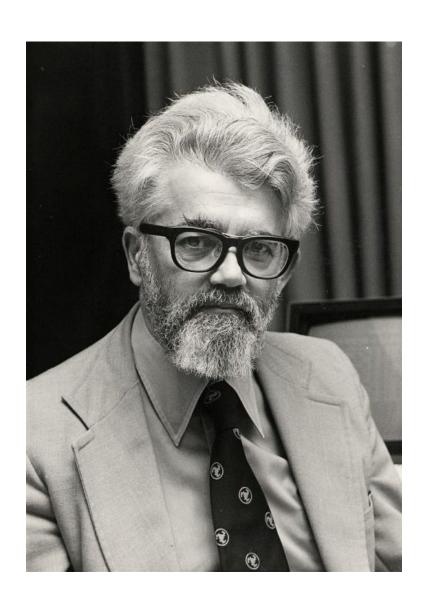
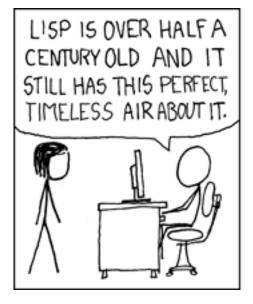
# A quick introduction to Lisp

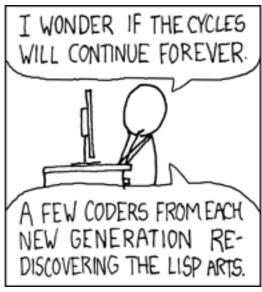
Vish Singh vishvajitsingh@gmail.com http://www.lisptoronto.org/

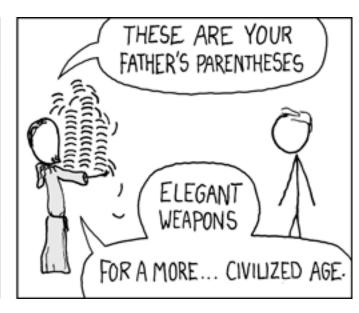
#### Lisp was invented by John McCarthy...



in 1958.







# Lisp syntax

```
(defun factorial (n)
  (if (zerop n)
          1
          (* n (factorial (1- n)))))
```

## Lisp stands for List Processing

Lisp code consists of lists of symbols and other objects.

It's easy for Lisp code to manipulate Lisp code.

What can you do with this?

- Teach the compiler new optimizations
- Write new operators
- Create domain-specific languages
  - o prolog
  - o infix
  - o loop

### What's modern Lisp like?

- many data structures:
  - linked lists, arrays, trees, hashtables, structs, classes
- many paradigms:
  - imperative, functional, OO, LOP
- usually compiled, not interpreted
  - o compiler-macros
  - type annotations

### Some modern Lisps

- Common Lisp
  - o CMUCL, SBCL, CLisp, LispWorks, Allegro CL, etc.
- Scheme
  - o Racket, Chicken, Bigloo, MIT Scheme, etc.
- Clojure
- Arc

```
(import
 '(java.awt Color Graphics Dimension)
 '(javax.swing JPanel JFrame))
(use 'clojure.contrib.complex-numbers
     'clojure.contrib.generic.arithmetic
     'clojure.contrib.generic.math-functions)
(defn make-panel [w h render]
  (doto (proxy [JPanel] []
          (paint [#^Graphics g] (render g)))
    (.setPreferredSize (Dimension. w h))))
(defn make-frame [& panel-args]
  (doto (JFrame.)
    (.add (apply make-panel panel-args))
    .pack
    .show))
```

```
(defn mandelbrot []
  (make-frame 768 512
              (fn [#^Graphics g]
                (doseq [x (range 768) y (range 512)]
                  (let [num-iter (num-mandelbrot-iterations
                                  (complex (+ (/ x 256.0) -2.0))
                                            (+ (/ y 256.0) -1.0))
                                   30)]
                    (.setColor g (Color. (if (nil? num-iter)
                                            (* num-iter 8))
                                          0))
                    (.fillRect g x y 1 1)))))
```

