Purpose
This document primarily aims to organize our functions in a small and easy to use database. The files in this document are located in the /src folder where most of our code is. Updating this document after a push is highly recommended, but not necessary. I updated, make sure to update the header.

Key

Struct
Enum
Function

U - Uncommented/Needs better Documentation
H - Hard to Understand
F - Needs Formatting

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compiler.c
2 Functions

	void compile()
	void assembler()

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eval-apply.c
2 Functions

U	char *apply(char operator, int arguments[])
U	char *eval(eval_arguments exp_env)

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hash.c
2 Structs, 5 Functions

U	typedef struct entry_s
U	typedef struct hashtable_s
	hashtable_t *ht_create(int size)
	int ht_hash(hashtable_t *hashtable, char *key)
	entry_t *ht_newpair(char *key, char *value)

	void ht_set(hashtable_t *hashtable, char *key, char *value)
	char *ht_get(hashtable_t *hashtable, char *key)

read.c
1 Enum, 2 Global Vars, 3 Structs, 6 Functions

U	enum token
U	typedef struct pair
U	typedef struct eval_arguements
U	pair *create1(void *car, void *cdr)
U	pair *cons(void *car, pair *cdr)
U	int isnumber(char *s)
U	struct eval_arguments read(char *program)
U	char *read_token(char *program)
U	int read_list(pair *list_so_far)
U	char *micro_read(char* program)

repl.c
3 Global Vars, Main

	Int main(char *argc, char **argv[])

utilities.c
1 Function

	int count(pair *cursor)

vm.c
3 Global Vars, 6 Functions

	int isEmpty()
	int isFull()
	int peek()
	int pop()
	int push(int data)
	void machine(int code[])

Other files in src

	vm.h
	ztwild(Hello)