

Maps

%{ key => value, key => value }
value = map[key]
value = map.key (if key is an atom)
newmap = %{ oldmap | key => newval}
Dict.put_new/3 to add a key

Protocols

defprotocol module.name do
@moduledoc description
@only [list of types] (optional)
def name(parms)
end
defimpl mod.name, for: type do
@moduledoc description
def name(type, value) do
expr
end
end

Allowed types:

Any Atom BitString Function List Number PID Port Record Reference Tuple

Regexp

~r{pattern}opts

- f match beg of ml string
- g use named groups
- i case insensitive
- m ^ and \$ match each line in ml
- r reluctant (not greedy)
- s . matches newline
- u unicode patterns
- x ignore whitespace and comments

Processes

Predefined Names

__MODULE____FILE___DIR___ENV__ __CALLER__ (macros only)

Pipelines

```
expr |> f1|> f2(a,b)|> f3(c) (same as) f3(f2(f1(expr), a, b), c)
```

Control Flow

```
if expr do
                         unless expr do
                           ехр
  exp
else
                         else
  exp
                           exp
                         end
end
case expr do
                         cond do
match [guard] -> exp
                           bool -> exp
match [guard] -> exp
                           bool -> exp
                         end
end
```

Metaprogramming

defmacro macroname(parms) do parms are quoted args return quoted code which is inserted at call site end

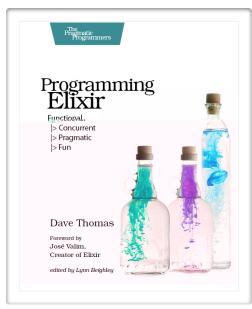
quote do: returns internal rep. quote bind_quoted: name name do: ...

unquote do: ... only inside quote, injects code fragment without evaluation

Sigils

```
~type{ content }
Delimiter: { },[ ],( ),//,| |, " ", or ' '
%S string (no interpolation)
%s string (with interpolation)
%C character list (no interpolation)
%c character list (with interpolation)
%R regexp
%r regexp w/interpolation
%W words (white space delim)
```

%w words w/interpolation



pragprog.com/books/elixir

Structs

defmodule Name do
 defstruct field: default, ...
end

%Name{field: value, field: value, ...}

new_struct = %{ var | field: new_value }

