

## LISP SYNTAX CHEAT SHEET

<b>FUNCTION</b>	<b>EXAMPLE</b>	<b>OUTPUT</b>
<b>+</b> , <b>-</b> , <b>*</b> , <b>/</b>	(+ 2 2)	4
<b>=</b> , <b>&gt;</b> , <b>&lt;</b>	(> 1 2)	nil
<b>abs</b>	(abs -3)	3
<b>and</b>	(and (> 2 1) (< 2 3))	t
<b>append</b>	(append '(a b) '(c d))	(a b c d)
<b>apply</b>	(apply #'(2 2))	4
<b>atom</b>	(atom 'x)	t
<b>car</b>	(car '(a b))	a
<b>cdr</b>	(cdr '(a b))	(b)
<b>cond</b>	(cond ((atom 'x) 2) ... )	2
<b>cons</b>	(cons 'a '(b))	(a b)
<b>defmethod</b>	(defmethod oldp ((p PERSON)) (> (person-age p) 25))	PERSON
<b>defstruct</b>	(defstruct person age height)	FUNKY-FUN
<b>defun</b>	(defun funky-fun (x y) (+ x y))	nil
<b>dolist</b>	(dolist (x '(a b c)) (...))	nil
<b>dotimes</b>	(dotimes (x 5) (...))	nil
<b>eq</b>	(eq 'x 'x)	t
<b>equalp</b>	(equalp '(5 4 (3 2 1)) '(5 4 (3 2 1)))	t
<b>error</b>	(error "quit")	Error: quit
<b>first</b>	(first '(a b c))	a
<b>format</b>	(format t "~s~%" 3)	3, nil
<b>if</b>	(if (> 1 2) 3 4)	4
<b>incf</b>	(incf (car '(1)) 5)	6
<b>lambda</b>	(let ((fun (lambda (x) (+ x 2)))) (apply fun '(4)))	9
<b>let</b>	(let ((x 2) (y 3)) (+ x y))	5
<b>list</b>	(list 1 2 3)	(1 2 3)
<b>listp</b>	(listp '(1 2 3))	t
<b>make-person*</b>	(make-person :height 6 :age 25)	#S(PERSON
<b>mapcar</b>	(mapcar #'listp '((a b) c (d e)))	(t nil t)
<b>max</b>	(max 1 2 3)	3
<b>nil</b>	(null nil)	t
<b>not</b>	(not nil)	t
<b>nth</b>	(nth 4 '(5 6 7 8 9 10))	9
<b>null</b>	(null 1)	nil
<b>numberp</b>	(numberp 4)	t
<b>oddp, evenp</b>	(oddp 6)	nil
<b>or</b>	(or t nil)	t
<b>person-age*</b>	(person-age (make-person :age 20))	20
<b>person-p*</b>	(person-p (make-person :height 6))	t
<b>second</b>	(second '(a b c))	b
<b>setf</b>	(setf five 5)	5
<b>t</b>	(or t ... )	t
<b>third</b>	(third '(a b c))	c
<b>truncate</b>	(truncate 5 2)	2, 1
<b>zerop</b>	(zerop 3)	nil

\* These assume you have already called (defstruct person age height)