How to Design Programs Languages

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The languages documented in this manual are provided by DrScheme to be used with the *How to Design Programs* book.

Contents

1 Beginning Student **5**

1.1 `define` 10

1.2 `define-struct` 11

1.3 Function Calls 12

1.4 Primitive Calls 12

1.5 `cond` 12

1.6 `if` 13

1.7 `and` 13

1.8 `or` 13

1.9 Test Cases 14

1.10 `empty` 14

1.11 Identifiers 14

1.12 Symbols 14

1.13 `true` and `false` 15

1.14 `require` 15

1.15 Primitive Operations 16

2 Beginning Student with List Abbreviations **35**

2.1 Quote 41

2.2 Quasiquote 41

2.3 Primitive Operations 42

2.4 Unchanged Forms 61

3 Intermediate Student **63**

3.1 `define` 70

3.2 `define-struct` 70

3.3 `local` 70

3.4 `letrec`, `let`, and `let*` 71

3.5 Function Calls 71

3.6 `time` 71

3.7 Identifiers 72

3.8 Primitive Operations 72

3.9 Unchanged Forms 92

4 Intermediate Student with Lambda **94**

4.1 `define` 101

4.2 `lambda` 101

4.3 Function Calls 101

4.4 Primitive Operation Names 101

4.5 Unchanged Forms 122

5 Advanced Student **124**

5.1 `define` 131

5.2 `define-struct` 132

5.3 `lambda` 132

5.4 `begin` 132

5.5 `begin0` 132

5.6 `set!` 133

5.7 `delay` 133

5.8 `shared` 133

5.9 `let` 133

5.10 `recur` 133

5.11 `case` 134

5.12 `when` and `unless` 134

5.13 Primitive Operations 135

5.14 Unchanged Forms 158

Index **160**

1 Beginning Student

```
        program = def-or-expr ...

    def-or-expr = definition
                | expr
                | test-case
                | library-require

     definition = (define (id id id ...) expr)
                | (define id expr)
                | (define id (lambda (id id ...) expr))
                | (define-struct id (id ...))

           expr = (id expr expr ...) ; function call
                | (prim-op expr ...) ; primitive operation call
                | (cond [expr expr] ... [expr expr])
                | (cond [expr expr] ... [else expr])
                | (if expr expr expr)
                | (and expr expr expr ...)
                | (or expr expr expr ...)
                | empty
                | id
                | id ; identifier
                | 'id ; symbol
                | number
                | true
                | false
                | string
                | character

      test-case = (check-expect expr expr)
                | (check-within expr expr expr)
                | (check-error expr expr)

 library-require = (require string)
                 | (require (lib string string ...))
                 | (require (planet string package))

        package = (string string number number)
```

An *id* is a sequence of characters not including a space or one of the following:

" , ' ` ( ) [ ] { } | ; #

A *number* is a number such as 123, 3/2, or 5.5.

A *string* is enclosed by a pair of `"`. Unlike symbols, strings may be split into characters and manipulated by a variety of primitive functions. For example, `"abcdef"`, `"This is a string"`, and `"This is a string with \" inside"` are all strings.

A *character* begins with `#\` and has the name of the character. For example, `#\a`, `#\b`, and `#\space` are characters.

A *prim-op* is one of:

Numbers: Integers, Rationals, Reals, Complex, Exacts, Inexacts

```
* : (num num num ... -> num)
+ : (num num num ... -> num)
- : (num num ... -> num)
/ : (num num num ... -> num)
< : (real real real ... -> boolean)
<= : (real real real ... -> boolean)
= : (num num num ... -> boolean)
> : (real real real ... -> boolean)
>= : (real real ... -> boolean)
abs : (real -> real)
acos : (num -> num)
add1 : (number -> number)
angle : (num -> real)
asin : (num -> num)
atan : (num -> num)
ceiling : (real -> int)
complex? : (any -> boolean)
conjugate : (num -> num)
cos : (num -> num)
cosh : (num -> num)
current-seconds : (-> int)
denominator : (rat -> int)
e : real
even? : (integer -> boolean)
exact->inexact : (num -> num)
exact? : (num -> boolean)
exp : (num -> num)
expt : (num num -> num)
floor : (real -> int)
gcd : (int int ... -> int)
imag-part : (num -> real)
inexact->exact : (num -> num)
inexact? : (num -> boolean)
integer->char : (int -> char)
integer? : (any -> boolean)
lcm : (int int ... -> int)
log : (num -> num)
```

```
magnitude : (num -> real)
make-polar : (real real -> num)
max : (real real ... -> real)
min : (real real ... -> real)
modulo : (int int -> int)
negative? : (number -> boolean)
number->string : (num -> string)
number? : (any -> boolean)
numerator : (rat -> int)
odd? : (integer -> boolean)
pi : real
positive? : (number -> boolean)
quotient : (int int -> int)
random : (int -> int)
rational? : (any -> boolean)
real-part : (num -> real)
real? : (any -> boolean)
remainder : (int int -> int)
round : (real -> int)
sgn : (real -> (union 1 1.0 0 0.0 -1 -1.0))
sin : (num -> num)
sinh : (num -> num)
sqr : (num -> num)
sqrt : (num -> num)
sub1 : (number -> number)
tan : (num -> num)
zero? : (number -> boolean)
```

Booleans

```
boolean=? : (boolean boolean -> boolean)
boolean? : (any -> boolean)
false? : (any -> boolean)
not : (boolean -> boolean)
```

Symbols

```
symbol->string : (symbol -> string)
symbol=? : (symbol symbol -> boolean)
symbol? : (any -> boolean)
```

Lists

```
append : ((listof any)
          (listof any)
          (listof any)
          ...
          ->
          (listof any))
```

```
assq : (X
        (listof (cons X Y))
        ->
        (union false (cons X Y)))
caaar : ((cons
          (cons (cons W (listof Z)) (listof Y))
          (listof X))
         ->
         W)
caadr : ((cons
          (cons (cons W (listof Z)) (listof Y))
          (listof X))
         ->
         (listof Z))
caar : ((cons (cons Z (listof Y)) (listof X)) -> Z)
cadar : ((cons (cons W (cons Z (listof Y))) (listof X))
         ->
         Z)
cadddr : ((listof Y) -> Y)
caddr : ((cons W (cons Z (cons Y (listof X)))) -> Y)
cadr : ((cons Z (cons Y (listof X))) -> Y)
car : ((cons Y (listof X)) -> Y)
cdaar : ((cons
          (cons (cons W (listof Z)) (listof Y))
          (listof X))
         ->
         (listof Z))
cdadr : ((cons W (cons (cons Z (listof Y)) (listof X)))
         ->
         (listof Y))
cdar : ((cons (cons Z (listof Y)) (listof X))
        ->
        (listof Y))
cddar : ((cons (cons W (cons Z (listof Y))) (listof X))
         ->
         (listof Y))
cdddr : ((cons W (cons Z (cons Y (listof X))))
         ->
         (listof X))
cddr : ((cons Z (cons Y (listof X))) -> (listof X))
cdr : ((cons Y (listof X)) -> (listof X))
cons : (X (listof X) -> (listof X))
cons? : (any -> boolean)
eighth : ((listof Y) -> Y)
empty? : (any -> boolean)
fifth : ((listof Y) -> Y)
```

```
first : ((cons Y (listof X)) -> Y)
fourth : ((listof Y) -> Y)
length : (list -> number)
list : (any ... -> (listof any))
list* : (any ... (listof any) -> (listof any))
list-ref : ((listof X) natural-number -> X)
member : (any list -> boolean)
memq : (any list -> (union false list))
memv : (any list -> (union false list))
null : empty
null? : (any -> boolean)
pair? : (any -> boolean)
rest : ((cons Y (listof X)) -> (listof X))
reverse : (list -> list)
second : ((cons Z (cons Y (listof X))) -> Y)
seventh : ((listof Y) -> Y)
sixth : ((listof Y) -> Y)
third : ((cons W (cons Z (cons Y (listof X)))) -> Y)
```

Posns

```
make-posn : (number number -> posn)
posn-x : (posn -> number)
posn-y : (posn -> number)
posn? : (anything -> boolean)
```

Characters

```
char->integer : (char -> integer)
char-alphabetic? : (char -> boolean)
char-ci<=? : (char char char ... -> boolean)
char-ci<? : (char char char ... -> boolean)
char-ci=? : (char char char ... -> boolean)
char-ci>=? : (char char char ... -> boolean)
char-ci>? : (char char char ... -> boolean)
char-downcase : (char -> char)
char-lower-case? : (char -> boolean)
char-numeric? : (char -> boolean)
char-upcase : (char -> char)
char-upper-case? : (char -> boolean)
char-whitespace? : (char -> boolean)
char<=? : (char char char ... -> boolean)
char<? : (char char char ... -> boolean)
char=? : (char char char ... -> boolean)
char>=? : (char char char ... -> boolean)
char>? : (char char char ... -> boolean)
char? : (any -> boolean)
```

Strings

```
format : (string any ... -> string)
list->string : ((listof char) -> string)
```

```
make-string : (nat char -> string)
string : (char ... -> string)
string->list : (string -> (listof char))
string->number : (string -> (union number false))
string->symbol : (string -> symbol)
string-append : (string ... -> string)
string-ci<=? : (string string ... -> boolean)
string-ci<? : (string string ... -> boolean)
string-ci=? : (string string ... -> boolean)
string-ci>=? : (string string ... -> boolean)
string-ci>? : (string string ... -> boolean)
string-copy : (string -> string)
string-length : (string -> nat)
string-ref : (string nat -> char)
string<=? : (string string ... -> boolean)
string<? : (string string ... -> boolean)
string=? : (string string ... -> boolean)
string>=? : (string string ... -> boolean)
string>? : (string string ... -> boolean)
string? : (any -> boolean)
substring : (string nat nat -> string)
```

Images

```
image=? : (image image -> boolean)
image? : (any -> boolean)
```

Misc

```
=~ : (real real non-negative-real -> boolean)
eof : eof
eof-object? : (any -> boolean)
eq? : (any any -> boolean)
equal? : (any any -> boolean)
equal~? : (any any non-negative-real -> boolean)
eqv? : (any any -> boolean)
error : (symbol string -> void)
exit : (-> void)
identity : (any -> any)
struct? : (any -> boolean)
```

1.1 define

(define (*id* *id* *id* ...) *expr*)

Defines a function. The first *id* inside the parentheses is the name of the function. All remaining *id*s are the names of the function's arguments. The *expr* is the body of the

function, evaluated whenever the function is called. The name of the function cannot be that of a primitive or another definition.

```
(define id expr)
```

Defines a constant *id* as a synonym for the value produced by *expr*. The defined name cannot be that of a primitive or another definition, and *id* itself must not appear in *expr*.

```
(define id (lambda (id id ...) expr))
```

An alternate form for defining functions. The first *id* is the name of the function. The *id*s in parentheses are the names of the function's arguments, and the *expr* is the body of the function, which evaluated whenever the function is called. The name of the function cannot be that of a primitive or another definition.

```
lambda
```

The `lambda` keyword can only be used with `define` in the alternative function-definition syntax.

1.2 define-struct

```
(define-struct structid (fieldid ...))
```

Define a new type of structure. The structure's fields are named by the *fieldid*s in parentheses. After evaluation of a define-struct form, a set of new primitives is available for creation, extraction, and type-like queries:

- `make-`*structid* : takes a number of arguments equal to the number of fields in the structure type, and creates a new instance of the structure type.
- *structid*`-`*fieldid* : takes an instance of the structure and returns the field named by *structid*.
- *structid*`?` : takes any value, and returns `true` if the value is an instance of the structure type.
- *structid* : an identifier representing the structure type, but never used directly.

The created names must not be the same as a primitive or another defined name.

1.3 Function Calls

```
(id expr expr ...)
```

Calls a function. The `id` must refer to a defined function, and the *expr*s are evaluated from left to right to produce the values that are passed as arguments to the function. The result of the function call is the result of evaluating the function's body with every instance of an argument name replaced by the value passed for that argument. The number of argument *expr*s must be the same as the number of arguments expected by the function.

```
(#%app id expr expr ...)
```

A function call can be written with `#%app`, though it's practically never written that way.

1.4 Primitive Calls

```
(prim-op expr ...)
```

Like a function call, but for a primitive operation. The *expr*s are evaluated from left to right, and passed as arguments to the primitive operation named by `prim-op`. A `define-struct` form creates new primitives.

1.5 `cond`

```
(cond [expr expr] ... [expr expr])
```

A `cond` form contains one or more "lines" that are surrounded by parentheses or square brackets. Each line contains two *expr*s: a question *expr* and an answer *expr*.

The lines are considered in order. To evaluate a line, first evaluate the question *expr*. If the result is `true`, then the result of the whole `cond` expression is the result of evaluating the answer *expr* of the same line. If the result of evaluating the question *expr* is `false`, the line is discarded and evaluation proceeds with the next line.

If the result of a question *expr* is neither `true` nor `false`, it is an error. If none of the question *expr*s evaluates to `true`, it is also an error.

```
(cond [expr expr] ... [else expr])
```

This form of `cond` is similar to the prior one, except that the final `else` clause is always taken if no prior line's test expression evaluates to `true`. In other words, `else` acts like `true`, so there is no possibility to "fall off the end" of the `cond` form.

`else`

The `else` keyword can be used only with `cond`.

1.6 `if`

`(if` *`expr`* *`expr`* *`expr`*`)`

The first *`expr`* (known as the "test" *`expr`*) is evaluated. If it evaluates to `true`, the result of the `if` expression is the result of evaluating the second *`expr`* (often called the "then" *`expr`*). If the text *`expr`* evaluates to `false`, the result of the `if` expression is the result of evaluating the third *`expr`* (known as the "else" *`expr`*). If the result of evaluating the test *`expr`* is neither `true` nor `false`, it is an error.

1.7 `and`

`(and` *`expr`* *`expr`* *`expr`* `...)`

The *`expr`*s are evaluated from left to right. If the first *`expr`* evaluates to `false`, the `and` expression immediately evaluates to `false`. If the first *`expr`* evaluates to `true`, the next expression is considered. If all *`expr`*s evaluate to `true`, the `and` expression evaluates to `true`. If any of the expressions evaluate to a value other than `true` or `false`, it is an error.

1.8 `or`

`(or` *`expr`* *`expr`* *`expr`* `...)`

The *`expr`*s are evaluated from left to right. If the first *`expr`* evaluates to `true`, the `or` expression immediately evaluates to `true`. If the first *`expr`* evaluates to `false`, the next expression is considered. If all *`expr`*s evaluate to `false`, the `or` expression evaluates to `false`. If any of the expressions evaluate to a value other than `true` or `false`, it is an error.

1.9 Test Cases

```
(check-expect expr expr)
```

A test case to check that the first *expr* produces the same value as the second *expr*, where the latter is normally an immediate value.

```
(check-within expr expr expr)
```

Like `check-expect`, but with an extra expression that produces a number *delta*. The test case checks that each number in the result of the first *expr* is within *delta* of each corresponding number from the second *expr*.

```
(check-error expr expr)
```

A test case to check that the first *expr* signals an error, where the error messages matches the string produced by the second *expr*.

1.10 `empty`

```
empty : empty?
```

The empty list.

1.11 Identifiers

```
id
```

An `id` refers to a defined constant or argument within a function body. If no definition or argument matches the `id` name, an error is reported. Similarly, if `id` matches the name of a defined function or primitive operation, an error is reported.

1.12 Symbols

```
'id
(quote id)
```

A quoted *id* is a symbol. A symbol is a constant, like 0 and empty.

Normally, a symbol is written with a ', like 'apple, but it can also be written with quote, like (quote apple).

The *id* for a symbol is a sequence of characters not including a space or one of the following:

" , ' ` ( ) [ ] { } | ; #

1.13 true and false

---

true : boolean?

The true value.

---

false : boolean?

The false value.

1.14 require

(require *string*)

Makes the definitions of the module specified by *string* available in the current module (i.e., current file), where *string* refers to a file relative to the enclosing file.

The *string* is constrained in several ways to avoid problems with different path conventions on different platforms: a / is a directory separator, . always means the current directory, .. always means the parent directory, path elements can use only a through z (uppercase or lowercase), 0 through 9, -, _, and ., and the string cannot be empty or contain a leading or trailing /.

(require (lib *string* *string* ...))

Accesses a file in an installed library, making its definitions available in the current module (i.e., current file). The first *string* names the library file, and the remaining *string*s name the collection (and sub-collection, and so on) where the file is installed. Each string is constrained in the same way as for the (require *string*) form.

```
(require (planet string (string string number number)))
```

Accesses a library that is distributed on the internet via the PLaneT server, making it definitions available in the current module (i.e., current file).

1.15 Primitive Operations

```
* : (num num num ... -> num)
```

Purpose: to compute the product of all of the input numbers

```
+ : (num num num ... -> num)
```

Purpose: to compute the sum of the input numbers

```
- : (num num ... -> num)
```

Purpose: to subtract the second (and following) number(s) from the first; negate the number if there is only one argument

---

```
/ : (num num num ... -> num)
```

Purpose: to divide the first by the second (and all following) number(s); only the first number can be zero.

```
< : (real real real ... -> boolean)
```

Purpose: to compare real numbers for less-than

```
<= : (real real real ... -> boolean)
```

Purpose: to compare real numbers for less-than or equality

```
= : (num num num ... -> boolean)
```

Purpose: to compare numbers for equality

```
> : (real real real ... -> boolean)
```

Purpose: to compare real numbers for greater-than

`>= : (real real ... -> boolean)`

Purpose: to compare real numbers for greater-than or equality

---

`abs : (real -> real)`

Purpose: to compute the absolute value of a real number

`acos : (num -> num)`

Purpose: to compute the arccosine (inverse of cos) of a number

---

`add1 : (number -> number)`

Purpose: to compute a number one larger than a given number

`angle : (num -> real)`

Purpose: to extract the angle from a complex number

`asin : (num -> num)`

Purpose: to compute the arcsine (inverse of sin) of a number

`atan : (num -> num)`

Purpose: to compute the arctan (inverse of tan) of a number

`ceiling : (real -> int)`

Purpose: to determine the closest integer above a real number

---

`complex? : (any -> boolean)`

Purpose: to determine whether some value is complex

`conjugate : (num -> num)`

Purpose: to compute the conjugate of a complex number

`cos : (num -> num)`

Purpose: to compute the cosine of a number (radians)

`cosh : (num -> num)`

Purpose: to compute the hyperbolic cosine of a number

`current-seconds : (-> int)`

Purpose: to compute the current time in seconds elapsed (since a platform-specific starting date)

`denominator : (rat -> int)`

Purpose: to compute the denominator of a rational

`e : real`

Purpose: Euler's number

`even? : (integer -> boolean)`

Purpose: to determine if some value is even or not

`exact->inexact : (num -> num)`

Purpose: to convert an exact number to an inexact one

`exact? : (num -> boolean)`

Purpose: to determine whether some number is exact

`exp : (num -> num)`

Purpose: to compute e raised to a number

`expt : (num num -> num)`

Purpose: to compute the power of the first to the second number

---

`floor : (real -> int)`

Purpose: to determine the closest integer below a real number

---

`gcd : (int int ... -> int)`

Purpose: to compute the greatest common divisior

`imag-part : (num -> real)`

Purpose: to extract the imaginary part from a complex number

`inexact->exact : (num -> num)`

Purpose: to approximate an inexact number by an exact one

`inexact? : (num -> boolean)`

Purpose: to determine whether some number is inexact

`integer->char : (int -> char)`

Purpose: to lookup the character that corresponds to the given integer in the ASCII table (if any)

`integer? : (any -> boolean)`

Purpose: to determine whether some value is an integer (exact or inexact)

`lcm : (int int ... -> int)`

Purpose: to compute the least common multiple of two integers

---

`log : (num -> num)`

Purpose: to compute the base-e logarithm of a number

`magnitude : (num -> real)`

Purpose: to determine the magnitude of a complex number

`make-polar : (real real -> num)`

Purpose: to create a complex from a magnitude and angle

`max : (real real ... -> real)`

Purpose: to determine the largest number

`min : (real real ... -> real)`

Purpose: to determine the smallest number

`modulo : (int int -> int)`

Purpose: to compute first number modulo second number

`negative? : (number -> boolean)`

Purpose: to determine if some value is strictly smaller than zero

---

`number->string : (num -> string)`

Purpose: to convert a number to a string

`number? : (any -> boolean)`

Purpose: to determine whether some value is a number

`numerator : (rat -> int)`

Purpose: to compute the numerator of a rational

`odd? : (integer -> boolean)`

Purpose: to determine if some value is odd or not

`pi : real`

Purpose: the ratio of a circle's circumference to its diameter

---

`positive? : (number -> boolean)`

Purpose: to determine if some value is strictly larger than zero

---

`quotient : (int int -> int)`

Purpose: to compute the quotient of two integers

`random : (int -> int)`

Purpose: to generate a random natural number less than some given integer

---

`rational? : (any -> boolean)`

Purpose: to determine whether some value is a rational number

---

`real-part : (num -> real)`

Purpose: to extract the real part from a complex number

`real? : (any -> boolean)`

Purpose: to determine whether some value is a real number

`remainder : (int int -> int)`

Purpose: to compute the remainder of dividing the first by the second integer

---

`round : (real -> int)`

Purpose: to round a real number to an integer (rounds to even to break ties)

`sgn : (real -> (union 1 1.0 0 0.0 -1 -1.0))`

Purpose: to compute the sign of a real number

`sin : (num -> num)`

Purpose: to compute the sine of a number (radians)

`sinh : (num -> num)`

Purpose: to compute the hyperbolic sine of a number

`sqr : (num -> num)`

Purpose: to compute the square of a number

`sqrt : (num -> num)`

Purpose: to compute the square root of a number

`sub1 : (number -> number)`

Purpose: to compute a number one smaller than a given number

`tan : (num -> num)`

Purpose: to compute the tangent of a number (radians)

`zero? : (number -> boolean)`

Purpose: to determine if some value is zero or not

`boolean=? : (boolean boolean -> boolean)`

Purpose: to determine whether two booleans are equal

```
boolean? : (any -> boolean)
```

Purpose: to determine whether some value is a boolean

```
false? : (any -> boolean)
```

Purpose: to determine whether a value is false

```
not : (boolean -> boolean)
```

Purpose: to compute the negation of a boolean value

```
symbol->string : (symbol -> string)
```

Purpose: to convert a symbol to a string

```
symbol=? : (symbol symbol -> boolean)
```

Purpose: to determine whether two symbols are equal

```
symbol? : (any -> boolean)
```

Purpose: to determine whether some value is a symbol

```
append : ((listof any)
          (listof any)
          (listof any)
          ...
          ->
          (listof any))
```

Purpose: to create a single list from several, by juxtaposition of the items

---

```
assq : (X
        (listof (cons X Y))
        ->
        (union false (cons X Y)))
```

Purpose: to determine whether some item is the first item of a pair in a list of pairs

```
caaar : ((cons
          (cons (cons W (listof Z)) (listof Y))
          (listof X))
         ->
         W)
```

Purpose: to select the first item of the first list in the first list of a list

```
caadr : ((cons
          (cons (cons W (listof Z)) (listof Y))
          (listof X))
         ->
         (listof Z))
```

Purpose: to select the rest of the first list in the first list of a list

```
caar : ((cons (cons Z (listof Y)) (listof X)) -> Z)
```

Purpose: to select the first item of the first list in a list

```
cadar : ((cons (cons W (cons Z (listof Y))) (listof X))
         ->
         Z)
```

Purpose: to select the second item of the first list of a list

```
cadddr : ((listof Y) -> Y)
```

Purpose: to select the fourth item of a non-empty list

```
caddr : ((cons W (cons Z (cons Y (listof X)))) -> Y)
```

Purpose: to select the third item of a non-empty list

```
cadr : ((cons Z (cons Y (listof X))) -> Y)
```

Purpose: to select the second item of a non-empty list

```
car : ((cons Y (listof X)) -> Y)
```

Purpose: to select the first item of a non-empty list

```
cdaar : ((cons
          (cons (cons W (listof Z)) (listof Y))
          (listof X))
         ->
         (listof Z))
```

Purpose: to select the rest of the first list in the first list of a list

---

```
cdadr : ((cons W (cons (cons Z (listof Y)) (listof X)))
         ->
         (listof Y))
```

Purpose: to select the rest of the first list in the rest of a list

---

```
cdar : ((cons (cons Z (listof Y)) (listof X))
        ->
        (listof Y))
```

Purpose: to select the rest of a non-empty list in a list

```
cddar : ((cons (cons W (cons Z (listof Y))) (listof X))
         ->
         (listof Y))
```

Purpose: to select the rest of the rest of the first list of a list

---

```
cdddr : ((cons W (cons Z (cons Y (listof X))))
         ->
         (listof X))
```

Purpose: to select the rest of the rest of the rest of a list

---

```
cddr : ((cons Z (cons Y (listof X))) -> (listof X))
```

Purpose: to select the rest of the rest of a list

```
cdr : ((cons Y (listof X)) -> (listof X))
```

Purpose: to select the rest of a non-empty list

```
cons : (X (listof X) -> (listof X))
```

Purpose: to construct a list

```
cons? : (any -> boolean)
```

Purpose: to determine whether some value is a constructed list

---

```
eighth : ((listof Y) -> Y)
```

Purpose: to select the eighth item of a non-empty list

```
empty? : (any -> boolean)
```

Purpose: to determine whether some value is the empty list

```
fifth : ((listof Y) -> Y)
```

Purpose: to select the fifth item of a non-empty list

```
first : ((cons Y (listof X)) -> Y)
```

Purpose: to select the first item of a non-empty list

```
fourth : ((listof Y) -> Y)
```

Purpose: to select the fourth item of a non-empty list

```
length : (list -> number)
```

Purpose: to compute the number of items on a list

```
list : (any ... -> (listof any))
```

Purpose: to construct a list of its arguments

`list* : (any ... (listof any) -> (listof any))`

Purpose: to construct a list by adding multiple items to a list

---

`list-ref : ((listof X) natural-number -> X)`

Purpose: to extract the indexed item from the list

`member : (any list -> boolean)`

Purpose: to determine whether some value is on the list (comparing values with equal?)

`memq : (any list -> (union false list))`

Purpose: to determine whether some value is on some list (comparing values with eq?)

`memv : (any list -> (union false list))`

Purpose: to determine whether some value is on the list (comparing values with eqv?)

`null : empty`

Purpose: the empty list

`null? : (any -> boolean)`

Purpose: to determine whether some value is the empty list

`pair? : (any -> boolean)`

Purpose: to determine whether some value is a constructed list

---

`rest : ((cons Y (listof X)) -> (listof X))`

Purpose: to select the rest of a non-empty list

`reverse : (list -> list)`

Purpose: to create a reversed version of a list

`second : ((cons Z (cons Y (listof X))) -> Y)`

Purpose: to select the second item of a non-empty list

`seventh : ((listof Y) -> Y)`

Purpose: to select the seventh item of a non-empty list

`sixth : ((listof Y) -> Y)`

Purpose: to select the sixth item of a non-empty list

`third : ((cons W (cons Z (cons Y (listof X)))) -> Y)`

Purpose: to select the third item of a non-empty list

`make-posn : (number number -> posn)`

Purpose: to construct a posn

`posn-x : (posn -> number)`

Purpose: to extract the x component of a posn

`posn-y : (posn -> number)`

Purpose: to extract the y component of a posn

`posn? : (anything -> boolean)`

Purpose: to determine if its input is a posn

`char->integer : (char -> integer)`

Purpose: to lookup the number that corresponds to the given character in the ASCII table (if any)

`char-alphabetic? : (char -> boolean)`

Purpose: to determine whether a character represents an alphabetic character

---

`char-ci<=? : (char char char ... -> boolean)`

Purpose: to determine whether a character precedes another (or is equal to it) in a case-insensitive manner

---

`char-ci<? : (char char char ... -> boolean)`

Purpose: to determine whether a character precedes another in a case-insensitive manner

---

`char-ci=? : (char char char ... -> boolean)`

Purpose: to determine whether two characters are equal in a case-insensitive manner

---

`char-ci>=? : (char char char ... -> boolean)`

Purpose: to determine whether a character succeeds another (or is equal to it) in a case-insensitive manner

---

`char-ci>? : (char char char ... -> boolean)`

Purpose: to determine whether a character succeeds another in a case-insensitive manner

---

`char-downcase : (char -> char)`

Purpose: to determine the equivalent lower-case character

`char-lower-case? : (char -> boolean)`

Purpose: to determine whether a character is a lower-case character

---

`char-numeric? : (char -> boolean)`

Purpose: to determine whether a character represents a digit

`char-upcase : (char -> char)`

Purpose: to determine the equivalent upper-case character

`char-upper-case? : (char -> boolean)`

Purpose: to determine whether a character is an upper-case character

---

`char-whitespace? : (char -> boolean)`

Purpose: to determine whether a character represents space

`char<=? : (char char char ... -> boolean)`

Purpose: to determine whether a character precedes another (or is equal to it)

`char<? : (char char char ... -> boolean)`

Purpose: to determine whether a character precedes another

`char=? : (char char char ... -> boolean)`

Purpose: to determine whether two characters are equal

`char>=? : (char char char ... -> boolean)`

Purpose: to determine whether a character succeeds another (or is equal to it)

`char>? : (char char char ... -> boolean)`

Purpose: to determine whether a character succeeds another

`char? : (any -> boolean)`

Purpose: to determine whether a value is a character

`format : (string any ... -> string)`

Purpose: to format a string, possibly embedding values

`list->string : ((listof char) -> string)`

Purpose: to convert a s list of characters into a string

`make-string : (nat char -> string)`

Purpose: to produce a string of given length from a single given character

---

`string : (char ... -> string)`

Purpose: (string c1 c2 ...) builds a string

`string->list : (string -> (listof char))`

Purpose: to convert a string into a list of characters

`string->number : (string -> (union number false))`

Purpose: to convert a string into a number, produce false if impossible

---

`string->symbol : (string -> symbol)`

Purpose: to convert a string into a symbol

`string-append : (string ... -> string)`

Purpose: to juxtapose the characters of several strings

`string-ci<=? : (string string ... -> boolean)`

Purpose: to determine whether one string alphabetically precedes another (or is equal to it) in a case-insensitive manner

---

`string-ci<? : (string string ... -> boolean)`

Purpose: to determine whether one string alphabetically precedes another in a case-insensitive manner

---

`string-ci=? : (string string ... -> boolean)`

Purpose: to compare two strings character-wise in a case-insensitive manner

---

`string-ci>=?` : `(string string ... -> boolean)`

Purpose: to determine whether one string alphabetically succeeds another (or is equal to it) in a case-insensitive manner

---

`string-ci>?` : `(string string ... -> boolean)`

Purpose: to determine whether one string alphabetically succeeds another in a case-insensitive manner

---

`string-copy` : `(string -> string)`

Purpose: to copy a string

`string-length` : `(string -> nat)`

Purpose: to determine the length of a string

`string-ref` : `(string nat -> char)`

Purpose: to extract the i-the character from a string

`string<=?` : `(string string ... -> boolean)`

Purpose: to determine whether one string alphabetically precedes another (or is equal to it)

`string<?` : `(string string ... -> boolean)`

Purpose: to determine whether one string alphabetically precedes another

---

`string=?` : `(string string ... -> boolean)`

Purpose: to compare two strings character-wise

`string>=?` : `(string string ... -> boolean)`

Purpose: to determine whether one string alphabetically succeeds another (or is equal to it)

`string>?` : `(string string ... -> boolean)`

Purpose: to determine whether one string alphabetically succeeds another

---

`string?` : `(any -> boolean)`

Purpose: to determine whether a value is a string

`substring` : `(string nat nat -> string)`

Purpose: to extract the substring starting at a 0-based index up to the second 0-based index (exclusive)

`image=?` : `(image image -> boolean)`

Purpose: to determine whether two images are equal

`image?` : `(any -> boolean)`

Purpose: to determine whether a value is an image

`=~` : `(real real non-negative-real -> boolean)`

Purpose: to check whether two real numbers are within some amount (the third argument) of either other

---

`eof` : `eof`

Purpose: the end-of-file value

`eof-object?` : `(any -> boolean)`

Purpose: to determine whether some value is the end-of-file value

---

`eq?` : `(any any -> boolean)`

Purpose: to compare two values

`equal?` : `(any any -> boolean)`

Purpose: to determine whether two values are structurally equal

---

`equal~? : (any any non-negative-real -> boolean)`

Purpose: to compare like equal? on the first two arguments, except using =~ in the case of real numbers

---

`eqv? : (any any -> boolean)`

Purpose: to compare two values

`error : (symbol string -> void)`

Purpose: to signal an error

`exit : (-> void)`

Purpose: to exit the running program

`identity : (any -> any)`

Purpose: to return the argument unchanged

`struct? : (any -> boolean)`

Purpose: to determine whether some value is a structure

2 Beginning Student with List Abbreviations

```
    program = def-or-expr ...

def-or-expr = definition
            | expr
            | test-case
            | library-require

 definition = (define (id id id ...) expr)
            | (define id expr)
            | (define id (lambda (id id ...) expr))
            | (define-struct id (id ...))

       expr = (id expr expr ...) ; function call
            | (prim-op expr ...) ; primitive operation call
            | (cond [expr expr] ... [expr expr])
            | (cond [expr expr] ... [else expr])
            | (if expr expr expr)
            | (and expr expr expr ...)
            | (or expr expr expr ...)
            | empty
            | id
            | 'quoted ; quoted value
            | `quasiquoted ; quasiquote
            | number
            | true
            | false
            | string
            | character

     quoted = id
            | number
            | string
            | character
            | (quoted ...)
            | 'quoted
            | `quoted
            | ,quoted
            | ,@quoted

quasiquoted = id
            | number
            | string
            | character
```

```
                | (quasiquoted ...)
                | 'quasiquoted
                | `quasiquoted
                | ,expr
                | ,@expr

      test-case = (check-expect expr expr)
                | (check-within expr expr expr)
                | (check-error expr expr)

 library-require = (require string)
                | (require (lib string string ...))
                | (require (planet string package))

        package = (string string number number)
```

An *id* is a sequence of characters not including a space or one of the following:

`" , ' ` ( ) [ ] { } | ; #`

A *number* is a number such as `123`, `3/2`, or `5.5`.

A *string* is enclosed by a pair of `"`. Unlike symbols, strings may be split into characters and manipulated by a variety of primitive functions. For example, `"abcdef"`, `"This is a string"`, and `"This is a string with \" inside"` are all strings.

A *character* begins with `#\` and has the name of the character. For example, `#\a`, `#\b`, and `#\space` are characters.

A *prim-op* is one of:

Numbers: Integers, Rationals, Reals, Complex, Exacts, Inexacts

```
* : (num num num ... -> num)
+ : (num num num ... -> num)
- : (num num ... -> num)
/ : (num num num ... -> num)
< : (real real real ... -> boolean)
<= : (real real real ... -> boolean)
= : (num num num ... -> boolean)
> : (real real real ... -> boolean)
>= : (real real ... -> boolean)
abs : (real -> real)
acos : (num -> num)
add1 : (number -> number)
angle : (num -> real)
asin : (num -> num)
atan : (num -> num)
ceiling : (real -> int)
```

```
complex? : (any -> boolean)
conjugate : (num -> num)
cos : (num -> num)
cosh : (num -> num)
current-seconds : (-> int)
denominator : (rat -> int)
e : real
even? : (integer -> boolean)
exact->inexact : (num -> num)
exact? : (num -> boolean)
exp : (num -> num)
expt : (num num -> num)
floor : (real -> int)
gcd : (int int ... -> int)
imag-part : (num -> real)
inexact->exact : (num -> num)
inexact? : (num -> boolean)
integer->char : (int -> char)
integer? : (any -> boolean)
lcm : (int int ... -> int)
log : (num -> num)
magnitude : (num -> real)
make-polar : (real real -> num)
max : (real real ... -> real)
min : (real real ... -> real)
modulo : (int int -> int)
negative? : (number -> boolean)
number->string : (num -> string)
number? : (any -> boolean)
numerator : (rat -> int)
odd? : (integer -> boolean)
pi : real
positive? : (number -> boolean)
quotient : (int int -> int)
random : (int -> int)
rational? : (any -> boolean)
real-part : (num -> real)
real? : (any -> boolean)
remainder : (int int -> int)
round : (real -> int)
sgn : (real -> (union 1 1.0 0 0.0 -1 -1.0))
sin : (num -> num)
sinh : (num -> num)
sqr : (num -> num)
sqrt : (num -> num)
sub1 : (number -> number)
```

```
tan : (num -> num)
zero? : (number -> boolean)
```

Booleans

```
boolean=? : (boolean boolean -> boolean)
boolean? : (any -> boolean)
false? : (any -> boolean)
not : (boolean -> boolean)
```

Symbols

```
symbol->string : (symbol -> string)
symbol=? : (symbol symbol -> boolean)
symbol? : (any -> boolean)
```

Lists

```
append : ((listof any)
          (listof any)
          (listof any)
          ...
          ->
          (listof any))
assq : (X
        (listof (cons X Y))
        ->
        (union false (cons X Y)))
caaar : ((cons
          (cons (cons W (listof Z)) (listof Y))
          (listof X))
         ->
         W)
caadr : ((cons
          (cons (cons W (listof Z)) (listof Y))
          (listof X))
         ->
         (listof Z))
caar : ((cons (cons Z (listof Y)) (listof X)) -> Z)
cadar : ((cons (cons W (cons Z (listof Y))) (listof X))
         ->
         Z)
cadddr : ((listof Y) -> Y)
caddr : ((cons W (cons Z (cons Y (listof X)))) -> Y)
cadr : ((cons Z (cons Y (listof X))) -> Y)
car : ((cons Y (listof X)) -> Y)
cdaar : ((cons
          (cons (cons W (listof Z)) (listof Y))
          (listof X))
         ->
         (listof Z))
```

```
cdadr : ((cons W (cons (cons Z (listof Y)) (listof X)))
         ->
         (listof Y))
cdar : ((cons (cons Z (listof Y)) (listof X))
        ->
        (listof Y))
cddar : ((cons (cons W (cons Z (listof Y))) (listof X))
         ->
         (listof Y))
cdddr : ((cons W (cons Z (cons Y (listof X))))
         ->
         (listof X))
cddr : ((cons Z (cons Y (listof X))) -> (listof X))
cdr : ((cons Y (listof X)) -> (listof X))
cons : (X (listof X) -> (listof X))
cons? : (any -> boolean)
eighth : ((listof Y) -> Y)
empty? : (any -> boolean)
fifth : ((listof Y) -> Y)
first : ((cons Y (listof X)) -> Y)
fourth : ((listof Y) -> Y)
length : (list -> number)
list : (any ... -> (listof any))
list* : (any ... (listof any) -> (listof any))
list-ref : ((listof X) natural-number -> X)
member : (any list -> boolean)
memq : (any list -> (union false list))
memv : (any list -> (union false list))
null : empty
null? : (any -> boolean)
pair? : (any -> boolean)
rest : ((cons Y (listof X)) -> (listof X))
reverse : (list -> list)
second : ((cons Z (cons Y (listof X))) -> Y)
seventh : ((listof Y) -> Y)
sixth : ((listof Y) -> Y)
third : ((cons W (cons Z (cons Y (listof X)))) -> Y)
```

Posns

```
make-posn : (number number -> posn)
posn-x : (posn -> number)
posn-y : (posn -> number)
posn? : (anything -> boolean)
```

Characters

```
char->integer : (char -> integer)
char-alphabetic? : (char -> boolean)
char-ci<=? : (char char char ... -> boolean)
```

```
char-ci<? : (char char char ... -> boolean)
char-ci=? : (char char char ... -> boolean)
char-ci>=? : (char char char ... -> boolean)
char-ci>? : (char char char ... -> boolean)
char-downcase : (char -> char)
char-lower-case? : (char -> boolean)
char-numeric? : (char -> boolean)
char-upcase : (char -> char)
char-upper-case? : (char -> boolean)
char-whitespace? : (char -> boolean)
char<=? : (char char char ... -> boolean)
char<? : (char char char ... -> boolean)
char=? : (char char char ... -> boolean)
char>=? : (char char char ... -> boolean)
char>? : (char char char ... -> boolean)
char? : (any -> boolean)
```

Strings

```
format : (string any ... -> string)
list->string : ((listof char) -> string)
make-string : (nat char -> string)
string : (char ... -> string)
string->list : (string -> (listof char))
string->number : (string -> (union number false))
string->symbol : (string -> symbol)
string-append : (string ... -> string)
string-ci<=? : (string string ... -> boolean)
string-ci<? : (string string ... -> boolean)
string-ci=? : (string string ... -> boolean)
string-ci>=? : (string string ... -> boolean)
string-ci>? : (string string ... -> boolean)
string-copy : (string -> string)
string-length : (string -> nat)
string-ref : (string nat -> char)
string<=? : (string string ... -> boolean)
string<? : (string string ... -> boolean)
string=? : (string string ... -> boolean)
string>=? : (string string ... -> boolean)
string>? : (string string ... -> boolean)
string? : (any -> boolean)
substring : (string nat nat -> string)
```

Images

```
image=? : (image image -> boolean)
image? : (any -> boolean)
```

Misc

```
=~ : (real real non-negative-real -> boolean)
eof : eof
```

```
eof-object? : (any -> boolean)
eq? : (any any -> boolean)
equal? : (any any -> boolean)
equal~? : (any any non-negative-real -> boolean)
eqv? : (any any -> boolean)
error : (symbol string -> void)
exit : (-> void)
identity : (any -> any)
struct? : (any -> boolean)
```

2.1 Quote

```
'quoted
(quote quoted)
```

Creates symbols and abbreviates nested lists.

Normally, this form is written with a `'`, like `'(apple banana)`, but it can also be written with `quote`, like `(quote (apple banana))`.

2.2 Quasiquote

```
`quasiquoted
(quasiquote quasiquoted)
```

Creates symbols and abbreviates nested lists, but also allows escaping to expression "unquotes."

Normally, this form is written with a backquote, `` ` ``, like `` `(apple ,(+ 1 2)) ``, but it can also be written with `quasiquote`, like `(quasiquote (apple ,(+ 1 2)))`.

```
,quasiquoted
(unquote expr)
```

Under a single quasiquote, `,expr` escapes from the quote to include an evaluated expression whose result is inserted into the abbreviated list.

Under multiple quasiquotes, `,expr` is really `,quasiquoted`, decrementing the quasiquote count by one for `quasiquoted`.

Normally, an unquote is written with `,`, but it can also be written with `unquote`.

```
,@quasiquoted
(unquote-splicing expr)
```

Under a single quasiquote, `,@expr` escapes from the quote to include an evaluated expression whose result is a list to splice into the abbreviated list.

Under multiple quasiquotes, a splicing unquote is like an unquote; that is, it decrements the quasiquote count by one.

Normally, a splicing unquote is written with `,`, but it can also be written with `unquote-splicing`.

2.3 Primitive Operations

```
* : (num num num ... -> num)
```

Purpose: to compute the product of all of the input numbers

```
+ : (num num num ... -> num)
```

Purpose: to compute the sum of the input numbers

```
- : (num num ... -> num)
```

Purpose: to subtract the second (and following) number(s) from the first; negate the number if there is only one argument

---

```
/ : (num num num ... -> num)
```

Purpose: to divide the first by the second (and all following) number(s); only the first number can be zero.

```
< : (real real real ... -> boolean)
```

Purpose: to compare real numbers for less-than

```
<= : (real real real ... -> boolean)
```

Purpose: to compare real numbers for less-than or equality

`= : (num num num ... -> boolean)`

Purpose: to compare numbers for equality

`> : (real real real ... -> boolean)`

Purpose: to compare real numbers for greater-than

`>= : (real real ... -> boolean)`

Purpose: to compare real numbers for greater-than or equality

---

`abs : (real -> real)`

Purpose: to compute the absolute value of a real number

`acos : (num -> num)`

Purpose: to compute the arccosine (inverse of cos) of a number

---

`add1 : (number -> number)`

Purpose: to compute a number one larger than a given number

`angle : (num -> real)`

Purpose: to extract the angle from a complex number

`asin : (num -> num)`

Purpose: to compute the arcsine (inverse of sin) of a number

`atan : (num -> num)`

Purpose: to compute the arctan (inverse of tan) of a number

`ceiling : (real -> int)`

Purpose: to determine the closest integer above a real number

---

`complex? : (any -> boolean)`

Purpose: to determine whether some value is complex

`conjugate : (num -> num)`

Purpose: to compute the conjugate of a complex number

`cos : (num -> num)`

Purpose: to compute the cosine of a number (radians)

`cosh : (num -> num)`

Purpose: to compute the hyperbolic cosine of a number

`current-seconds : (-> int)`

Purpose: to compute the current time in seconds elapsed (since a platform-specific starting date)

`denominator : (rat -> int)`

Purpose: to compute the denominator of a rational

`e : real`

Purpose: Euler's number

`even? : (integer -> boolean)`

Purpose: to determine if some value is even or not

`exact->inexact : (num -> num)`

Purpose: to convert an exact number to an inexact one

`exact? : (num -> boolean)`

Purpose: to determine whether some number is exact

`exp : (num -> num)`

Purpose: to compute e raised to a number

`expt : (num num -> num)`

Purpose: to compute the power of the first to the second number

---

`floor : (real -> int)`

Purpose: to determine the closest integer below a real number

---

`gcd : (int int ... -> int)`

Purpose: to compute the greatest common divisior

`imag-part : (num -> real)`

Purpose: to extract the imaginary part from a complex number

`inexact->exact : (num -> num)`

Purpose: to approximate an inexact number by an exact one

`inexact? : (num -> boolean)`

Purpose: to determine whether some number is inexact

`integer->char : (int -> char)`

Purpose: to lookup the character that corresponds to the given integer in the ASCII table (if any)

`integer? : (any -> boolean)`

Purpose: to determine whether some value is an integer (exact or inexact)

`lcm : (int int ... -> int)`

Purpose: to compute the least common multiple of two integers

---

`log : (num -> num)`

Purpose: to compute the base-e logarithm of a number

`magnitude : (num -> real)`

Purpose: to determine the magnitude of a complex number

`make-polar : (real real -> num)`

Purpose: to create a complex from a magnitude and angle

`max : (real real ... -> real)`

Purpose: to determine the largest number

`min : (real real ... -> real)`

Purpose: to determine the smallest number

`modulo : (int int -> int)`

Purpose: to compute first number modulo second number

`negative? : (number -> boolean)`

Purpose: to determine if some value is strictly smaller than zero

---

`number->string : (num -> string)`

Purpose: to convert a number to a string

`number? : (any -> boolean)`

Purpose: to determine whether some value is a number

`numerator : (rat -> int)`

Purpose: to compute the numerator of a rational

`odd? : (integer -> boolean)`

Purpose: to determine if some value is odd or not

`pi : real`

Purpose: the ratio of a circle's circumference to its diameter

---

`positive? : (number -> boolean)`

Purpose: to determine if some value is strictly larger than zero

---

`quotient : (int int -> int)`

Purpose: to compute the quotient of two integers

`random : (int -> int)`

Purpose: to generate a random natural number less than some given integer

---

`rational? : (any -> boolean)`

Purpose: to determine whether some value is a rational number

---

`real-part : (num -> real)`

Purpose: to extract the real part from a complex number

`real? : (any -> boolean)`

Purpose: to determine whether some value is a real number

`remainder : (int int -> int)`

Purpose: to compute the remainder of dividing the first by the second integer

---

`round : (real -> int)`

Purpose: to round a real number to an integer (rounds to even to break ties)

`sgn : (real -> (union 1 1.0 0 0.0 -1 -1.0))`

Purpose: to compute the sign of a real number

`sin : (num -> num)`

Purpose: to compute the sine of a number (radians)

`sinh : (num -> num)`

Purpose: to compute the hyperbolic sine of a number

`sqr : (num -> num)`

Purpose: to compute the square of a number

`sqrt : (num -> num)`

Purpose: to compute the square root of a number

`sub1 : (number -> number)`

Purpose: to compute a number one smaller than a given number

`tan : (num -> num)`

Purpose: to compute the tangent of a number (radians)

`zero? : (number -> boolean)`

Purpose: to determine if some value is zero or not

```
boolean=? : (boolean boolean -> boolean)
```

Purpose: to determine whether two booleans are equal

```
boolean? : (any -> boolean)
```

Purpose: to determine whether some value is a boolean

```
false? : (any -> boolean)
```

Purpose: to determine whether a value is false

```
not : (boolean -> boolean)
```

Purpose: to compute the negation of a boolean value

```
symbol->string : (symbol -> string)
```

Purpose: to convert a symbol to a string

```
symbol=? : (symbol symbol -> boolean)
```

Purpose: to determine whether two symbols are equal

```
symbol? : (any -> boolean)
```

Purpose: to determine whether some value is a symbol

```
append : ((listof any)
          (listof any)
          (listof any)
          ...
          ->
          (listof any))
```

Purpose: to create a single list from several, by juxtaposition of the items

---

```
assq : (X
        (listof (cons X Y))
        ->
        (union false (cons X Y)))
```

Purpose: to determine whether some item is the first item of a pair in a list of pairs

---

```
caaar : ((cons
          (cons (cons W (listof Z)) (listof Y))
          (listof X))
         ->
         W)
```

Purpose: to select the first item of the first list in the first list of a list

---

```
caadr : ((cons
          (cons (cons W (listof Z)) (listof Y))
          (listof X))
         ->
         (listof Z))
```

Purpose: to select the rest of the first list in the first list of a list

---

```
caar : ((cons (cons Z (listof Y)) (listof X)) -> Z)
```

Purpose: to select the first item of the first list in a list

---

```
cadar : ((cons (cons W (cons Z (listof Y))) (listof X))
         ->
         Z)
```

Purpose: to select the second item of the first list of a list

---

```
cadddr : ((listof Y) -> Y)
```

Purpose: to select the fourth item of a non-empty list

```
caddr : ((cons W (cons Z (cons Y (listof X)))) -> Y)
```

Purpose: to select the third item of a non-empty list

```
cadr : ((cons Z (cons Y (listof X))) -> Y)
```

Purpose: to select the second item of a non-empty list

```
car : ((cons Y (listof X)) -> Y)
```

Purpose: to select the first item of a non-empty list

```
cdaar : ((cons
          (cons (cons W (listof Z)) (listof Y))
          (listof X))
         ->
         (listof Z))
```

Purpose: to select the rest of the first list in the first list of a list

```
cdadr : ((cons W (cons (cons Z (listof Y)) (listof X)))
         ->
         (listof Y))
```

Purpose: to select the rest of the first list in the rest of a list

```
cdar : ((cons (cons Z (listof Y)) (listof X))
        ->
        (listof Y))
```

Purpose: to select the rest of a non-empty list in a list

```
cddar : ((cons (cons W (cons Z (listof Y))) (listof X))
         ->
         (listof Y))
```

Purpose: to select the rest of the rest of the first list of a list

```
cdddr : ((cons W (cons Z (cons Y (listof X))))
         ->
         (listof X))
```

Purpose: to select the rest of the rest of the rest of a list

---

`cddr : ((cons Z (cons Y (listof X))) -> (listof X))`

Purpose: to select the rest of the rest of a list

`cdr : ((cons Y (listof X)) -> (listof X))`

Purpose: to select the rest of a non-empty list

`cons : (X (listof X) -> (listof X))`

Purpose: to construct a list

`cons? : (any -> boolean)`

Purpose: to determine whether some value is a constructed list

---

`eighth : ((listof Y) -> Y)`

Purpose: to select the eighth item of a non-empty list

`empty? : (any -> boolean)`

Purpose: to determine whether some value is the empty list

`fifth : ((listof Y) -> Y)`

Purpose: to select the fifth item of a non-empty list

`first : ((cons Y (listof X)) -> Y)`

Purpose: to select the first item of a non-empty list

`fourth : ((listof Y) -> Y)`

Purpose: to select the fourth item of a non-empty list

`length : (list -> number)`

Purpose: to compute the number of items on a list

```
list : (any ... -> (listof any))
```

Purpose: to construct a list of its arguments

```
list* : (any ... (listof any) -> (listof any))
```

Purpose: to construct a list by adding multiple items to a list

---

```
list-ref : ((listof X) natural-number -> X)
```

Purpose: to extract the indexed item from the list

```
member : (any list -> boolean)
```

Purpose: to determine whether some value is on the list (comparing values with equal?)

```
memq : (any list -> (union false list))
```

Purpose: to determine whether some value is on some list (comparing values with eq?)

```
memv : (any list -> (union false list))
```

Purpose: to determine whether some value is on the list (comparing values with eqv?)

```
null : empty
```

Purpose: the empty list

```
null? : (any -> boolean)
```

Purpose: to determine whether some value is the empty list

```
pair? : (any -> boolean)
```

Purpose: to determine whether some value is a constructed list

---

`rest : ((cons Y (listof X)) -> (listof X))`

Purpose: to select the rest of a non-empty list

`reverse : (list -> list)`

Purpose: to create a reversed version of a list

`second : ((cons Z (cons Y (listof X))) -> Y)`

Purpose: to select the second item of a non-empty list

`seventh : ((listof Y) -> Y)`

Purpose: to select the seventh item of a non-empty list

`sixth : ((listof Y) -> Y)`

Purpose: to select the sixth item of a non-empty list

`third : ((cons W (cons Z (cons Y (listof X)))) -> Y)`

Purpose: to select the third item of a non-empty list

`make-posn : (number number -> posn)`

Purpose: to construct a posn

`posn-x : (posn -> number)`

Purpose: to extract the x component of a posn

`posn-y : (posn -> number)`

Purpose: to extract the y component of a posn

`posn? : (anything -> boolean)`

Purpose: to determine if its input is a posn

`char->integer` : `(char -> integer)`

Purpose: to lookup the number that corresponds to the given character in the ASCII table (if any)

`char-alphabetic?` : `(char -> boolean)`

Purpose: to determine whether a character represents an alphabetic character

---

`char-ci<=?` : `(char char char ... -> boolean)`

Purpose: to determine whether a character precedes another (or is equal to it) in a case-insensitive manner

---

`char-ci<?` : `(char char char ... -> boolean)`

Purpose: to determine whether a character precedes another in a case-insensitive manner

---

`char-ci=?` : `(char char char ... -> boolean)`

Purpose: to determine whether two characters are equal in a case-insensitive manner

---

`char-ci>=?` : `(char char char ... -> boolean)`

Purpose: to determine whether a character succeeds another (or is equal to it) in a case-insensitive manner

---

`char-ci>?` : `(char char char ... -> boolean)`

Purpose: to determine whether a character succeeds another in a case-insensitive manner

---

`char-downcase` : `(char -> char)`

Purpose: to determine the equivalent lower-case character

`char-lower-case?` : `(char -> boolean)`

Purpose: to determine whether a character is a lower-case character

---

`char-numeric? : (char -> boolean)`

Purpose: to determine whether a character represents a digit

`char-upcase : (char -> char)`

Purpose: to determine the equivalent upper-case character

`char-upper-case? : (char -> boolean)`

Purpose: to determine whether a character is an upper-case character

---

`char-whitespace? : (char -> boolean)`

Purpose: to determine whether a character represents space

`char<=? : (char char char ... -> boolean)`

Purpose: to determine whether a character precedes another (or is equal to it)

`char<? : (char char char ... -> boolean)`

Purpose: to determine whether a character precedes another

`char=? : (char char char ... -> boolean)`

Purpose: to determine whether two characters are equal

`char>=? : (char char char ... -> boolean)`

Purpose: to determine whether a character succeeds another (or is equal to it)

`char>? : (char char char ... -> boolean)`

Purpose: to determine whether a character succeeds another

`char? : (any -> boolean)`

Purpose: to determine whether a value is a character

`format : (string any ... -> string)`

Purpose: to format a string, possibly embedding values

`list->string : ((listof char) -> string)`

Purpose: to convert a s list of characters into a string

`make-string : (nat char -> string)`

Purpose: to produce a string of given length from a single given character

---

`string : (char ... -> string)`

Purpose: (string c1 c2 ...) builds a string

`string->list : (string -> (listof char))`

Purpose: to convert a string into a list of characters

`string->number : (string -> (union number false))`

Purpose: to convert a string into a number, produce false if impossible

---

`string->symbol : (string -> symbol)`

Purpose: to convert a string into a symbol

`string-append : (string ... -> string)`

Purpose: to juxtapose the characters of several strings

`string-ci<=? : (string string ... -> boolean)`

Purpose: to determine whether one string alphabetically precedes another (or is equal to it) in a case-insensitive manner

---

`string-ci<?` : `(string string ... -> boolean)`

Purpose: to determine whether one string alphabetically precedes another in a case-insensitive manner

---

`string-ci=?` : `(string string ... -> boolean)`

Purpose: to compare two strings character-wise in a case-insensitive manner

---

`string-ci>=?` : `(string string ... -> boolean)`

Purpose: to determine whether one string alphabetically succeeds another (or is equal to it) in a case-insensitive manner

---

`string-ci>?` : `(string string ... -> boolean)`

Purpose: to determine whether one string alphabetically succeeds another in a case-insensitive manner

---

`string-copy` : `(string -> string)`

Purpose: to copy a string

`string-length` : `(string -> nat)`

Purpose: to determine the length of a string

`string-ref` : `(string nat -> char)`

Purpose: to extract the i-the character from a string

`string<=?` : `(string string ... -> boolean)`

Purpose: to determine whether one string alphabetically precedes another (or is equal to it)

`string<?` : `(string string ... -> boolean)`

Purpose: to determine whether one string alphabetically precedes another

---

`string=?` : `(string string ... -> boolean)`

Purpose: to compare two strings character-wise

`string>=?` : `(string string ... -> boolean)`

Purpose: to determine whether one string alphabetically succeeds another (or is equal to it)

`string>?` : `(string string ... -> boolean)`

Purpose: to determine whether one string alphabetically succeeds another

---

`string?` : `(any -> boolean)`

Purpose: to determine whether a value is a string

`substring` : `(string nat nat -> string)`

Purpose: to extract the substring starting at a 0-based index up to the second 0-based index (exclusive)

`image=?` : `(image image -> boolean)`

Purpose: to determine whether two images are equal

`image?` : `(any -> boolean)`

Purpose: to determine whether a value is an image

`=~` : `(real real non-negative-real -> boolean)`

Purpose: to check whether two real numbers are within some amount (the third argument) of either other

---

`eof` : `eof`

Purpose: the end-of-file value

`eof-object? : (any -> boolean)`

Purpose: to determine whether some value is the end-of-file value

---

`eq? : (any any -> boolean)`

Purpose: to compare two values

`equal? : (any any -> boolean)`

Purpose: to determine whether two values are structurally equal

---

`equal~? : (any any non-negative-real -> boolean)`

Purpose: to compare like equal? on the first two arguments, except using =~ in the case of real numbers

---

`eqv? : (any any -> boolean)`

Purpose: to compare two values

`error : (symbol string -> void)`

Purpose: to signal an error

`exit : (-> void)`

Purpose: to exit the running program

`identity : (any -> any)`

Purpose: to return the argument unchanged

`struct? : (any -> boolean)`

Purpose: to determine whether some value is a structure

2.4 Unchanged Forms

```
(define (id id id ...) expr)
(define id expr)
(define id (lambda (id id ...) expr))
lambda
```

The same as Beginning's `define`.

```
(define-struct structid (fieldid ...))
```

The same as Beginning's `define-struct`.

```
(cond [expr expr] ... [expr expr])
else
```

The same as Beginning's `cond`.

```
(if expr expr expr)
```

The same as Beginning's `if`.

```
(and expr expr expr ...)
(or expr expr expr ...)
```

The same as Beginning's `and` and `or`.

```
(check-expect expr expr)
(check-within expr expr expr)
(check-error expr expr)
```

The same as Beginning's `check-expect`, etc.

```
empty : empty?
true : boolean?
false : boolean?
```

Constants for the empty list, true, and false.

```
(require string)
```

The same as Beginning's `require`.

3 Intermediate Student

```
     program = def-or-expr ...

 def-or-expr = definition
             | expr
             | test-case
             | library-require

  definition = (define (id id id ...) expr)
             | (define id expr)
             | (define id (lambda (id id ...) expr))
             | (define-struct id (id ...))

        expr = (local [definition ...] expr)
             | (letrec ([id expr-for-let] ...) expr)
             | (let ([id expr-for-let] ...) expr)
             | (let* ([id expr-for-let] ...) expr)
             | (id expr expr ...) ; function call
             | (prim-op expr ...) ; primitive operation call
             | (cond [expr expr] ... [expr expr])
             | (cond [expr expr] ... [else expr])
             | (if expr expr expr)
             | (and expr expr expr ...)
             | (or expr expr expr ...)
             | (time expr)
             | empty
             | id ; identifier
             | prim-op ; primitive operation
             | 'id
             | 'quoted ; quoted value
             | `quasiquoted ; quasiquote
             | number
             | true
             | false
             | string
             | character

expr-for-let = (lambda (id id ...) expr)
             | expr

      quoted = id
             | number
             | string
             | character
```

```
                | (quoted ...)
                | 'quoted
                | `quoted
                | ,quoted
                | ,@quoted

     quasiquoted = id
                 | number
                 | string
                 | character
                 | (quasiquoted ...)
                 | 'quasiquoted
                 | `quasiquoted
                 | ,expr
                 | ,@expr

       test-case = (check-expect expr expr)
                 | (check-within expr expr expr)
                 | (check-error expr expr)

 library-require = (require string)
                 | (require (lib string string ...))
                 | (require (planet string package))

         package = (string string number number)
```

An *id* is a sequence of characters not including a space or one of the following:

`" , ' ` ( ) [ ] { } | ; #`

A *number* is a number such as `123`, `3/2`, or `5.5`.

A *string* is enclosed by a pair of `"`. Unlike symbols, strings may be split into characters and manipulated by a variety of primitive functions. For example, `"abcdef"`, `"This is a string"`, and `"This is a string with \" inside"` are all strings.

A *character* begins with `#\` and has the name of the character. For example, `#\a`, `#\b`, and `#\space` are characters.

A *prim-op* is one of:

Numbers: Integers, Rationals, Reals, Complex, Exacts, Inexacts

```
* : (num num num ... -> num)
+ : (num num num ... -> num)
- : (num num ... -> num)
/ : (num num num ... -> num)
< : (real real real ... -> boolean)
<= : (real real real ... -> boolean)
```

```
= : (num num num ... -> boolean)
> : (real real real ... -> boolean)
>= : (real real ... -> boolean)
abs : (real -> real)
acos : (num -> num)
add1 : (number -> number)
angle : (num -> real)
asin : (num -> num)
atan : (num -> num)
ceiling : (real -> int)
complex? : (any -> boolean)
conjugate : (num -> num)
cos : (num -> num)
cosh : (num -> num)
current-seconds : (-> int)
denominator : (rat -> int)
e : real
even? : (integer -> boolean)
exact->inexact : (num -> num)
exact? : (num -> boolean)
exp : (num -> num)
expt : (num num -> num)
floor : (real -> int)
gcd : (int int ... -> int)
imag-part : (num -> real)
inexact->exact : (num -> num)
inexact? : (num -> boolean)
integer->char : (int -> char)
integer? : (any -> boolean)
lcm : (int int ... -> int)
log : (num -> num)
magnitude : (num -> real)
make-polar : (real real -> num)
max : (real real ... -> real)
min : (real real ... -> real)
modulo : (int int -> int)
negative? : (number -> boolean)
number->string : (num -> string)
number? : (any -> boolean)
numerator : (rat -> int)
odd? : (integer -> boolean)
pi : real
positive? : (number -> boolean)
quotient : (int int -> int)
random : (int -> int)
rational? : (any -> boolean)
```

```
real-part : (num -> real)
real? : (any -> boolean)
remainder : (int int -> int)
round : (real -> int)
sgn : (real -> (union 1 1.0 0 0.0 -1 -1.0))
sin : (num -> num)
sinh : (num -> num)
sqr : (num -> num)
sqrt : (num -> num)
sub1 : (number -> number)
tan : (num -> num)
zero? : (number -> boolean)
```

Booleans

```
boolean=? : (boolean boolean -> boolean)
boolean? : (any -> boolean)
false? : (any -> boolean)
not : (boolean -> boolean)
```

Symbols

```
symbol->string : (symbol -> string)
symbol=? : (symbol symbol -> boolean)
symbol? : (any -> boolean)
```

Lists

```
append : ((listof any)
          (listof any)
          (listof any)
          ...
          ->
          (listof any))
assq : (X
        (listof (cons X Y))
        ->
        (union false (cons X Y)))
caaar : ((cons
          (cons (cons W (listof Z)) (listof Y))
          (listof X))
         ->
         W)
caadr : ((cons
          (cons (cons W (listof Z)) (listof Y))
          (listof X))
         ->
         (listof Z))
caar : ((cons (cons Z (listof Y)) (listof X)) -> Z)
cadar : ((cons (cons W (cons Z (listof Y))) (listof X))
         ->
         Z)
```

```
cadddr : ((listof Y) -> Y)
caddr : ((cons W (cons Z (cons Y (listof X)))) -> Y)
cadr : ((cons Z (cons Y (listof X))) -> Y)
car : ((cons Y (listof X)) -> Y)
cdaar : ((cons
          (cons (cons W (listof Z)) (listof Y))
          (listof X))
         ->
         (listof Z))
cdadr : ((cons W (cons (cons Z (listof Y)) (listof X)))
         ->
         (listof Y))
cdar : ((cons (cons Z (listof Y)) (listof X))
        ->
        (listof Y))
cddar : ((cons (cons W (cons Z (listof Y))) (listof X))
         ->
         (listof Y))
cdddr : ((cons W (cons Z (cons Y (listof X))))
         ->
         (listof X))
cddr : ((cons Z (cons Y (listof X))) -> (listof X))
cdr : ((cons Y (listof X)) -> (listof X))
cons : (X (listof X) -> (listof X))
cons? : (any -> boolean)
eighth : ((listof Y) -> Y)
empty? : (any -> boolean)
fifth : ((listof Y) -> Y)
first : ((cons Y (listof X)) -> Y)
fourth : ((listof Y) -> Y)
length : (list -> number)
list : (any ... -> (listof any))
list* : (any ... (listof any) -> (listof any))
list-ref : ((listof X) natural-number -> X)
member : (any list -> boolean)
memq : (any list -> (union false list))
memv : (any list -> (union false list))
null : empty
null? : (any -> boolean)
pair? : (any -> boolean)
rest : ((cons Y (listof X)) -> (listof X))
reverse : (list -> list)
second : ((cons Z (cons Y (listof X))) -> Y)
seventh : ((listof Y) -> Y)
sixth : ((listof Y) -> Y)
third : ((cons W (cons Z (cons Y (listof X)))) -> Y)
```

Posns

```
make-posn : (number number -> posn)
posn-x : (posn -> number)
posn-y : (posn -> number)
posn? : (anything -> boolean)
```

Characters

```
char->integer : (char -> integer)
char-alphabetic? : (char -> boolean)
char-ci<=? : (char char char ... -> boolean)
char-ci<? : (char char char ... -> boolean)
char-ci=? : (char char char ... -> boolean)
char-ci>=? : (char char char ... -> boolean)
char-ci>? : (char char char ... -> boolean)
char-downcase : (char -> char)
char-lower-case? : (char -> boolean)
char-numeric? : (char -> boolean)
char-upcase : (char -> char)
char-upper-case? : (char -> boolean)
char-whitespace? : (char -> boolean)
char<=? : (char char char ... -> boolean)
char<? : (char char char ... -> boolean)
char=? : (char char char ... -> boolean)
char>=? : (char char char ... -> boolean)
char>? : (char char char ... -> boolean)
char? : (any -> boolean)
```

Strings

```
format : (string any ... -> string)
list->string : ((listof char) -> string)
make-string : (nat char -> string)
string : (char ... -> string)
string->list : (string -> (listof char))
string->number : (string -> (union number false))
string->symbol : (string -> symbol)
string-append : (string ... -> string)
string-ci<=? : (string string ... -> boolean)
string-ci<? : (string string ... -> boolean)
string-ci=? : (string string ... -> boolean)
string-ci>=? : (string string ... -> boolean)
string-ci>? : (string string ... -> boolean)
string-copy : (string -> string)
string-length : (string -> nat)
string-ref : (string nat -> char)
string<=? : (string string ... -> boolean)
string<? : (string string ... -> boolean)
string=? : (string string ... -> boolean)
string>=? : (string string ... -> boolean)
```

```
string>? : (string string ... -> boolean)
string? : (any -> boolean)
substring : (string nat nat -> string)
```

Images

```
image=? : (image image -> boolean)
image? : (any -> boolean)
```

Misc

```
=~ : (real real non-negative-real -> boolean)
eof : eof
eof-object? : (any -> boolean)
eq? : (any any -> boolean)
equal? : (any any -> boolean)
equal~? : (any any non-negative-real -> boolean)
eqv? : (any any -> boolean)
error : (symbol string -> void)
exit : (-> void)
identity : (any -> any)
struct? : (any -> boolean)
```

Higher-Order Functions

```
andmap : ((X -> boolean) (listof X) -> boolean)
apply : ((X-1 ... X-N -> Y)
         X-1
         ...
         X-i
         (list X-i+1 ... X-N)
         ->
         Y)
build-list : (nat (nat -> X) -> (listof X))
build-string : (nat (nat -> char) -> string)
compose : ((Y-1 -> Z)
           ...
           (Y-N -> Y-N-1)
           (X-1 ... X-N -> Y-N)
           ->
           (X-1 ... X-N -> Z))
filter : ((X -> boolean) (listof X) -> (listof X))
foldl : ((X Y -> Y) Y (listof X) -> Y)
foldr : ((X Y -> Y) Y (listof X) -> Y)
for-each : ((any ... -> any) (listof any) ... -> void)
map : ((X ... -> Z) (listof X) ... -> (listof Z))
memf : ((X -> boolean)
        (listof X)
        ->
        (union false (listof X)))
ormap : ((X -> boolean) (listof X) -> boolean)
procedure? : (any -> boolean)
```

```
quicksort : ((listof X) (X X -> boolean) -> (listof X))
sort : ((listof X) (X X -> boolean) -> (listof X))
```

3.1 define

```
(define (id id id ...) expr)
(define id expr)
(define id (lambda (id id ...) expr))
```

Besides working in `local`, definition forms are the same as Beginning's `define`.

`lambda`

As in Beginning, `lambda` keyword can only be used with `define` in the alternative function-definition syntax.

3.2 define-struct

```
(define-struct structid (fieldid ...))
```

Besides working in `local`, this form is the same as Beginning's `define-struct`.

3.3 local

```
(local [definition ...] expr)
```

Groups related definitions for use in *expr*. Each *definition* is evaluated in order, and finally the body *expr* is evaluated. Only the expressions within the `local` form (including the right-hand-sides of the *definition*s and the *expr*) may refer to the names defined by the *definition*s. If a name defined in the `local` form is the same as a top-level binding, the inner one "shadows" the outer one. That is, inside the `local` form, any references to that name refer to the inner one.

Since `local` is an expression and may occur anywhere an expression may occur, it introduces the notion of lexical scope. Expressions within the local may "escape" the scope of the local, but these expressions may still refer to the bindings established by the local.

3.4 `letrec`, `let`, and `let*`

```
(letrec ([id expr-for-let] ...) expr)
```

Similar to `local`, but essentially omitting the `define` for each definition.

A *`expr-for-let`* can be either an expression for a constant definition or a `lambda` form for a function definition.

```
(let ([id expr-for-let] ...) expr)
```

Like `letrec`, but the defined *`id`*s can be used only in the last *`expr`*, not the *`expr-for-let`*s next to the *`id`*s.

```
(let* ([id expr-for-let] ...) expr)
```

Like `let`, but each *`id`* can be used in any subsequent *`expr-for-let`*, in addition to *`expr`*.

3.5 Function Calls

```
(id expr expr ...)
```

A function call in Intermediate is the same as a Beginning function call, except that it can also call `local`ly defined functions or functions passed as arguments. That is, `id` can be a function defined in `local` or an argument name while in a function.

```
(#%app id expr expr ...)
```

A function call can be written with `#%app`, though it's practically never written that way.

3.6 `time`

```
(time expr)
```

This form is used to measure the time taken to evaluate *`expr`*. After evaluating *`expr`*, Scheme prints out the time taken by the evaluation (including real time, time taken by the cpu, and the time spent collecting free memory) and returns the result of the expression.

3.7 Identifiers

`id`

An `id` refers to a defined constant (possibly local), defined function (possibly local), or argument within a function body. If no definition or argument matches the `id` name, an error is reported.

3.8 Primitive Operations

`prim-op`

The name of a primitive operation can be used as an expression. If it is passed to a function, then it can be used in a function call within the function's body.

`* : (num num num ... -> num)`

Purpose: to compute the product of all of the input numbers

`+ : (num num num ... -> num)`

Purpose: to compute the sum of the input numbers

`- : (num num ... -> num)`

Purpose: to subtract the second (and following) number(s) from the first; negate the number if there is only one argument

---

`/ : (num num num ... -> num)`

Purpose: to divide the first by the second (and all following) number(s); only the first number can be zero.

`< : (real real real ... -> boolean)`

Purpose: to compare real numbers for less-than

`<= : (real real real ... -> boolean)`

Purpose: to compare real numbers for less-than or equality

`= : (num num num ... -> boolean)`

Purpose: to compare numbers for equality

`> : (real real real ... -> boolean)`

Purpose: to compare real numbers for greater-than

`>= : (real real ... -> boolean)`

Purpose: to compare real numbers for greater-than or equality

---

`abs : (real -> real)`

Purpose: to compute the absolute value of a real number

`acos : (num -> num)`

Purpose: to compute the arccosine (inverse of cos) of a number

---

`add1 : (number -> number)`

Purpose: to compute a number one larger than a given number

`angle : (num -> real)`

Purpose: to extract the angle from a complex number

`asin : (num -> num)`

Purpose: to compute the arcsine (inverse of sin) of a number

`atan : (num -> num)`

Purpose: to compute the arctan (inverse of tan) of a number

`ceiling : (real -> int)`

Purpose: to determine the closest integer above a real number

---

`complex? : (any -> boolean)`

Purpose: to determine whether some value is complex

`conjugate : (num -> num)`

Purpose: to compute the conjugate of a complex number

`cos : (num -> num)`

Purpose: to compute the cosine of a number (radians)

`cosh : (num -> num)`

Purpose: to compute the hyperbolic cosine of a number

`current-seconds : (-> int)`

Purpose: to compute the current time in seconds elapsed (since a platform-specific starting date)

`denominator : (rat -> int)`

Purpose: to compute the denominator of a rational

`e : real`

Purpose: Euler's number

`even? : (integer -> boolean)`

Purpose: to determine if some value is even or not

`exact->inexact : (num -> num)`

Purpose: to convert an exact number to an inexact one

`exact? : (num -> boolean)`

Purpose: to determine whether some number is exact

`exp : (num -> num)`

Purpose: to compute e raised to a number

`expt : (num num -> num)`

Purpose: to compute the power of the first to the second number

---

`floor : (real -> int)`

Purpose: to determine the closest integer below a real number

---

`gcd : (int int ... -> int)`

Purpose: to compute the greatest common divisior

`imag-part : (num -> real)`

Purpose: to extract the imaginary part from a complex number

`inexact->exact : (num -> num)`

Purpose: to approximate an inexact number by an exact one

`inexact? : (num -> boolean)`

Purpose: to determine whether some number is inexact

`integer->char : (int -> char)`

Purpose: to lookup the character that corresponds to the given integer in the ASCII table (if any)

`integer? : (any -> boolean)`

Purpose: to determine whether some value is an integer (exact or inexact)

`lcm : (int int ... -> int)`

Purpose: to compute the least common multiple of two integers

---

`log : (num -> num)`

Purpose: to compute the base-e logarithm of a number

`magnitude : (num -> real)`

Purpose: to determine the magnitude of a complex number

`make-polar : (real real -> num)`

Purpose: to create a complex from a magnitude and angle

`max : (real real ... -> real)`

Purpose: to determine the largest number

`min : (real real ... -> real)`

Purpose: to determine the smallest number

`modulo : (int int -> int)`

Purpose: to compute first number modulo second number

`negative? : (number -> boolean)`

Purpose: to determine if some value is strictly smaller than zero

---

`number->string : (num -> string)`

Purpose: to convert a number to a string

`number? : (any -> boolean)`

Purpose: to determine whether some value is a number

`numerator : (rat -> int)`

Purpose: to compute the numerator of a rational

`odd? : (integer -> boolean)`

Purpose: to determine if some value is odd or not

`pi : real`

Purpose: the ratio of a circle's circumference to its diameter

---

`positive? : (number -> boolean)`

Purpose: to determine if some value is strictly larger than zero

---

`quotient : (int int -> int)`

Purpose: to compute the quotient of two integers

`random : (int -> int)`

Purpose: to generate a random natural number less than some given integer

---

`rational? : (any -> boolean)`

Purpose: to determine whether some value is a rational number

---

`real-part : (num -> real)`

Purpose: to extract the real part from a complex number

`real? : (any -> boolean)`

Purpose: to determine whether some value is a real number

`remainder : (int int -> int)`

Purpose: to compute the remainder of dividing the first by the second integer

---

`round : (real -> int)`

Purpose: to round a real number to an integer (rounds to even to break ties)

`sgn : (real -> (union 1 1.0 0 0.0 -1 -1.0))`

Purpose: to compute the sign of a real number

`sin : (num -> num)`

Purpose: to compute the sine of a number (radians)

`sinh : (num -> num)`

Purpose: to compute the hyperbolic sine of a number

`sqr : (num -> num)`

Purpose: to compute the square of a number

`sqrt : (num -> num)`

Purpose: to compute the square root of a number

`sub1 : (number -> number)`

Purpose: to compute a number one smaller than a given number

`tan : (num -> num)`

Purpose: to compute the tangent of a number (radians)

```
zero? : (number -> boolean)
```

Purpose: to determine if some value is zero or not

```
boolean=? : (boolean boolean -> boolean)
```

Purpose: to determine whether two booleans are equal

```
boolean? : (any -> boolean)
```

Purpose: to determine whether some value is a boolean

```
false? : (any -> boolean)
```

Purpose: to determine whether a value is false

```
not : (boolean -> boolean)
```

Purpose: to compute the negation of a boolean value

```
symbol->string : (symbol -> string)
```

Purpose: to convert a symbol to a string

```
symbol=? : (symbol symbol -> boolean)
```

Purpose: to determine whether two symbols are equal

```
symbol? : (any -> boolean)
```

Purpose: to determine whether some value is a symbol

```
append : ((listof any)
          (listof any)
          (listof any)
          ...
          ->
          (listof any))
```

Purpose: to create a single list from several, by juxtaposition of the items

---

```
assq : (X
        (listof (cons X Y))
        ->
        (union false (cons X Y)))
```

Purpose: to determine whether some item is the first item of a pair in a list of pairs

---

```
caaar : ((cons
          (cons (cons W (listof Z)) (listof Y))
          (listof X))
         ->
         W)
```

Purpose: to select the first item of the first list in the first list of a list

---

```
caadr : ((cons
          (cons (cons W (listof Z)) (listof Y))
          (listof X))
         ->
         (listof Z))
```

Purpose: to select the rest of the first list in the first list of a list

---

```
caar : ((cons (cons Z (listof Y)) (listof X)) -> Z)
```

Purpose: to select the first item of the first list in a list

---

```
cadar : ((cons (cons W (cons Z (listof Y))) (listof X))
         ->
         Z)
```

Purpose: to select the second item of the first list of a list

---

```
cadddr : ((listof Y) -> Y)
```

Purpose: to select the fourth item of a non-empty list

```
caddr : ((cons W (cons Z (cons Y (listof X)))) -> Y)
```

Purpose: to select the third item of a non-empty list

```
cadr : ((cons Z (cons Y (listof X))) -> Y)
```

Purpose: to select the second item of a non-empty list

```
car : ((cons Y (listof X)) -> Y)
```

Purpose: to select the first item of a non-empty list

```
cdaar : ((cons
          (cons (cons W (listof Z)) (listof Y))
          (listof X))
         ->
         (listof Z))
```

Purpose: to select the rest of the first list in the first list of a list

---

```
cdadr : ((cons W (cons (cons Z (listof Y)) (listof X)))
         ->
         (listof Y))
```

Purpose: to select the rest of the first list in the rest of a list

---

```
cdar : ((cons (cons Z (listof Y)) (listof X))
        ->
        (listof Y))
```

Purpose: to select the rest of a non-empty list in a list

```
cddar : ((cons (cons W (cons Z (listof Y))) (listof X))
         ->
         (listof Y))
```

Purpose: to select the rest of the rest of the first list of a list

---

```
cdddr : ((cons W (cons Z (cons Y (listof X))))
         ->
         (listof X))
```

Purpose: to select the rest of the rest of the rest of a list

---

```
cddr : ((cons Z (cons Y (listof X))) -> (listof X))
```

Purpose: to select the rest of the rest of a list

```
cdr : ((cons Y (listof X)) -> (listof X))
```

Purpose: to select the rest of a non-empty list

```
cons : (X (listof X) -> (listof X))
```

Purpose: to construct a list

```
cons? : (any -> boolean)
```

Purpose: to determine whether some value is a constructed list

---

```
eighth : ((listof Y) -> Y)
```

Purpose: to select the eighth item of a non-empty list

```
empty? : (any -> boolean)
```

Purpose: to determine whether some value is the empty list

```
fifth : ((listof Y) -> Y)
```

Purpose: to select the fifth item of a non-empty list

```
first : ((cons Y (listof X)) -> Y)
```

Purpose: to select the first item of a non-empty list

```
fourth : ((listof Y) -> Y)
```

Purpose: to select the fourth item of a non-empty list

`length : (list -> number)`

Purpose: to compute the number of items on a list

`list : (any ... -> (listof any))`

Purpose: to construct a list of its arguments

`list* : (any ... (listof any) -> (listof any))`

Purpose: to construct a list by adding multiple items to a list

---

`list-ref : ((listof X) natural-number -> X)`

Purpose: to extract the indexed item from the list

`member : (any list -> boolean)`

Purpose: to determine whether some value is on the list (comparing values with equal?)

`memq : (any list -> (union false list))`

Purpose: to determine whether some value is on some list (comparing values with eq?)

`memv : (any list -> (union false list))`

Purpose: to determine whether some value is on the list (comparing values with eqv?)

`null : empty`

Purpose: the empty list

`null? : (any -> boolean)`

Purpose: to determine whether some value is the empty list

`pair? : (any -> boolean)`

Purpose: to determine whether some value is a constructed list

---

`rest : ((cons Y (listof X)) -> (listof X))`

Purpose: to select the rest of a non-empty list

`reverse : (list -> list)`

Purpose: to create a reversed version of a list

`second : ((cons Z (cons Y (listof X))) -> Y)`

Purpose: to select the second item of a non-empty list

`seventh : ((listof Y) -> Y)`

Purpose: to select the seventh item of a non-empty list

`sixth : ((listof Y) -> Y)`

Purpose: to select the sixth item of a non-empty list

`third : ((cons W (cons Z (cons Y (listof X)))) -> Y)`

Purpose: to select the third item of a non-empty list

`make-posn : (number number -> posn)`

Purpose: to construct a posn

`posn-x : (posn -> number)`

Purpose: to extract the x component of a posn

`posn-y : (posn -> number)`

Purpose: to extract the y component of a posn

`posn? : (anything -> boolean)`

Purpose: to determine if its input is a posn

`char->integer : (char -> integer)`

Purpose: to lookup the number that corresponds to the given character in the ASCII table (if any)

`char-alphabetic? : (char -> boolean)`

Purpose: to determine whether a character represents an alphabetic character

---

`char-ci<=? : (char char char ... -> boolean)`

Purpose: to determine whether a character precedes another (or is equal to it) in a case-insensitive manner

---

`char-ci<? : (char char char ... -> boolean)`

Purpose: to determine whether a character precedes another in a case-insensitive manner

---

`char-ci=? : (char char char ... -> boolean)`

Purpose: to determine whether two characters are equal in a case-insensitive manner

---

`char-ci>=? : (char char char ... -> boolean)`

Purpose: to determine whether a character succeeds another (or is equal to it) in a case-insensitive manner

---

`char-ci>? : (char char char ... -> boolean)`

Purpose: to determine whether a character succeeds another in a case-insensitive manner

---

`char-downcase : (char -> char)`

Purpose: to determine the equivalent lower-case character

`char-lower-case? : (char -> boolean)`

Purpose: to determine whether a character is a lower-case character

---

`char-numeric? : (char -> boolean)`

Purpose: to determine whether a character represents a digit

`char-upcase : (char -> char)`

Purpose: to determine the equivalent upper-case character

`char-upper-case? : (char -> boolean)`

Purpose: to determine whether a character is an upper-case character

---

`char-whitespace? : (char -> boolean)`

Purpose: to determine whether a character represents space

`char<=? : (char char char ... -> boolean)`

Purpose: to determine whether a character precedes another (or is equal to it)

`char<? : (char char char ... -> boolean)`

Purpose: to determine whether a character precedes another

`char=? : (char char char ... -> boolean)`

Purpose: to determine whether two characters are equal

`char>=? : (char char char ... -> boolean)`

Purpose: to determine whether a character succeeds another (or is equal to it)

`char>? : (char char char ... -> boolean)`

Purpose: to determine whether a character succeeds another

`char? : (any -> boolean)`

Purpose: to determine whether a value is a character

`format : (string any ... -> string)`

Purpose: to format a string, possibly embedding values

`list->string : ((listof char) -> string)`

Purpose: to convert a s list of characters into a string

`make-string : (nat char -> string)`

Purpose: to produce a string of given length from a single given character

---

`string : (char ... -> string)`

Purpose: (string c1 c2 ...) builds a string

`string->list : (string -> (listof char))`

Purpose: to convert a string into a list of characters

`string->number : (string -> (union number false))`

Purpose: to convert a string into a number, produce false if impossible

---

`string->symbol : (string -> symbol)`

Purpose: to convert a string into a symbol

`string-append : (string ... -> string)`

Purpose: to juxtapose the characters of several strings

`string-ci<=? : (string string ... -> boolean)`

Purpose: to determine whether one string alphabetically precedes another (or is equal to it)

in a case-insensitive manner

`string-ci<? : (string string ... -> boolean)`

Purpose: to determine whether one string alphabetically precedes another in a case-insensitive manner

---

`string-ci=? : (string string ... -> boolean)`

Purpose: to compare two strings character-wise in a case-insensitive manner

---

`string-ci>=? : (string string ... -> boolean)`

Purpose: to determine whether one string alphabetically succeeds another (or is equal to it) in a case-insensitive manner

---

`string-ci>? : (string string ... -> boolean)`

Purpose: to determine whether one string alphabetically succeeds another in a case-insensitive manner

---

`string-copy : (string -> string)`

Purpose: to copy a string

`string-length : (string -> nat)`

Purpose: to determine the length of a string

`string-ref : (string nat -> char)`

Purpose: to extract the i-the character from a string

`string<=? : (string string ... -> boolean)`

Purpose: to determine whether one string alphabetically precedes another (or is equal to it)

`string<? : (string string ... -> boolean)`

Purpose: to determine whether one string alphabetically precedes another

---

`string=?` : `(string string ... -> boolean)`

Purpose: to compare two strings character-wise

`string>=?` : `(string string ... -> boolean)`

Purpose: to determine whether one string alphabetically succeeds another (or is equal to it)

`string>?` : `(string string ... -> boolean)`

Purpose: to determine whether one string alphabetically succeeds another

---

`string?` : `(any -> boolean)`

Purpose: to determine whether a value is a string

`substring` : `(string nat nat -> string)`

Purpose: to extract the substring starting at a 0-based index up to the second 0-based index (exclusive)

`image=?` : `(image image -> boolean)`

Purpose: to determine whether two images are equal

`image?` : `(any -> boolean)`

Purpose: to determine whether a value is an image

`=~` : `(real real non-negative-real -> boolean)`

Purpose: to check whether two real numbers are within some amount (the third argument) of either other

---

`eof` : `eof`

Purpose: the end-of-file value

`eof-object? : (any -> boolean)`

Purpose: to determine whether some value is the end-of-file value

---

`eq? : (any any -> boolean)`

Purpose: to compare two values

`equal? : (any any -> boolean)`

Purpose: to determine whether two values are structurally equal

---

`equal~? : (any any non-negative-real -> boolean)`

Purpose: to compare like equal? on the first two arguments, except using =~ in the case of real numbers

---

`eqv? : (any any -> boolean)`

Purpose: to compare two values

`error : (symbol string -> void)`

Purpose: to signal an error

`exit : (-> void)`

Purpose: to exit the running program

`identity : (any -> any)`

Purpose: to return the argument unchanged

`struct? : (any -> boolean)`

Purpose: to determine whether some value is a structure

`andmap : ((X -> boolean) (listof X) -> boolean)`

Purpose: (andmap p (list x-1 ... x-n)) = (and (p x-1) (and ... (p x-n)))

```
apply : ((X-1 ... X-N -> Y)
         X-1
         ...
         X-i
         (list X-i+1 ... X-N)
         ->
         Y)
```

Purpose: to apply a function using items from a list as the arguments

---

```
build-list : (nat (nat -> X) -> (listof X))
```

Purpose: (build-list n f) = (list (f 0) ... (f (- n 1)))

```
build-string : (nat (nat -> char) -> string)
```

Purpose: (build-string n f) = (string (f 0) ... (f (- n 1)))

```
compose : ((Y-1 -> Z)
           ...
           (Y-N -> Y-N-1)
           (X-1 ... X-N -> Y-N)
           ->
           (X-1 ... X-N -> Z))
```

Purpose: to compose a sequence of procedures into a single procedure

---

```
filter : ((X -> boolean) (listof X) -> (listof X))
```

Purpose: to construct a list from all those items on a list for which the predicate holds

---

```
foldl : ((X Y -> Y) Y (listof X) -> Y)
```

Purpose: (foldl f base (list x-1 ... x-n)) = (f x-n ... (f x-1 base))

```
foldr : ((X Y -> Y) Y (listof X) -> Y)
```

Purpose: (foldr f base (list x-1 ... x-n)) = (f x-1 ... (f x-n base))

```
for-each : ((any ... -> any) (listof any) ... -> void)
```

Purpose: to apply a function to each item on one or more lists for effect only

```
map : ((X ... -> Z) (listof X) ... -> (listof Z))
```

Purpose: to construct a new list by applying a function to each item on one or more existing lists

```
memf : ((X -> boolean)
        (listof X)
        ->
        (union false (listof X)))
```

Purpose: to determine whether the first argument produces true for some value in the second argument

```
ormap : ((X -> boolean) (listof X) -> boolean)
```

Purpose: (ormap p (list x-1 ... x-n)) = (or (p x-1) (or ... (p x-n)))

```
procedure? : (any -> boolean)
```

Purpose: to determine if a value is a procedure

```
quicksort : ((listof X) (X X -> boolean) -> (listof X))
```

Purpose: to construct a list from all items on a list in an order according to a predicate

```
sort : ((listof X) (X X -> boolean) -> (listof X))
```

Purpose: to construct a list from all items on a list in an order according to a predicate

3.9 Unchanged Forms

```
(cond [expr expr] ... [expr expr])
else
```

The same as Beginning's `cond`.

```
(if expr expr expr)
```

The same as Beginning's `if`.

```
(and expr expr expr ...)
(or expr expr expr ...)
```

The same as Beginning's `and` and `or`.

```
(check-expect expr expr)
(check-within expr expr expr)
(check-error expr expr)
```

The same as Beginning's `check-expect`, etc.

```
empty : empty?
true : boolean?
false : boolean?
```

Constants for the empty list, true, and false.

```
(require string)
```

The same as Beginning's `require`.

4 Intermediate Student with Lambda

```
    program = def-or-expr ...

 def-or-expr = definition
             | expr
             | test-case
             | library-require

 definition = (define (id id id ...) expr)
            | (define id expr)
            | (define-struct id (id ...))

       expr = (lambda (id id ...) expr)
            | (local [definition ...] expr)
            | (letrec ([id expr] ...) expr)
            | (let ([id expr] ...) expr)
            | (let* ([id expr] ...) expr)
            | (expr expr expr ...) ; function call
            | (cond [expr expr] ... [expr expr])
            | (cond [expr expr] ... [else expr])
            | (if expr expr expr)
            | (and expr expr expr ...)
            | (or expr expr expr ...)
            | (time expr)
            | empty
            | id ; identifier
            | prim-op ; primitive operation
            | 'id
            | 'quoted ; quoted value
            | `quasiquoted ; quasiquote
            | number
            | true
            | false
            | string
            | character

     quoted = id
            | number
            | string
            | character
            | (quoted ...)
            | 'quoted
            | `quoted
            | ,quoted
```

```
                | ,@quoted

    quasiquoted = id
                | number
                | string
                | character
                | (quasiquoted ...)
                | 'quasiquoted
                | `quasiquoted
                | ,expr
                | ,@expr

      test-case = (check-expect expr expr)
                | (check-within expr expr expr)
                | (check-error expr expr)

 library-require = (require string)
                 | (require (lib string string ...))
                 | (require (planet string package))

        package = (string string number number)
```

An *id* is a sequence of characters not including a space or one of the following:

`" , ' ` ( ) [ ] { } | ; #`

A *number* is a number such as `123`, `3/2`, or `5.5`.

A *string* is enclosed by a pair of `"`. Unlike symbols, strings may be split into characters and manipulated by a variety of primitive functions. For example, `"abcdef"`, `"This is a string"`, and `"This is a string with \" inside"` are all strings.

A *character* begins with `#\` and has the name of the character. For example, `#\a`, `#\b`, and `#\space` are characters.

A *prim-op* is one of:

Numbers: Integers, Rationals, Reals, Complex, Exacts, Inexacts

```
* : (num num num ... -> num)
+ : (num num num ... -> num)
- : (num num ... -> num)
/ : (num num num ... -> num)
< : (real real real ... -> boolean)
<= : (real real real ... -> boolean)
= : (num num num ... -> boolean)
> : (real real real ... -> boolean)
>= : (real real ... -> boolean)
abs : (real -> real)
```

```
acos : (num -> num)
add1 : (number -> number)
angle : (num -> real)
asin : (num -> num)
atan : (num -> num)
ceiling : (real -> int)
complex? : (any -> boolean)
conjugate : (num -> num)
cos : (num -> num)
cosh : (num -> num)
current-seconds : (-> int)
denominator : (rat -> int)
e : real
even? : (integer -> boolean)
exact->inexact : (num -> num)
exact? : (num -> boolean)
exp : (num -> num)
expt : (num num -> num)
floor : (real -> int)
gcd : (int int ... -> int)
imag-part : (num -> real)
inexact->exact : (num -> num)
inexact? : (num -> boolean)
integer->char : (int -> char)
integer? : (any -> boolean)
lcm : (int int ... -> int)
log : (num -> num)
magnitude : (num -> real)
make-polar : (real real -> num)
max : (real real ... -> real)
min : (real real ... -> real)
modulo : (int int -> int)
negative? : (number -> boolean)
number->string : (num -> string)
number? : (any -> boolean)
numerator : (rat -> int)
odd? : (integer -> boolean)
pi : real
positive? : (number -> boolean)
quotient : (int int -> int)
random : (int -> int)
rational? : (any -> boolean)
real-part : (num -> real)
real? : (any -> boolean)
remainder : (int int -> int)
round : (real -> int)
```

```
sgn : (real -> (union 1 1.0 0 0.0 -1 -1.0))
sin : (num -> num)
sinh : (num -> num)
sqr : (num -> num)
sqrt : (num -> num)
sub1 : (number -> number)
tan : (num -> num)
zero? : (number -> boolean)
```

Booleans

```
boolean=? : (boolean boolean -> boolean)
boolean? : (any -> boolean)
false? : (any -> boolean)
not : (boolean -> boolean)
```

Symbols

```
symbol->string : (symbol -> string)
symbol=? : (symbol symbol -> boolean)
symbol? : (any -> boolean)
```

Lists

```
append : ((listof any)
          (listof any)
          (listof any)
          ...
          ->
          (listof any))
assq : (X
        (listof (cons X Y))
        ->
        (union false (cons X Y)))
caaar : ((cons
          (cons (cons W (listof Z)) (listof Y))
          (listof X))
         ->
         W)
caadr : ((cons
          (cons (cons W (listof Z)) (listof Y))
          (listof X))
         ->
         (listof Z))
caar : ((cons (cons Z (listof Y)) (listof X)) -> Z)
cadar : ((cons (cons W (cons Z (listof Y))) (listof X))
         ->
         Z)
cadddr : ((listof Y) -> Y)
caddr : ((cons W (cons Z (cons Y (listof X)))) -> Y)
cadr : ((cons Z (cons Y (listof X))) -> Y)
car : ((cons Y (listof X)) -> Y)
```

```
cdaar : ((cons
          (cons (cons W (listof Z)) (listof Y))
          (listof X))
         ->
         (listof Z))
cdadr : ((cons W (cons (cons Z (listof Y)) (listof X)))
         ->
         (listof Y))
cdar : ((cons (cons Z (listof Y)) (listof X))
        ->
        (listof Y))
cddar : ((cons (cons W (cons Z (listof Y))) (listof X))
         ->
         (listof Y))
cdddr : ((cons W (cons Z (cons Y (listof X))))
         ->
         (listof X))
cddr : ((cons Z (cons Y (listof X))) -> (listof X))
cdr : ((cons Y (listof X)) -> (listof X))
cons : (X (listof X) -> (listof X))
cons? : (any -> boolean)
eighth : ((listof Y) -> Y)
empty? : (any -> boolean)
fifth : ((listof Y) -> Y)
first : ((cons Y (listof X)) -> Y)
fourth : ((listof Y) -> Y)
length : (list -> number)
list : (any ... -> (listof any))
list* : (any ... (listof any) -> (listof any))
list-ref : ((listof X) natural-number -> X)
member : (any list -> boolean)
memq : (any list -> (union false list))
memv : (any list -> (union false list))
null : empty
null? : (any -> boolean)
pair? : (any -> boolean)
rest : ((cons Y (listof X)) -> (listof X))
reverse : (list -> list)
second : ((cons Z (cons Y (listof X))) -> Y)
seventh : ((listof Y) -> Y)
sixth : ((listof Y) -> Y)
third : ((cons W (cons Z (cons Y (listof X)))) -> Y)
```

Posns

```
make-posn : (number number -> posn)
posn-x : (posn -> number)
posn-y : (posn -> number)
```

```
posn? : (anything -> boolean)
```

Characters

```
char->integer : (char -> integer)
char-alphabetic? : (char -> boolean)
char-ci<=? : (char char char ... -> boolean)
char-ci<? : (char char char ... -> boolean)
char-ci=? : (char char char ... -> boolean)
char-ci>=? : (char char char ... -> boolean)
char-ci>? : (char char char ... -> boolean)
char-downcase : (char -> char)
char-lower-case? : (char -> boolean)
char-numeric? : (char -> boolean)
char-upcase : (char -> char)
char-upper-case? : (char -> boolean)
char-whitespace? : (char -> boolean)
char<=? : (char char char ... -> boolean)
char<? : (char char char ... -> boolean)
char=? : (char char char ... -> boolean)
char>=? : (char char char ... -> boolean)
char>? : (char char char ... -> boolean)
char? : (any -> boolean)
```

Strings

```
format : (string any ... -> string)
list->string : ((listof char) -> string)
make-string : (nat char -> string)
string : (char ... -> string)
string->list : (string -> (listof char))
string->number : (string -> (union number false))
string->symbol : (string -> symbol)
string-append : (string ... -> string)
string-ci<=? : (string string ... -> boolean)
string-ci<? : (string string ... -> boolean)
string-ci=? : (string string ... -> boolean)
string-ci>=? : (string string ... -> boolean)
string-ci>? : (string string ... -> boolean)
string-copy : (string -> string)
string-length : (string -> nat)
string-ref : (string nat -> char)
string<=? : (string string ... -> boolean)
string<? : (string string ... -> boolean)
string=? : (string string ... -> boolean)
string>=? : (string string ... -> boolean)
string>? : (string string ... -> boolean)
string? : (any -> boolean)
substring : (string nat nat -> string)
```

Images

```
image=? : (image image -> boolean)
image? : (any -> boolean)
```

Misc

```
=~ : (real real non-negative-real -> boolean)
eof : eof
eof-object? : (any -> boolean)
eq? : (any any -> boolean)
equal? : (any any -> boolean)
equal~? : (any any non-negative-real -> boolean)
eqv? : (any any -> boolean)
error : (symbol string -> void)
exit : (-> void)
identity : (any -> any)
struct? : (any -> boolean)
```

Higher-Order Functions

```
andmap : ((X -> boolean) (listof X) -> boolean)
apply : ((X-1 ... X-N -> Y)
         X-1
         ...
         X-i
         (list X-i+1 ... X-N)
         ->
         Y)
build-list : (nat (nat -> X) -> (listof X))
build-string : (nat (nat -> char) -> string)
compose : ((Y-1 -> Z)
           ...
           (Y-N -> Y-N-1)
           (X-1 ... X-N -> Y-N)
           ->
           (X-1 ... X-N -> Z))
filter : ((X -> boolean) (listof X) -> (listof X))
foldl : ((X Y -> Y) Y (listof X) -> Y)
foldr : ((X Y -> Y) Y (listof X) -> Y)
for-each : ((any ... -> any) (listof any) ... -> void)
map : ((X ... -> Z) (listof X) ... -> (listof Z))
memf : ((X -> boolean)
        (listof X)
        ->
        (union false (listof X)))
ormap : ((X -> boolean) (listof X) -> boolean)
procedure? : (any -> boolean)
quicksort : ((listof X) (X X -> boolean) -> (listof X))
sort : ((listof X) (X X -> boolean) -> (listof X))
```

4.1 define

```
(define (id id id ...) expr)
(define id expr)
```

The same as Intermediate's `define`. No special case is needed for `lambda`, since a `lambda` form is an expression.

4.2 lambda

```
(lambda (id id ...) expr)
```

Creates a function that takes as many arguments as given *id*s, and whose body is *expr*.

4.3 Function Calls

```
(expr expr expr ...)
```

Like a Beginning function call, except that the function position can be an arbitrary expression—perhaps a `lambda` expression or a *prim-op*.

```
(#%app id expr expr ...)
```

A function call can be written with `#%app`, though it's practically never written that way.

4.4 Primitive Operation Names

```
prim-op
```

The name of a primitive operation can be used as an expression. It produces a function version of the operation.

```
* : (num num num ... -> num)
```

Purpose: to compute the product of all of the input numbers

`+ : (num num num ... -> num)`

Purpose: to compute the sum of the input numbers

`- : (num num ... -> num)`

Purpose: to subtract the second (and following) number(s) from the first; negate the number if there is only one argument

---

`/ : (num num num ... -> num)`

Purpose: to divide the first by the second (and all following) number(s); only the first number can be zero.

`< : (real real real ... -> boolean)`

Purpose: to compare real numbers for less-than

`<= : (real real real ... -> boolean)`

Purpose: to compare real numbers for less-than or equality

`= : (num num num ... -> boolean)`

Purpose: to compare numbers for equality

`> : (real real real ... -> boolean)`

Purpose: to compare real numbers for greater-than

`>= : (real real ... -> boolean)`

Purpose: to compare real numbers for greater-than or equality

---

`abs : (real -> real)`

Purpose: to compute the absolute value of a real number

`acos : (num -> num)`

Purpose: to compute the arccosine (inverse of cos) of a number

---

`add1 : (number -> number)`

Purpose: to compute a number one larger than a given number

`angle : (num -> real)`

Purpose: to extract the angle from a complex number

`asin : (num -> num)`

Purpose: to compute the arcsine (inverse of sin) of a number

`atan : (num -> num)`

Purpose: to compute the arctan (inverse of tan) of a number

`ceiling : (real -> int)`

Purpose: to determine the closest integer above a real number

---

`complex? : (any -> boolean)`

Purpose: to determine whether some value is complex

`conjugate : (num -> num)`

Purpose: to compute the conjugate of a complex number

`cos : (num -> num)`

Purpose: to compute the cosine of a number (radians)

`cosh : (num -> num)`

Purpose: to compute the hyperbolic cosine of a number

`current-seconds : (-> int)`

Purpose: to compute the current time in seconds elapsed (since a platform-specific starting date)

`denominator : (rat -> int)`

Purpose: to compute the denominator of a rational

`e : real`

Purpose: Euler's number

`even? : (integer -> boolean)`

Purpose: to determine if some value is even or not

`exact->inexact : (num -> num)`

Purpose: to convert an exact number to an inexact one

`exact? : (num -> boolean)`

Purpose: to determine whether some number is exact

`exp : (num -> num)`

Purpose: to compute e raised to a number

`expt : (num num -> num)`

Purpose: to compute the power of the first to the second number

---

`floor : (real -> int)`

Purpose: to determine the closest integer below a real number

---

`gcd : (int int ... -> int)`

Purpose: to compute the greatest common divisior

`imag-part : (num -> real)`

Purpose: to extract the imaginary part from a complex number

`inexact->exact : (num -> num)`

Purpose: to approximate an inexact number by an exact one

`inexact? : (num -> boolean)`

Purpose: to determine whether some number is inexact

`integer->char : (int -> char)`

Purpose: to lookup the character that corresponds to the given integer in the ASCII table (if any)

`integer? : (any -> boolean)`

Purpose: to determine whether some value is an integer (exact or inexact)

`lcm : (int int ... -> int)`

Purpose: to compute the least common multiple of two integers

---

`log : (num -> num)`

Purpose: to compute the base-e logarithm of a number

`magnitude : (num -> real)`

Purpose: to determine the magnitude of a complex number

`make-polar : (real real -> num)`

Purpose: to create a complex from a magnitude and angle

`max : (real real ... -> real)`

Purpose: to determine the largest number

`min : (real real ... -> real)`

Purpose: to determine the smallest number

`modulo : (int int -> int)`

Purpose: to compute first number modulo second number

`negative? : (number -> boolean)`

Purpose: to determine if some value is strictly smaller than zero

---

`number->string : (num -> string)`

Purpose: to convert a number to a string

`number? : (any -> boolean)`

Purpose: to determine whether some value is a number

`numerator : (rat -> int)`

Purpose: to compute the numerator of a rational

`odd? : (integer -> boolean)`

Purpose: to determine if some value is odd or not

`pi : real`

Purpose: the ratio of a circle's circumference to its diameter

---

`positive? : (number -> boolean)`

Purpose: to determine if some value is strictly larger than zero

---

`quotient : (int int -> int)`

Purpose: to compute the quotient of two integers

`random : (int -> int)`

Purpose: to generate a random natural number less than some given integer

---

`rational? : (any -> boolean)`

Purpose: to determine whether some value is a rational number

---

`real-part : (num -> real)`

Purpose: to extract the real part from a complex number

`real? : (any -> boolean)`

Purpose: to determine whether some value is a real number

`remainder : (int int -> int)`

Purpose: to compute the remainder of dividing the first by the second integer

---

`round : (real -> int)`

Purpose: to round a real number to an integer (rounds to even to break ties)

`sgn : (real -> (union 1 1.0 0 0.0 -1 -1.0))`

Purpose: to compute the sign of a real number

`sin : (num -> num)`

Purpose: to compute the sine of a number (radians)

`sinh : (num -> num)`

Purpose: to compute the hyperbolic sine of a number

`sqr : (num -> num)`

Purpose: to compute the square of a number

`sqrt : (num -> num)`

Purpose: to compute the square root of a number

`sub1 : (number -> number)`

Purpose: to compute a number one smaller than a given number

`tan : (num -> num)`

Purpose: to compute the tangent of a number (radians)

`zero? : (number -> boolean)`

Purpose: to determine if some value is zero or not

`boolean=? : (boolean boolean -> boolean)`

Purpose: to determine whether two booleans are equal

`boolean? : (any -> boolean)`

Purpose: to determine whether some value is a boolean

`false? : (any -> boolean)`

Purpose: to determine whether a value is false

`not : (boolean -> boolean)`

Purpose: to compute the negation of a boolean value

```
symbol->string : (symbol -> string)
```

Purpose: to convert a symbol to a string

```
symbol=? : (symbol symbol -> boolean)
```

Purpose: to determine whether two symbols are equal

```
symbol? : (any -> boolean)
```

Purpose: to determine whether some value is a symbol

```
append : ((listof any)
          (listof any)
          (listof any)
          ...
          ->
          (listof any))
```

Purpose: to create a single list from several, by juxtaposition of the items

```
assq : (X
        (listof (cons X Y))
        ->
        (union false (cons X Y)))
```

Purpose: to determine whether some item is the first item of a pair in a list of pairs

```
caaar : ((cons
          (cons (cons W (listof Z)) (listof Y))
          (listof X))
         ->
         W)
```

Purpose: to select the first item of the first list in the first list of a list

```
caadr : ((cons
          (cons (cons W (listof Z)) (listof Y))
          (listof X))
         ->
         (listof Z))
```

Purpose: to select the rest of the first list in the first list of a list

---

```
caar : ((cons (cons Z (listof Y)) (listof X)) -> Z)
```

Purpose: to select the first item of the first list in a list

---

```
cadar : ((cons (cons W (cons Z (listof Y))) (listof X))
         ->
         Z)
```

Purpose: to select the second item of the first list of a list

---

```
cadddr : ((listof Y) -> Y)
```

Purpose: to select the fourth item of a non-empty list

```
caddr : ((cons W (cons Z (cons Y (listof X)))) -> Y)
```

Purpose: to select the third item of a non-empty list

```
cadr : ((cons Z (cons Y (listof X))) -> Y)
```

Purpose: to select the second item of a non-empty list

```
car : ((cons Y (listof X)) -> Y)
```

Purpose: to select the first item of a non-empty list

```
cdaar : ((cons
          (cons (cons W (listof Z)) (listof Y))
          (listof X))
         ->
         (listof Z))
```

Purpose: to select the rest of the first list in the first list of a list

---

```
cdadr : ((cons W (cons (cons Z (listof Y)) (listof X)))
         ->
         (listof Y))
```

Purpose: to select the rest of the first list in the rest of a list

---

```
cdar : ((cons (cons Z (listof Y)) (listof X))
        ->
        (listof Y))
```

Purpose: to select the rest of a non-empty list in a list

```
cddar : ((cons (cons W (cons Z (listof Y))) (listof X))
         ->
         (listof Y))
```

Purpose: to select the rest of the rest of the first list of a list

---

```
cdddr : ((cons W (cons Z (cons Y (listof X))))
         ->
         (listof X))
```

Purpose: to select the rest of the rest of the rest of a list

---

```
cddr : ((cons Z (cons Y (listof X))) -> (listof X))
```

Purpose: to select the rest of the rest of a list

```
cdr : ((cons Y (listof X)) -> (listof X))
```

Purpose: to select the rest of a non-empty list

```
cons : (X (listof X) -> (listof X))
```

Purpose: to construct a list

```
cons? : (any -> boolean)
```

Purpose: to determine whether some value is a constructed list

---

`eighth : ((listof Y) -> Y)`

Purpose: to select the eighth item of a non-empty list

`empty? : (any -> boolean)`

Purpose: to determine whether some value is the empty list

`fifth : ((listof Y) -> Y)`

Purpose: to select the fifth item of a non-empty list

`first : ((cons Y (listof X)) -> Y)`

Purpose: to select the first item of a non-empty list

`fourth : ((listof Y) -> Y)`

Purpose: to select the fourth item of a non-empty list

`length : (list -> number)`

Purpose: to compute the number of items on a list

`list : (any ... -> (listof any))`

Purpose: to construct a list of its arguments

`list* : (any ... (listof any) -> (listof any))`

Purpose: to construct a list by adding multiple items to a list

---

`list-ref : ((listof X) natural-number -> X)`

Purpose: to extract the indexed item from the list

`member : (any list -> boolean)`

Purpose: to determine whether some value is on the list (comparing values with equal?)

`memq : (any list -> (union false list))`

Purpose: to determine whether some value is on some list (comparing values with eq?)

`memv : (any list -> (union false list))`

Purpose: to determine whether some value is on the list (comparing values with eqv?)

`null : empty`

Purpose: the empty list

`null? : (any -> boolean)`

Purpose: to determine whether some value is the empty list

`pair? : (any -> boolean)`

Purpose: to determine whether some value is a constructed list

---

`rest : ((cons Y (listof X)) -> (listof X))`

Purpose: to select the rest of a non-empty list

`reverse : (list -> list)`

Purpose: to create a reversed version of a list

`second : ((cons Z (cons Y (listof X))) -> Y)`

Purpose: to select the second item of a non-empty list

`seventh : ((listof Y) -> Y)`

Purpose: to select the seventh item of a non-empty list

`sixth : ((listof Y) -> Y)`

Purpose: to select the sixth item of a non-empty list

`third : ((cons W (cons Z (cons Y (listof X)))) -> Y)`

Purpose: to select the third item of a non-empty list

`make-posn : (number number -> posn)`

Purpose: to construct a posn

`posn-x : (posn -> number)`

Purpose: to extract the x component of a posn

`posn-y : (posn -> number)`

Purpose: to extract the y component of a posn

`posn? : (anything -> boolean)`

Purpose: to determine if its input is a posn

`char->integer : (char -> integer)`

Purpose: to lookup the number that corresponds to the given character in the ASCII table (if any)

`char-alphabetic? : (char -> boolean)`

Purpose: to determine whether a character represents an alphabetic character

---

`char-ci<=? : (char char char ... -> boolean)`

Purpose: to determine whether a character precedes another (or is equal to it) in a case-insensitive manner

---

`char-ci<? : (char char char ... -> boolean)`

Purpose: to determine whether a character precedes another in a case-insensitive manner

---

`char-ci=? : (char char char ... -> boolean)`

Purpose: to determine whether two characters are equal in a case-insensitive manner

---

`char-ci>=? : (char char char ... -> boolean)`

Purpose: to determine whether a character succeeds another (or is equal to it) in a case-insensitive manner

---

`char-ci>? : (char char char ... -> boolean)`

Purpose: to determine whether a character succeeds another in a case-insensitive manner

---

`char-downcase : (char -> char)`

Purpose: to determine the equivalent lower-case character

`char-lower-case? : (char -> boolean)`

Purpose: to determine whether a character is a lower-case character

---

`char-numeric? : (char -> boolean)`

Purpose: to determine whether a character represents a digit

`char-upcase : (char -> char)`

Purpose: to determine the equivalent upper-case character

`char-upper-case? : (char -> boolean)`

Purpose: to determine whether a character is an upper-case character

---

`char-whitespace? : (char -> boolean)`

Purpose: to determine whether a character represents space

`char<=? : (char char char ... -> boolean)`

Purpose: to determine whether a character precedes another (or is equal to it)

`char<? : (char char char ... -> boolean)`

Purpose: to determine whether a character precedes another

`char=? : (char char char ... -> boolean)`

Purpose: to determine whether two characters are equal

`char>=? : (char char char ... -> boolean)`

Purpose: to determine whether a character succeeds another (or is equal to it)

`char>? : (char char char ... -> boolean)`

Purpose: to determine whether a character succeeds another

`char? : (any -> boolean)`

Purpose: to determine whether a value is a character

`format : (string any ... -> string)`

Purpose: to format a string, possibly embedding values

`list->string : ((listof char) -> string)`

Purpose: to convert a s list of characters into a string

`make-string : (nat char -> string)`

Purpose: to produce a string of given length from a single given character

---

`string : (char ... -> string)`

Purpose: (string c1 c2 ...) builds a string

`string->list : (string -> (listof char))`

Purpose: to convert a string into a list of characters

`string->number : (string -> (union number false))`

Purpose: to convert a string into a number, produce false if impossible

---

`string->symbol : (string -> symbol)`

Purpose: to convert a string into a symbol

`string-append : (string ... -> string)`

Purpose: to juxtapose the characters of several strings

`string-ci<=? : (string string ... -> boolean)`

Purpose: to determine whether one string alphabetically precedes another (or is equal to it) in a case-insensitive manner

---

`string-ci<? : (string string ... -> boolean)`

Purpose: to determine whether one string alphabetically precedes another in a case-insensitive manner

---

`string-ci=? : (string string ... -> boolean)`

Purpose: to compare two strings character-wise in a case-insensitive manner

---

`string-ci>=? : (string string ... -> boolean)`

Purpose: to determine whether one string alphabetically succeeds another (or is equal to it) in a case-insensitive manner

---

`string-ci>?` : `(string string ... -> boolean)`

Purpose: to determine whether one string alphabetically succeeds another in a case-insensitive manner

---

`string-copy` : `(string -> string)`

Purpose: to copy a string

`string-length` : `(string -> nat)`

Purpose: to determine the length of a string

`string-ref` : `(string nat -> char)`

Purpose: to extract the i-the character from a string

`string<=?` : `(string string ... -> boolean)`

Purpose: to determine whether one string alphabetically precedes another (or is equal to it)

`string<?` : `(string string ... -> boolean)`

Purpose: to determine whether one string alphabetically precedes another

---

`string=?` : `(string string ... -> boolean)`

Purpose: to compare two strings character-wise

`string>=?` : `(string string ... -> boolean)`

Purpose: to determine whether one string alphabetically succeeds another (or is equal to it)

`string>?` : `(string string ... -> boolean)`

Purpose: to determine whether one string alphabetically succeeds another

---

`string?` : `(any -> boolean)`

Purpose: to determine whether a value is a string

`substring : (string nat nat -> string)`

Purpose: to extract the substring starting at a 0-based index up to the second 0-based index (exclusive)

`image=? : (image image -> boolean)`

Purpose: to determine whether two images are equal

`image? : (any -> boolean)`

Purpose: to determine whether a value is an image

`=~ : (real real non-negative-real -> boolean)`

Purpose: to check whether two real numbers are within some amount (the third argument) of either other

---

`eof : eof`

Purpose: the end-of-file value

`eof-object? : (any -> boolean)`

Purpose: to determine whether some value is the end-of-file value

---

`eq? : (any any -> boolean)`

Purpose: to compare two values

`equal? : (any any -> boolean)`

Purpose: to determine whether two values are structurally equal

---

`equal~? : (any any non-negative-real -> boolean)`

Purpose: to compare like equal? on the first two arguments, except using =~ in the case of

real numbers

```
eqv? : (any any -> boolean)
```

Purpose: to compare two values

```
error : (symbol string -> void)
```

Purpose: to signal an error

```
exit : (-> void)
```

Purpose: to exit the running program

```
identity : (any -> any)
```

Purpose: to return the argument unchanged

```
struct? : (any -> boolean)
```

Purpose: to determine whether some value is a structure

```
andmap : ((X -> boolean) (listof X) -> boolean)
```

Purpose: (andmap p (list x-1 ... x-n)) = (and (p x-1) (and ... (p x-n)))

```
apply : ((X-1 ... X-N -> Y)
         X-1
         ...
         X-i
         (list X-i+1 ... X-N)
         ->
         Y)
```

Purpose: to apply a function using items from a list as the arguments

---

```
build-list : (nat (nat -> X) -> (listof X))
```

Purpose: (build-list n f) = (list (f 0) ... (f (- n 1)))

```
build-string : (nat (nat -> char) -> string)
```

Purpose: (build-string n f) = (string (f 0) ... (f (- n 1)))

```
compose : ((Y-1 -> Z)
           ...
           (Y-N -> Y-N-1)
           (X-1 ... X-N -> Y-N)
           ->
           (X-1 ... X-N -> Z))
```

Purpose: to compose a sequence of procedures into a single procedure

```
filter : ((X -> boolean) (listof X) -> (listof X))
```

Purpose: to construct a list from all those items on a list for which the predicate holds

```
foldl : ((X Y -> Y) Y (listof X) -> Y)
```

Purpose: (foldl f base (list x-1 ... x-n)) = (f x-n ... (f x-1 base))

```
foldr : ((X Y -> Y) Y (listof X) -> Y)
```

Purpose: (foldr f base (list x-1 ... x-n)) = (f x-1 ... (f x-n base))

```
for-each : ((any ... -> any) (listof any) ... -> void)
```

Purpose: to apply a function to each item on one or more lists for effect only

```
map : ((X ... -> Z) (listof X) ... -> (listof Z))
```

Purpose: to construct a new list by applying a function to each item on one or more existing lists

```
memf : ((X -> boolean)
        (listof X)
        ->
        (union false (listof X)))
```

Purpose: to determine whether the first argument produces true for some value in the second argument

---

```
ormap : ((X -> boolean) (listof X) -> boolean)
```

Purpose: (ormap p (list x-1 ... x-n)) = (or (p x-1) (or ... (p x-n)))

```
procedure? : (any -> boolean)
```

Purpose: to determine if a value is a procedure

```
quicksort : ((listof X) (X X -> boolean) -> (listof X))
```

Purpose: to construct a list from all items on a list in an order according to a predicate

---

```
sort : ((listof X) (X X -> boolean) -> (listof X))
```

Purpose: to construct a list from all items on a list in an order according to a predicate

4.5 Unchanged Forms

```
(define-struct structid (fieldid ...))
```

The same as Intermediate's `define-struct`.

```
(local [definition ...] expr)
(letrec ([id expr-for-let] ...) expr)
(let ([id expr-for-let] ...) expr)
(let* ([id expr-for-let] ...) expr)
```

The same as Intermediate's `local`, `letrec`, `let`, and `let*`.

```
(cond [expr expr] ... [expr expr])
else
```

The same as Beginning's `cond`.

```
(if expr expr expr)
```

The same as Beginning's `if`.

```
(and expr expr expr ...)
(or expr expr expr ...)
```

The same as Beginning's `and` and `or`.

```
(time expr)
```

The same as Intermediate's `time`.

```
(check-expect expr expr)
(check-within expr expr expr)
(check-error expr expr)
```

The same as Beginning's `check-expect`, etc.

```
empty : empty?
true : boolean?
false : boolean?
```

Constants for the empty list, true, and false.

```
(require string)
```

The same as Beginning's `require`.

5 Advanced Student

```
    program = def-or-expr ...

 def-or-expr = definition
             | expr
             | test-case
             | library-require

 definition = (define (id id id ...) expr)
            | (define id expr)
            | (define-struct id (id ...))

       expr = (begin expr expr ...)
            | (begin0 expr expr ...)
            | (set! id expr)
            | (delay expr)
            | (lambda (id id ...) expr)
            | (local [definition ...] expr)
            | (letrec ([id expr] ...) expr)
            | (shared ([id expr] ...) expr)
            | (let ([id expr] ...) expr)
            | (let id ([id expr] ...) expr)
            | (let* ([id expr] ...) expr)
            | (recur id ([id expr] ...) expr)
            | (expr expr expr ...) ; function call
            | (cond [expr expr] ... [expr expr])
            | (cond [expr expr] ... [else expr])
            | (case expr [(choice choice ...) expr] ...
                         [(choice choice ...) expr])
            | (case expr [(choice choice ...) expr] ...
                         [else expr])
            | (if expr expr expr)
            | (when expr expr)
            | (unless expr expr)
            | (and expr expr expr ...)
            | (or expr expr expr ...)
            | (time expr)
            | empty
            | id ; identifier
            | prim-op ; primitive operation
            | 'id
            | 'quoted ; quoted value
            | `quasiquoted ; quasiquote
            | number
```

```
                | true
                | false
                | string
                | character

         choice = id ; treated as a symbol
                | number

         quoted = id
                | number
                | string
                | character
                | (quoted ...)
                | 'quoted
                | `quoted
                | ,quoted
                | ,@quoted

     quasiquoted = id
                 | number
                 | string
                 | character
                 | (quasiquoted ...)
                 | 'quasiquoted
                 | `quasiquoted
                 | ,expr
                 | ,@expr

       test-case = (check-expect expr expr)
                 | (check-within expr expr expr)
                 | (check-error expr expr)

 library-require = (require string)
                 | (require (lib string string ...))
                 | (require (planet string package))

         package = (string string number number)
```

An *id* is a sequence of characters not including a space or one of the following:

```
" , ' ` ( ) [ ] { } | ; #
```

A *number* is a number such as 123, 3/2, or 5.5.

A *string* is enclosed by a pair of ". Unlike symbols, strings may be split into characters and manipulated by a variety of primitive functions. For example, "abcdef", "This is a

string", and "This is a string with \" inside" are all strings.

A *character* begins with #\ and has the name of the character. For example, #\a, #\b, and #\space are characters.

A *prim-op* is one of:

Numbers: Integers, Rationals, Reals, Complex, Exacts, Inexacts

```
* : (num num num ... -> num)
+ : (num num num ... -> num)
- : (num num ... -> num)
/ : (num num num ... -> num)
< : (real real real ... -> boolean)
<= : (real real real ... -> boolean)
= : (num num num ... -> boolean)
> : (real real real ... -> boolean)
>= : (real real ... -> boolean)
abs : (real -> real)
acos : (num -> num)
add1 : (number -> number)
angle : (num -> real)
asin : (num -> num)
atan : (num -> num)
ceiling : (real -> int)
complex? : (any -> boolean)
conjugate : (num -> num)
cos : (num -> num)
cosh : (num -> num)
current-seconds : (-> int)
denominator : (rat -> int)
e : real
even? : (integer -> boolean)
exact->inexact : (num -> num)
exact? : (num -> boolean)
exp : (num -> num)
expt : (num num -> num)
floor : (real -> int)
gcd : (int int ... -> int)
imag-part : (num -> real)
inexact->exact : (num -> num)
inexact? : (num -> boolean)
integer->char : (int -> char)
integer? : (any -> boolean)
lcm : (int int ... -> int)
log : (num -> num)
magnitude : (num -> real)
make-polar : (real real -> num)
```

```
max : (real real ... -> real)
min : (real real ... -> real)
modulo : (int int -> int)
negative? : (number -> boolean)
number->string : (num -> string)
number? : (any -> boolean)
numerator : (rat -> int)
odd? : (integer -> boolean)
pi : real
positive? : (number -> boolean)
quotient : (int int -> int)
random : (int -> int)
rational? : (any -> boolean)
real-part : (num -> real)
real? : (any -> boolean)
remainder : (int int -> int)
round : (real -> int)
sgn : (real -> (union 1 1.0 0 0.0 -1 -1.0))
sin : (num -> num)
sinh : (num -> num)
sqr : (num -> num)
sqrt : (num -> num)
sub1 : (number -> number)
tan : (num -> num)
zero? : (number -> boolean)
```

Booleans

```
boolean=? : (boolean boolean -> boolean)
boolean? : (any -> boolean)
false? : (any -> boolean)
not : (boolean -> boolean)
```

Symbols

```
symbol->string : (symbol -> string)
symbol=? : (symbol symbol -> boolean)
symbol? : (any -> boolean)
```

Lists

```
append : ((listof any) ... -> (listof any))
assq : (X
        (listof (cons X Y))
        ->
        (union false (cons X Y)))
caaar : ((cons
          (cons (cons W (listof Z)) (listof Y))
          (listof X))
         ->
         W)
```

```
caadr : ((cons
          (cons (cons W (listof Z)) (listof Y))
          (listof X))
         ->
         (listof Z))
caar : ((cons (cons Z (listof Y)) (listof X)) -> Z)
cadar : ((cons (cons W (cons Z (listof Y))) (listof X))
         ->
         Z)
cadddr : ((listof Y) -> Y)
caddr : ((cons W (cons Z (cons Y (listof X)))) -> Y)
cadr : ((cons Z (cons Y (listof X))) -> Y)
car : ((cons Y (listof X)) -> Y)
cdaar : ((cons
          (cons (cons W (listof Z)) (listof Y))
          (listof X))
         ->
         (listof Z))
cdadr : ((cons W (cons (cons Z (listof Y)) (listof X)))
         ->
         (listof Y))
cdar : ((cons (cons Z (listof Y)) (listof X))
        ->
        (listof Y))
cddar : ((cons (cons W (cons Z (listof Y))) (listof X))
         ->
         (listof Y))
cdddr : ((cons W (cons Z (cons Y (listof X))))
         ->
         (listof X))
cddr : ((cons Z (cons Y (listof X))) -> (listof X))
cdr : ((cons Y (listof X)) -> (listof X))
cons : (X (listof X) -> (listof X))
cons? : (any -> boolean)
eighth : ((listof Y) -> Y)
empty? : (any -> boolean)
fifth : ((listof Y) -> Y)
first : ((cons Y (listof X)) -> Y)
fourth : ((listof Y) -> Y)
length : (list -> number)
list : (any ... -> (listof any))
list-ref : ((listof X) natural-number -> X)
list? : (any -> boolean)
member : (any list -> boolean)
memq : (any list -> (union false list))
memv : (any list -> (union false list))
```

```
null : empty
null? : (any -> boolean)
pair? : (any -> boolean)
rest : ((cons Y (listof X)) -> (listof X))
reverse : (list -> list)
second : ((cons Z (cons Y (listof X))) -> Y)
seventh : ((listof Y) -> Y)
sixth : ((listof Y) -> Y)
third : ((cons W (cons Z (cons Y (listof X)))) -> Y)
```

Posns

```
make-posn : (number number -> posn)
posn-x : (posn -> number)
posn-y : (posn -> number)
posn? : (anything -> boolean)
set-posn-x! : (posn number -> void)
set-posn-y! : (posn number -> void)
```

Characters

```
char->integer : (char -> integer)
char-alphabetic? : (char -> boolean)
char-ci<=? : (char char char ... -> boolean)
char-ci<? : (char char char ... -> boolean)
char-ci=? : (char char char ... -> boolean)
char-ci>=? : (char char char ... -> boolean)
char-ci>? : (char char char ... -> boolean)
char-downcase : (char -> char)
char-lower-case? : (char -> boolean)
char-numeric? : (char -> boolean)
char-upcase : (char -> char)
char-upper-case? : (char -> boolean)
char-whitespace? : (char -> boolean)
char<=? : (char char char ... -> boolean)
char<? : (char char char ... -> boolean)
char=? : (char char char ... -> boolean)
char>=? : (char char char ... -> boolean)
char>? : (char char char ... -> boolean)
char? : (any -> boolean)
```

Strings

```
format : (string any ... -> string)
list->string : ((listof char) -> string)
make-string : (nat char -> string)
string : (char ... -> string)
string->list : (string -> (listof char))
string->number : (string -> (union number false))
string->symbol : (string -> symbol)
string-append : (string ... -> string)
string-ci<=? : (string string ... -> boolean)
```

```
string-ci<? : (string string ... -> boolean)
string-ci=? : (string string ... -> boolean)
string-ci>=? : (string string ... -> boolean)
string-ci>? : (string string ... -> boolean)
string-copy : (string -> string)
string-length : (string -> nat)
string-ref : (string nat -> char)
string<=? : (string string ... -> boolean)
string<? : (string string ... -> boolean)
string=? : (string string ... -> boolean)
string>=? : (string string ... -> boolean)
string>? : (string string ... -> boolean)
string? : (any -> boolean)
substring : (string nat nat -> string)
```

Images

```
image=? : (image image -> boolean)
image? : (any -> boolean)
```

Misc

```
=~ : (real real non-negative-real -> boolean)
eof : eof
eof-object? : (any -> boolean)
eq? : (any any -> boolean)
equal? : (any any -> boolean)
equal~? : (any any non-negative-real -> boolean)
eqv? : (any any -> boolean)
error : (symbol string -> void)
exit : (-> void)
force : (delay -> any)
identity : (any -> any)
promise? : (any -> boolean)
struct? : (any -> boolean)
void : (-> void)
void? : (any -> boolean)
```

Higher-Order Functions

```
andmap : ((X -> boolean) (listof X) -> boolean)
apply : ((X-1 ... X-N -> Y)
         X-1
         ...
         X-i
         (list X-i+1 ... X-N)
         ->
         Y)
build-list : (nat (nat -> X) -> (listof X))
build-string : (nat (nat -> char) -> string)
```

```
compose : ((Y-1 -> Z)
           ...
           (Y-N -> Y-N-1)
           (X-1 ... X-N -> Y-N)
           ->
           (X-1 ... X-N -> Z))
filter : ((X -> boolean) (listof X) -> (listof X))
foldl : ((X Y -> Y) Y (listof X) -> Y)
foldr : ((X Y -> Y) Y (listof X) -> Y)
for-each : ((any ... -> any) (listof any) ... -> void)
map : ((X ... -> Z) (listof X) ... -> (listof Z))
memf : ((X -> boolean)
        (listof X)
        ->
        (union false (listof X)))
ormap : ((X -> boolean) (listof X) -> boolean)
procedure? : (any -> boolean)
quicksort : ((listof X) (X X -> boolean) -> (listof X))
sort : ((listof X) (X X -> boolean) -> (listof X))
```

Reading and Printing

```
display : (any -> void)
newline : (-> void)
pretty-print : (any -> void)
print : (any -> void)
printf : (string any ... -> void)
read : (-> sexp)
write : (any -> void)
```

Vectors

```
build-vector : (nat (nat -> X) -> (vectorof X))
make-vector : (number X -> (vectorof X))
vector : (X ... -> (vector X ...))
vector-length : ((vector X) -> nat)
vector-ref : ((vector X) nat -> X)
vector-set! : ((vectorof X) nat X -> void)
vector? : (any -> boolean)
```

Boxes

```
box : (any -> box)
box? : (any -> boolean)
set-box! : (box any -> void)
unbox : (box -> any)
```

5.1 define

```
(define (id id ...) expr)
(define id expr)
```

The same as Intermediate with Lambda's `define`, except that a function is allowed to accept zero arguments.

5.2 define-struct

```
(define-struct structid (fieldid ...))
```

The same as Intermediate's `define-struct`, but defines an additional set of operations:

- `set-structid-fieldid!` : takes an instance of the structure and a value, and changes the instance's field to the given value.

5.3 lambda

```
(lambda (id ...) expr)
```

The same as Intermediate with Lambda's `lambda`, except that a function is allowed to accept zero arguments.

5.4 begin

```
(begin expr expr ...)
```

Evaluates the *expr*s in order from left to right. The value of the `begin` expression is the value of the last *expr*.

5.5 begin0

```
(begin0 expr expr ...)
```

Evaluates the *expr*s in order from left to right. The value of the `begin` expression is the value of the first *expr*.

5.6 set!

```
(set! id expr)
```

Evaluates *expr*, and then changes the definition *id* to have *expr*'s value. The *id* must be defined or bound by `letrec`, `let`, or `let*`.

5.7 delay

```
(delay expr)
```

Produces a "promise" to evaluate *expr*. The *expr* is not evaluated until the promise is forced through the `force` operator; when the promise is forced, the result is recorded, so that any further `force` of the promise always produces the remembered value.

5.8 shared

```
(shared ([id expr] ...) expr)
```

Like `letrec`, but when an *expr* next to an *id* is a `cons`, `list`, `vector`, quasiquoted expression, or `make-structid` from a `define-struct`, the *expr* can refer directly to any *id*, not just *id*s defined earlier. Thus, `shared` can be used to create cyclic data structures.

5.9 let

```
(let ([id expr] ...) expr)
(let id ([id expr] ...) expr)
```

The first form of `let` is the same as Intermediate's `let`.

The second form is equivalent to a `recur` form.

5.10 recur

```
(recur id ([id expr] ...) expr)
```

A short-hand recursion construct. The first *id* corresponds to the name of the recursive function. The parenthesized *id*s are the function's arguments, and each corresponding *expr* is a value supplied for that argument in an initial starting call of the function. The last *expr* is the body of the function.

More precisely, a `recur` form

```
(recur func-id ([arg-id arg-expr] ...)
  body-expr)
```

is equivalent to

```
((local [(define (func-id arg-id ...)
           body-expr)]
   func-id)
  arg-expr ...)
```

5.11 `case`

`(case expr [(choice ...) expr] ... [(choice ...) expr])`

A `case` form contains one or more "lines" that are surrounded by parentheses or square brackets. Each line contains a sequence of choices—numbers and names for symbols—and an answer *expr*. The initial *expr* is evaluated, and the resulting value is compared to the choices in each line, where the lines are considered in order. The first line that contains a matching choice provides an answer *expr* whose value is the result of the whole `case` expression. If none of the lines contains a matching choice, it is an error.

`(case expr [(choice ...) expr] ... [else expr])`

This form of `case` is similar to the prior one, except that the final `else` clause is always taken if no prior line contains a choice matching the value of the initial *expr*. In other words, so there is no possibility to "fall off the end" of the `case` form.

5.12 `when` and `unless`

`(when expr expr)`

The first *expr* (known as the "test" expression) is evaluated. If it evaluates to `true`, the result of the `when` expression is the result of evaluating the second *expr*, otherwise the

result is (void) and the second *expr* is not evaluated. If the result of evaluating the test *expr* is neither true nor false, it is an error.

(unless *expr* *expr*)

Like when, but the second *expr* is evaluated when the first *expr* produces false instead of true.

5.13 Primitive Operations

---

* : (num num num ... -> num)

Purpose: to compute the product of all of the input numbers

+ : (num num num ... -> num)

Purpose: to compute the sum of the input numbers

- : (num num ... -> num)

Purpose: to subtract the second (and following) number(s) from the first; negate the number if there is only one argument

---

/ : (num num num ... -> num)

Purpose: to divide the first by the second (and all following) number(s); only the first number can be zero.

< : (real real real ... -> boolean)

Purpose: to compare real numbers for less-than

<= : (real real real ... -> boolean)

Purpose: to compare real numbers for less-than or equality

= : (num num num ... -> boolean)

Purpose: to compare numbers for equality

```
> : (real real real ... -> boolean)
```

Purpose: to compare real numbers for greater-than

```
>= : (real real ... -> boolean)
```

Purpose: to compare real numbers for greater-than or equality

---

```
abs : (real -> real)
```

Purpose: to compute the absolute value of a real number

```
acos : (num -> num)
```

Purpose: to compute the arccosine (inverse of cos) of a number

---

```
add1 : (number -> number)
```

Purpose: to compute a number one larger than a given number

```
angle : (num -> real)
```

Purpose: to extract the angle from a complex number

```
asin : (num -> num)
```

Purpose: to compute the arcsine (inverse of sin) of a number

```
atan : (num -> num)
```

Purpose: to compute the arctan (inverse of tan) of a number

```
ceiling : (real -> int)
```

Purpose: to determine the closest integer above a real number

---

`complex? : (any -> boolean)`

Purpose: to determine whether some value is complex

`conjugate : (num -> num)`

Purpose: to compute the conjugate of a complex number

`cos : (num -> num)`

Purpose: to compute the cosine of a number (radians)

`cosh : (num -> num)`

Purpose: to compute the hyperbolic cosine of a number

`current-seconds : (-> int)`

Purpose: to compute the current time in seconds elapsed (since a platform-specific starting date)

`denominator : (rat -> int)`

Purpose: to compute the denominator of a rational

`e : real`

Purpose: Euler's number

`even? : (integer -> boolean)`

Purpose: to determine if some value is even or not

`exact->inexact : (num -> num)`

Purpose: to convert an exact number to an inexact one

`exact? : (num -> boolean)`

Purpose: to determine whether some number is exact

`exp : (num -> num)`

Purpose: to compute e raised to a number

`expt : (num num -> num)`

Purpose: to compute the power of the first to the second number

---

`floor : (real -> int)`

Purpose: to determine the closest integer below a real number

---

`gcd : (int int ... -> int)`

Purpose: to compute the greatest common divisior

`imag-part : (num -> real)`

Purpose: to extract the imaginary part from a complex number

`inexact->exact : (num -> num)`

Purpose: to approximate an inexact number by an exact one

`inexact? : (num -> boolean)`

Purpose: to determine whether some number is inexact

`integer->char : (int -> char)`

Purpose: to lookup the character that corresponds to the given integer in the ASCII table (if any)

`integer? : (any -> boolean)`

Purpose: to determine whether some value is an integer (exact or inexact)

`lcm : (int int ... -> int)`

Purpose: to compute the least common multiple of two integers

---

`log : (num -> num)`

Purpose: to compute the base-e logarithm of a number

`magnitude : (num -> real)`

Purpose: to determine the magnitude of a complex number

`make-polar : (real real -> num)`

Purpose: to create a complex from a magnitude and angle

`max : (real real ... -> real)`

Purpose: to determine the largest number

`min : (real real ... -> real)`

Purpose: to determine the smallest number

`modulo : (int int -> int)`

Purpose: to compute first number modulo second number

`negative? : (number -> boolean)`

Purpose: to determine if some value is strictly smaller than zero

---

`number->string : (num -> string)`

Purpose: to convert a number to a string

`number? : (any -> boolean)`

Purpose: to determine whether some value is a number

`numerator : (rat -> int)`

Purpose: to compute the numerator of a rational

`odd? : (integer -> boolean)`

Purpose: to determine if some value is odd or not

`pi : real`

Purpose: the ratio of a circle's circumference to its diameter

---

`positive? : (number -> boolean)`

Purpose: to determine if some value is strictly larger than zero

---

`quotient : (int int -> int)`

Purpose: to compute the quotient of two integers

`random : (int -> int)`

Purpose: to generate a random natural number less than some given integer

---

`rational? : (any -> boolean)`

Purpose: to determine whether some value is a rational number

---

`real-part : (num -> real)`

Purpose: to extract the real part from a complex number

`real? : (any -> boolean)`

Purpose: to determine whether some value is a real number

`remainder : (int int -> int)`

Purpose: to compute the remainder of dividing the first by the second integer

---

`round : (real -> int)`

Purpose: to round a real number to an integer (rounds to even to break ties)

`sgn : (real -> (union 1 1.0 0 0.0 -1 -1.0))`

Purpose: to compute the sign of a real number

`sin : (num -> num)`

Purpose: to compute the sine of a number (radians)

`sinh : (num -> num)`

Purpose: to compute the hyperbolic sine of a number

`sqr : (num -> num)`

Purpose: to compute the square of a number

`sqrt : (num -> num)`

Purpose: to compute the square root of a number

`sub1 : (number -> number)`

Purpose: to compute a number one smaller than a given number

`tan : (num -> num)`

Purpose: to compute the tangent of a number (radians)

`zero? : (number -> boolean)`

Purpose: to determine if some value is zero or not

```
boolean=? : (boolean boolean -> boolean)
```

Purpose: to determine whether two booleans are equal

```
boolean? : (any -> boolean)
```

Purpose: to determine whether some value is a boolean

```
false? : (any -> boolean)
```

Purpose: to determine whether a value is false

```
not : (boolean -> boolean)
```

Purpose: to compute the negation of a boolean value

```
symbol->string : (symbol -> string)
```

Purpose: to convert a symbol to a string

```
symbol=? : (symbol symbol -> boolean)
```

Purpose: to determine whether two symbols are equal

```
symbol? : (any -> boolean)
```

Purpose: to determine whether some value is a symbol

```
append : ((listof any) ... -> (listof any))
```

Purpose: to create a single list from several

```
assq : (X
        (listof (cons X Y))
        ->
        (union false (cons X Y)))
```

Purpose: to determine whether some item is the first item of a pair in a list of pairs

```
caaar : ((cons
          (cons (cons W (listof Z)) (listof Y))
          (listof X))
         ->
         W)
```

Purpose: to select the first item of the first list in the first list of a list

```
caadr : ((cons
          (cons (cons W (listof Z)) (listof Y))
          (listof X))
         ->
         (listof Z))
```

Purpose: to select the rest of the first list in the first list of a list

```
caar : ((cons (cons Z (listof Y)) (listof X)) -> Z)
```

Purpose: to select the first item of the first list in a list

```
cadar : ((cons (cons W (cons Z (listof Y))) (listof X))
         ->
         Z)
```

Purpose: to select the second item of the first list of a list

```
cadddr : ((listof Y) -> Y)
```

Purpose: to select the fourth item of a non-empty list

```
caddr : ((cons W (cons Z (cons Y (listof X)))) -> Y)
```

Purpose: to select the third item of a non-empty list

```
cadr : ((cons Z (cons Y (listof X))) -> Y)
```

Purpose: to select the second item of a non-empty list

```
car : ((cons Y (listof X)) -> Y)
```

Purpose: to select the first item of a non-empty list

```
cdaar : ((cons
          (cons (cons W (listof Z)) (listof Y))
          (listof X))
         ->
         (listof Z))
```

Purpose: to select the rest of the first list in the first list of a list

---

```
cdadr : ((cons W (cons (cons Z (listof Y)) (listof X)))
         ->
         (listof Y))
```

Purpose: to select the rest of the first list in the rest of a list

---

```
cdar : ((cons (cons Z (listof Y)) (listof X))
        ->
        (listof Y))
```

Purpose: to select the rest of a non-empty list in a list

```
cddar : ((cons (cons W (cons Z (listof Y))) (listof X))
         ->
         (listof Y))
```

Purpose: to select the rest of the rest of the first list of a list

---

```
cdddr : ((cons W (cons Z (cons Y (listof X))))
         ->
         (listof X))
```

Purpose: to select the rest of the rest of the rest of a list

---

```
cddr : ((cons Z (cons Y (listof X))) -> (listof X))
```

Purpose: to select the rest of the rest of a list

```
cdr : ((cons Y (listof X)) -> (listof X))
```

Purpose: to select the rest of a non-empty list

`cons : (X (listof X) -> (listof X))`

Purpose: to construct a list

`cons? : (any -> boolean)`

Purpose: to determine whether some value is a constructed list

---

`eighth : ((listof Y) -> Y)`

Purpose: to select the eighth item of a non-empty list

`empty? : (any -> boolean)`

Purpose: to determine whether some value is the empty list

`fifth : ((listof Y) -> Y)`

Purpose: to select the fifth item of a non-empty list

`first : ((cons Y (listof X)) -> Y)`

Purpose: to select the first item of a non-empty list

`fourth : ((listof Y) -> Y)`

Purpose: to select the fourth item of a non-empty list

`length : (list -> number)`

Purpose: to compute the number of items on a list

`list : (any ... -> (listof any))`

Purpose: to construct a list of its arguments

`list-ref : ((listof X) natural-number -> X)`

Purpose: to extract the indexed item from the list

`list? : (any -> boolean)`

Purpose: to determine whether some value is a list

`member : (any list -> boolean)`

Purpose: to determine whether some value is on the list (comparing values with equal?)

`memq : (any list -> (union false list))`

Purpose: to determine whether some value is on some list (comparing values with eq?)

`memv : (any list -> (union false list))`

Purpose: to determine whether some value is on the list (comparing values with eqv?)

`null : empty`

Purpose: the empty list

`null? : (any -> boolean)`

Purpose: to determine whether some value is the empty list

`pair? : (any -> boolean)`

Purpose: to determine whether some value is a constructed list

---

`rest : ((cons Y (listof X)) -> (listof X))`

Purpose: to select the rest of a non-empty list

`reverse : (list -> list)`

Purpose: to create a reversed version of a list

`second : ((cons Z (cons Y (listof X))) -> Y)`

Purpose: to select the second item of a non-empty list

`seventh : ((listof Y) -> Y)`

Purpose: to select the seventh item of a non-empty list

`sixth : ((listof Y) -> Y)`

Purpose: to select the sixth item of a non-empty list

`third : ((cons W (cons Z (cons Y (listof X)))) -> Y)`

Purpose: to select the third item of a non-empty list

`make-posn : (number number -> posn)`

Purpose: to construct a posn

`posn-x : (posn -> number)`

Purpose: to extract the x component of a posn

`posn-y : (posn -> number)`

Purpose: to extract the y component of a posn

`posn? : (anything -> boolean)`

Purpose: to determine if its input is a posn

`set-posn-x! : (posn number -> void)`

Purpose: to update the x component of a posn

`set-posn-y! : (posn number -> void)`

Purpose: to update the x component of a posn

`char->integer : (char -> integer)`

Purpose: to lookup the number that corresponds to the given character in the ASCII table (if any)

`char-alphabetic? : (char -> boolean)`

Purpose: to determine whether a character represents an alphabetic character

---

`char-ci<=? : (char char char ... -> boolean)`

Purpose: to determine whether a character precedes another (or is equal to it) in a case-insensitive manner

---

`char-ci<? : (char char char ... -> boolean)`

Purpose: to determine whether a character precedes another in a case-insensitive manner

---

`char-ci=? : (char char char ... -> boolean)`

Purpose: to determine whether two characters are equal in a case-insensitive manner

---

`char-ci>=? : (char char char ... -> boolean)`

Purpose: to determine whether a character succeeds another (or is equal to it) in a case-insensitive manner

---

`char-ci>? : (char char char ... -> boolean)`

Purpose: to determine whether a character succeeds another in a case-insensitive manner

---

`char-downcase : (char -> char)`

Purpose: to determine the equivalent lower-case character

`char-lower-case? : (char -> boolean)`

Purpose: to determine whether a character is a lower-case character

---

`char-numeric? : (char -> boolean)`

Purpose: to determine whether a character represents a digit

`char-upcase : (char -> char)`

Purpose: to determine the equivalent upper-case character

`char-upper-case? : (char -> boolean)`

Purpose: to determine whether a character is an upper-case character

---

`char-whitespace? : (char -> boolean)`

Purpose: to determine whether a character represents space

`char<=? : (char char char ... -> boolean)`

Purpose: to determine whether a character precedes another (or is equal to it)

`char<? : (char char char ... -> boolean)`

Purpose: to determine whether a character precedes another

`char=? : (char char char ... -> boolean)`

Purpose: to determine whether two characters are equal

`char>=? : (char char char ... -> boolean)`

Purpose: to determine whether a character succeeds another (or is equal to it)

`char>? : (char char char ... -> boolean)`

Purpose: to determine whether a character succeeds another

`char? : (any -> boolean)`

Purpose: to determine whether a value is a character

`format : (string any ... -> string)`

Purpose: to format a string, possibly embedding values

`list->string : ((listof char) -> string)`

Purpose: to convert a s list of characters into a string

`make-string : (nat char -> string)`

Purpose: to produce a string of given length from a single given character

---

`string : (char ... -> string)`

Purpose: (string c1 c2 ...) builds a string

`string->list : (string -> (listof char))`

Purpose: to convert a string into a list of characters

`string->number : (string -> (union number false))`

Purpose: to convert a string into a number, produce false if impossible

---

`string->symbol : (string -> symbol)`

Purpose: to convert a string into a symbol

`string-append : (string ... -> string)`

Purpose: to juxtapose the characters of several strings

`string-ci<=? : (string string ... -> boolean)`

Purpose: to determine whether one string alphabetically precedes another (or is equal to it)

in a case-insensitive manner

`string-ci<? : (string string ... -> boolean)`

Purpose: to determine whether one string alphabetically precedes another in a case-insensitive manner

---

`string-ci=? : (string string ... -> boolean)`

Purpose: to compare two strings character-wise in a case-insensitive manner

---

`string-ci>=? : (string string ... -> boolean)`

Purpose: to determine whether one string alphabetically succeeds another (or is equal to it) in a case-insensitive manner

---

`string-ci>? : (string string ... -> boolean)`

Purpose: to determine whether one string alphabetically succeeds another in a case-insensitive manner

---

`string-copy : (string -> string)`

Purpose: to copy a string

`string-length : (string -> nat)`

Purpose: to determine the length of a string

`string-ref : (string nat -> char)`

Purpose: to extract the i-the character from a string

`string<=? : (string string ... -> boolean)`

Purpose: to determine whether one string alphabetically precedes another (or is equal to it)

`string<? : (string string ... -> boolean)`

Purpose: to determine whether one string alphabetically precedes another

---

`string=?` : `(string string ... -> boolean)`

Purpose: to compare two strings character-wise

`string>=?` : `(string string ... -> boolean)`

Purpose: to determine whether one string alphabetically succeeds another (or is equal to it)

`string>?` : `(string string ... -> boolean)`

Purpose: to determine whether one string alphabetically succeeds another

---

`string?` : `(any -> boolean)`

Purpose: to determine whether a value is a string

`substring` : `(string nat nat -> string)`

Purpose: to extract the substring starting at a 0-based index up to the second 0-based index (exclusive)

`image=?` : `(image image -> boolean)`

Purpose: to determine whether two images are equal

`image?` : `(any -> boolean)`

Purpose: to determine whether a value is an image

`=~` : `(real real non-negative-real -> boolean)`

Purpose: to check whether two real numbers are within some amount (the third argument) of either other

---

`eof` : `eof`

Purpose: the end-of-file value

`eof-object?` : `(any -> boolean)`

Purpose: to determine whether some value is the end-of-file value

---

`eq?` : `(any any -> boolean)`

Purpose: to compare two values

`equal?` : `(any any -> boolean)`

Purpose: to determine whether two values are structurally equal

---

`equal~?` : `(any any non-negative-real -> boolean)`

Purpose: to compare like equal? on the first two arguments, except using =~ in the case of real numbers

---

`eqv?` : `(any any -> boolean)`

Purpose: to compare two values

`error` : `(symbol string -> void)`

Purpose: to signal an error

`exit` : `(-> void)`

Purpose: to exit the running program

`force` : `(delay -> any)`

Purpose: to find the delayed value; see also delay

`identity` : `(any -> any)`

Purpose: to return the argument unchanged

`promise?` : `(any -> boolean)`

Purpose: to determine if a value is delayed

```
struct? : (any -> boolean)
```

Purpose: to determine whether some value is a structure

```
void : (-> void)
```

Purpose: produces a void value

```
void? : (any -> boolean)
```

Purpose: to determine if a value is void

```
andmap : ((X -> boolean) (listof X) -> boolean)
```

Purpose: (andmap p (list x-1 ... x-n)) = (and (p x-1) (and ... (p x-n)))

```
apply : ((X-1 ... X-N -> Y)
         X-1
         ...
         X-i
         (list X-i+1 ... X-N)
         ->
         Y)
```

Purpose: to apply a function using items from a list as the arguments

---

```
build-list : (nat (nat -> X) -> (listof X))
```

Purpose: (build-list n f) = (list (f 0) ... (f (- n 1)))

```
build-string : (nat (nat -> char) -> string)
```

Purpose: (build-string n f) = (string (f 0) ... (f (- n 1)))

```
compose : ((Y-1 -> Z)
           ...
           (Y-N -> Y-N-1)
           (X-1 ... X-N -> Y-N)
           ->
           (X-1 ... X-N -> Z))
```

Purpose: to compose a sequence of procedures into a single procedure

---

```
filter : ((X -> boolean) (listof X) -> (listof X))
```

Purpose: to construct a list from all those items on a list for which the predicate holds

---

```
foldl : ((X Y -> Y) Y (listof X) -> Y)
```

Purpose: (foldl f base (list x-1 ... x-n)) = (f x-n ... (f x-1 base))

```
foldr : ((X Y -> Y) Y (listof X) -> Y)
```

Purpose: (foldr f base (list x-1 ... x-n)) = (f x-1 ... (f x-n base))

```
for-each : ((any ... -> any) (listof any) ... -> void)
```

Purpose: to apply a function to each item on one or more lists for effect only

---

```
map : ((X ... -> Z) (listof X) ... -> (listof Z))
```

Purpose: to construct a new list by applying a function to each item on one or more existing lists

---

```
memf : ((X -> boolean)
        (listof X)
        ->
        (union false (listof X)))
```

Purpose: to determine whether the first argument produces true for some value in the second argument

---

```
ormap : ((X -> boolean) (listof X) -> boolean)
```

Purpose: (ormap p (list x-1 ... x-n)) = (or (p x-1) (or ... (p x-n)))

`procedure? : (any -> boolean)`

Purpose: to determine if a value is a procedure

`quicksort : ((listof X) (X X -> boolean) -> (listof X))`

Purpose: to construct a list from all items on a list in an order according to a predicate

---

`sort : ((listof X) (X X -> boolean) -> (listof X))`

Purpose: to construct a list from all items on a list in an order according to a predicate

---

`display : (any -> void)`

Purpose: to print the argument to stdout (without quotes on symbols and strings, etc.)

`newline : (-> void)`

Purpose: to print a newline to stdout

`pretty-print : (any -> void)`

Purpose: like write, but with standard newlines and indentation

---

`print : (any -> void)`

Purpose: to print the argument as a value to stdout

`printf : (string any ... -> void)`

Purpose: to format the rest of the arguments according to the first argument and print it to stdout

---

`read : (-> sexp)`

Purpose: to read input from the user

`write : (any -> void)`

Purpose: to print the argument to stdout (in a traditional style that is somewhere between print and display)

`build-vector : (nat (nat -> X) -> (vectorof X))`

Purpose: to construct a vector

`make-vector : (number X -> (vectorof X))`

Purpose: to construct a vector

`vector : (X ... -> (vector X ...))`

Purpose: to construct a vector

`vector-length : ((vector X) -> nat)`

Purpose: to determine the length of a vector

`vector-ref : ((vector X) nat -> X)`

Purpose: to extract an element from a vector

`vector-set! : ((vectorof X) nat X -> void)`

Purpose: to update a vector

`vector? : (any -> boolean)`

Purpose: to determine if a value is a vector

`box : (any -> box)`

Purpose: to construct a box

`box? : (any -> boolean)`

Purpose: to determine if a value is a box

```
set-box! : (box any -> void)
```

Purpose: to update a box

```
unbox : (box -> any)
```

Purpose: to extract the boxed value

5.14 Unchanged Forms

```
(local [definition ...] expr)
(letrec ([id expr-for-let] ...) expr)
(let* ([id expr-for-let] ...) expr)
```

The same as Intermediate's `local`, `letrec`, and `let*`.

```
(cond [expr expr] ... [expr expr])
else
```

The same as Beginning's `cond`, except that `else` can be used with `case`.

```
(if expr expr expr)
```

The same as Beginning's `if`.

```
(and expr expr expr ...)
(or expr expr expr ...)
```

The same as Beginning's `and` and `or`.

```
(time expr)
```

The same as Intermediate's `time`.

```
(check-expect expr expr)
(check-within expr expr expr)
```

(check-error *expr* *expr*)

The same as Beginning's check-expect, etc.

---

empty : empty?
true : boolean?
false : boolean?

Constants for the empty list, true, and false.

(require *string*)

The same as Beginning's require.

Index

#%app, 12
#%app, 101
#%app, 71
*, 135
*, 42
*, 101
*, 16
*, 72
+, 72
+, 42
+, 102
+, 16
+, 135
-, 16
-, 102
-, 135
-, 42
-, 72
/, 135
/, 42
/, 72
/, 16
/, 102
<, 16
<, 72
<, 42
<, 102
<, 135
<=, 73
<=, 102
<=, 42
<=, 135
<=, 16
=, 43
=, 73
=, 135
=, 16
=, 102
=~, 33
=~, 59
=~, 152
=~, 119
=~, 89
>, 102
>, 16
>, 136
>, 73
>, 43
>=, 43
>=, 17
>=, 73
>=, 102
>=, 136
abs, 43
abs, 73
abs, 17
abs, 102
abs, 136
acos, 43
acos, 136
acos, 103
acos, 73
acos, 17
add1, 17
add1, 136
add1, 43
add1, 103
add1, 73
Advanced Student, 124
and, 13
and, 158
and, 61
and, 13
and, 93
and, 123
andmap, 120
andmap, 90
andmap, 154
angle, 103
angle, 73
angle, 136
angle, 43

angle, 17
append, 23
append, 49
append, 142
append, 79
append, 109
apply, 91
apply, 154
apply, 120
asin, 43
asin, 136
asin, 17
asin, 73
asin, 103
assq, 23
assq, 80
assq, 142
assq, 109
assq, 50
atan, 43
atan, 73
atan, 136
atan, 17
atan, 103
begin, 132
begin, 132
begin0, 132
begin0, 132
Beginning Student, 5
Beginning Student with List Abbreviations, 35
boolean=?, 22
boolean=?, 49
boolean=?, 142
boolean=?, 108
boolean=?, 79
boolean?, 49
boolean?, 79
boolean?, 23
boolean?, 108
boolean?, 142
box, 157
box?, 157
build-list, 154
build-list, 91
build-list, 120
build-string, 121
build-string, 154
build-string, 91
build-vector, 157
caaar, 109
caaar, 24
caaar, 80
caaar, 143
caaar, 50
caadr, 50
caadr, 143
caadr, 80
caadr, 110
caadr, 24
caar, 80
caar, 110
caar, 143
caar, 50
caar, 24
cadar, 110
cadar, 50
cadar, 80
cadar, 143
cadar, 24
cadddr, 143
cadddr, 50
cadddr, 110
cadddr, 80
cadddr, 24
caddr, 80
caddr, 24
caddr, 50
caddr, 110
caddr, 143
cadr, 110
cadr, 143
cadr, 51
cadr, 24

cadr, 81
car, 51
car, 143
car, 24
car, 81
car, 110
case, 134
case, 134
cdaar, 144
cdaar, 51
cdaar, 25
cdaar, 110
cdaar, 81
cdadr, 144
cdadr, 111
cdadr, 81
cdadr, 25
cdadr, 51
cdar, 81
cdar, 111
cdar, 51
cdar, 25
cdar, 144
cddar, 144
cddar, 81
cddar, 111
cddar, 25
cddar, 51
cdddr, 81
cdddr, 144
cdddr, 111
cdddr, 25
cdddr, 51
cddr, 82
cddr, 144
cddr, 25
cddr, 111
cddr, 52
cdr, 111
cdr, 82
cdr, 52
cdr, 25
cdr, 144
ceiling, 17
ceiling, 74
ceiling, 136
ceiling, 43
ceiling, 103
char->integer, 28
char->integer, 55
char->integer, 114
char->integer, 85
char->integer, 148
char-alphabetic?, 114
char-alphabetic?, 28
char-alphabetic?, 55
char-alphabetic?, 148
char-alphabetic?, 85
char-ci<=?, 148
char-ci<=?, 85
char-ci<=?, 29
char-ci<=?, 55
char-ci<=?, 114
char-ci<?, 29
char-ci<?, 148
char-ci<?, 55
char-ci<?, 115
char-ci<?, 85
char-ci=?, 55
char-ci=?, 115
char-ci=?, 29
char-ci=?, 85
char-ci=?, 148
char-ci>=?, 29
char-ci>=?, 115
char-ci>=?, 55
char-ci>=?, 148
char-ci>=?, 85
char-ci>?, 85
char-ci>?, 29
char-ci>?, 55
char-ci>?, 115
char-ci>?, 148
char-downcase, 115

char-downcase, 29
char-downcase, 148
char-downcase, 85
char-downcase, 55
char-lower-case?, 148
char-lower-case?, 85
char-lower-case?, 29
char-lower-case?, 55
char-lower-case?, 115
char-numeric?, 86
char-numeric?, 115
char-numeric?, 29
char-numeric?, 149
char-numeric?, 56
char-upcase, 56
char-upcase, 149
char-upcase, 115
char-upcase, 86
char-upcase, 29
char-upper-case?, 86
char-upper-case?, 30
char-upper-case?, 115
char-upper-case?, 56
char-upper-case?, 149
char-whitespace?, 30
char-whitespace?, 149
char-whitespace?, 86
char-whitespace?, 115
char-whitespace?, 56
char<=?, 86
char<=?, 149
char<=?, 56
char<=?, 30
char<=?, 116
char<?, 30
char<?, 116
char<?, 56
char<?, 149
char<?, 86
char=?, 30
char=?, 116
char=?, 56
char=?, 86
char=?, 149
char>=?, 149
char>=?, 86
char>=?, 56
char>=?, 30
char>=?, 116
char>?, 56
char>?, 116
char>?, 30
char>?, 86
char>?, 149
char?, 56
char?, 116
char?, 87
char?, 150
char?, 30
check-error, 14
check-error, 61
check-error, 123
check-error, 159
check-error, 93
check-expect, 93
check-expect, 158
check-expect, 61
check-expect, 123
check-expect, 14
check-within, 14
check-within, 61
check-within, 123
check-within, 93
check-within, 158
complex?, 74
complex?, 17
complex?, 103
complex?, 137
complex?, 44
compose, 155
compose, 121
compose, 91
cond, 12
cond, 158

cond, 12
cond, 92
cond, 61
cond, 122
conjugate, 44
conjugate, 103
conjugate, 18
conjugate, 137
conjugate, 74
cons, 82
cons, 111
cons, 26
cons, 52
cons, 145
cons?, 111
cons?, 82
cons?, 52
cons?, 145
cons?, 26
cos, 44
cos, 74
cos, 137
cos, 18
cos, 103
cosh, 103
cosh, 137
cosh, 74
cosh, 18
cosh, 44
current-seconds, 74
current-seconds, 44
current-seconds, 18
current-seconds, 104
current-seconds, 137
define, 131
define, 10
define, 70
define, 101
define, 70
define, 61
define, 132
define, 101
define, 10
define-struct, 132
define-struct, 11
define-struct, 70
define-struct, 61
define-struct, 70
define-struct, 11
define-struct, 122
define-struct, 132
delay, 133
delay, 133
denominator, 104
denominator, 74
denominator, 137
denominator, 44
denominator, 18
display, 156
e, 137
e, 44
e, 18
e, 104
e, 74
eighth, 145
eighth, 82
eighth, 26
eighth, 112
eighth, 52
else, 158
else, 92
else, 13
else, 122
else, 61
empty, 14
empty, 93
empty, 123
empty, 14
empty, 61
empty, 159
empty?, 112
empty?, 52
empty?, 82
empty?, 145

empty?, 26
eof, 59
eof, 119
eof, 89
eof, 33
eof, 152
eof-object?, 60
eof-object?, 90
eof-object?, 33
eof-object?, 119
eof-object?, 153
eq?, 60
eq?, 153
eq?, 119
eq?, 90
eq?, 33
equal?, 153
equal?, 33
equal?, 90
equal?, 60
equal?, 119
equal~?, 60
equal~?, 90
equal~?, 153
equal~?, 34
equal~?, 119
eqv?, 60
eqv?, 120
eqv?, 34
eqv?, 153
eqv?, 90
error, 120
error, 34
error, 90
error, 153
error, 60
even?, 18
even?, 44
even?, 74
even?, 137
even?, 104
exact->inexact, 44
exact->inexact, 74
exact->inexact, 137
exact->inexact, 104
exact->inexact, 18
exact?, 18
exact?, 104
exact?, 45
exact?, 137
exact?, 75
exit, 90
exit, 120
exit, 60
exit, 34
exit, 153
exp, 138
exp, 104
exp, 75
exp, 18
exp, 45
expt, 45
expt, 19
expt, 104
expt, 75
expt, 138
false, 93
false, 123
false, 15
false, 159
false, 61
false?, 23
false?, 79
false?, 142
false?, 49
false?, 108
fifth, 145
fifth, 82
fifth, 112
fifth, 52
fifth, 26
filter, 91
filter, 155
filter, 121

first, 82
first, 145
first, 26
first, 112
first, 52
floor, 19
floor, 75
floor, 45
floor, 138
floor, 104
foldl, 121
foldl, 155
foldl, 91
foldr, 121
foldr, 91
foldr, 155
for-each, 155
for-each, 121
for-each, 92
force, 153
format, 30
format, 87
format, 57
format, 150
format, 116
fourth, 26
fourth, 112
fourth, 82
fourth, 145
fourth, 52
Function Calls, 12
Function Calls, 71
Function Calls, 101
gcd, 45
gcd, 75
gcd, 104
gcd, 138
gcd, 19
How to Design Programs Languages, 1
Identifiers, 14
Identifiers, 72
identity, 34
identity, 60
identity, 90
identity, 120
identity, 153
if, 13
if, 122
if, 93
if, 13
if, 61
if, 158
imag-part, 19
imag-part, 45
imag-part, 138
imag-part, 75
imag-part, 105
image=?, 152
image=?, 59
image=?, 119
image=?, 33
image=?, 89
image?, 89
image?, 33
image?, 119
image?, 59
image?, 152
inexact->exact, 105
inexact->exact, 19
inexact->exact, 138
inexact->exact, 45
inexact->exact, 75
inexact?, 45
inexact?, 75
inexact?, 138
inexact?, 105
inexact?, 19
integer->char, 138
integer->char, 75
integer->char, 105
integer->char, 19
integer->char, 45
integer?, 76
integer?, 19

integer?, 138
integer?, 45
integer?, 105
Intermediate Student, 63
Intermediate Student with Lambda, 94
lambda, 132
lambda, 101
lambda, 132
lambda, 11
lambda, 61
lambda, 70
lambda, 101
lcm, 105
lcm, 139
lcm, 19
lcm, 46
lcm, 76
length, 26
length, 112
length, 52
length, 83
length, 145
let, 133
let, 133
let, 122
let, 71
let*, 122
let*, 71
let*, 158
letrec, 71
letrec, 122
letrec, 158
letrec, let, and let*, 71
list, 53
list, 26
list, 83
list, 145
list, 112
list*, 83
list*, 27
list*, 112
list*, 53
list->string, 30
list->string, 116
list->string, 87
list->string, 57
list->string, 150
list-ref, 112
list-ref, 53
list-ref, 27
list-ref, 146
list-ref, 83
list?, 146
local, 70
local, 122
local, 70
local, 158
log, 20
log, 46
log, 76
log, 105
log, 139
magnitude, 76
magnitude, 105
magnitude, 20
magnitude, 46
magnitude, 139
make-polar, 20
make-polar, 139
make-polar, 46
make-polar, 105
make-polar, 76
make-posn, 28
make-posn, 84
make-posn, 114
make-posn, 54
make-posn, 147
make-string, 57
make-string, 116
make-string, 150
make-string, 87
make-string, 31
make-vector, 157
map, 155

map, 92
map, 121
max, 76
max, 20
max, 106
max, 46
max, 139
member, 83
member, 53
member, 113
member, 146
member, 27
memf, 121
memf, 155
memf, 92
memq, 83
memq, 53
memq, 113
memq, 146
memq, 27
memv, 53
memv, 27
memv, 83
memv, 113
memv, 146
min, 106
min, 20
min, 139
min, 46
min, 76
modulo, 76
modulo, 20
modulo, 106
modulo, 139
modulo, 46
negative?, 20
negative?, 106
negative?, 46
negative?, 76
negative?, 139
newline, 156
not, 142
not, 49
not, 79
not, 108
not, 23
null, 146
null, 113
null, 83
null, 53
null, 27
null?, 113
null?, 83
null?, 27
null?, 146
null?, 53
number->string, 46
number->string, 76
number->string, 106
number->string, 139
number->string, 20
number?, 47
number?, 20
number?, 77
number?, 106
number?, 139
numerator, 47
numerator, 77
numerator, 140
numerator, 106
numerator, 20
odd?, 47
odd?, 77
odd?, 106
odd?, 140
odd?, 21
or, 13
or, 13
or, 158
or, 123
or, 93
or, 61
ormap, 155
ormap, 122

ormap, 92
pair?, 27
pair?, 53
pair?, 146
pair?, 113
pair?, 83
pi, 21
pi, 140
pi, 106
pi, 47
pi, 77
positive?, 77
positive?, 140
positive?, 106
positive?, 21
positive?, 47
posn-x, 54
posn-x, 147
posn-x, 114
posn-x, 28
posn-x, 84
posn-y, 114
posn-y, 54
posn-y, 28
posn-y, 147
posn-y, 84
posn?, 28
posn?, 114
posn?, 147
posn?, 84
posn?, 54
pretty-print, 156
Primitive Calls, 12
Primitive Operation Names, 101
Primitive Operations, 135
Primitive Operations, 42
Primitive Operations, 16
Primitive Operations, 72
print, 156
printf, 156
procedure?, 122
procedure?, 156
procedure?, 92
promise?, 153
Quasiquote, 41
quasiquote, 41
quicksort, 122
quicksort, 92
quicksort, 156
Quote, 41
quote, 14
quote, 41
quotient, 47
quotient, 107
quotient, 77
quotient, 140
quotient, 21
random, 77
random, 140
random, 21
random, 47
random, 107
rational?, 140
rational?, 77
rational?, 107
rational?, 47
rational?, 21
read, 156
real-part, 77
real-part, 107
real-part, 140
real-part, 21
real-part, 47
real?, 140
real?, 78
real?, 21
real?, 47
real?, 107
recur, 133
recur, 133
remainder, 107
remainder, 141
remainder, 78
remainder, 21

remainder, 48
require, 15
require, 159
require, 15
require, 62
require, 93
require, 123
rest, 84
rest, 113
rest, 54
rest, 27
rest, 146
reverse, 146
reverse, 84
reverse, 113
reverse, 54
reverse, 27
round, 141
round, 22
round, 78
round, 48
round, 107
second, 84
second, 54
second, 28
second, 113
second, 147
set!, 133
set!, 133
set-box!, 158
set-posn-x!, 147
set-posn-y!, 147
seventh, 113
seventh, 147
seventh, 54
seventh, 28
seventh, 84
sgn, 22
sgn, 107
sgn, 48
sgn, 141
sgn, 78
shared, 133
shared, 133
sin, 107
sin, 141
sin, 48
sin, 78
sin, 22
sinh, 48
sinh, 78
sinh, 108
sinh, 22
sinh, 141
sixth, 28
sixth, 84
sixth, 147
sixth, 114
sixth, 54
sort, 156
sort, 122
sort, 92
sqr, 141
sqr, 48
sqr, 22
sqr, 78
sqr, 108
sqrt, 141
sqrt, 78
sqrt, 22
sqrt, 48
sqrt, 108
string, 87
string, 31
string, 57
string, 150
string, 117
string->list, 57
string->list, 150
string->list, 117
string->list, 87
string->list, 31
string->number, 31
string->number, 117

string->number, 150
string->number, 87
string->number, 57
string->symbol, 31
string->symbol, 117
string->symbol, 87
string->symbol, 57
string->symbol, 150
string-append, 31
string-append, 117
string-append, 57
string-append, 87
string-append, 150
string-ci<=?, 117
string-ci<=?, 150
string-ci<=?, 87
string-ci<=?, 57
string-ci<=?, 31
string-ci<?, 117
string-ci<?, 31
string-ci<?, 88
string-ci<?, 58
string-ci<?, 151
string-ci=?, 58
string-ci=?, 151
string-ci=?, 117
string-ci=?, 88
string-ci=?, 31
string-ci>=?, 117
string-ci>=?, 58
string-ci>=?, 151
string-ci>=?, 88
string-ci>=?, 32
string-ci>?, 58
string-ci>?, 32
string-ci>?, 151
string-ci>?, 118
string-ci>?, 88
string-copy, 58
string-copy, 151
string-copy, 88
string-copy, 32
string-copy, 118
string-length, 151
string-length, 118
string-length, 58
string-length, 32
string-length, 88
string-ref, 88
string-ref, 58
string-ref, 118
string-ref, 151
string-ref, 32
string<=?, 58
string<=?, 88
string<=?, 32
string<=?, 151
string<=?, 118
string<?, 88
string<?, 32
string<?, 151
string<?, 58
string<?, 118
string=?, 152
string=?, 32
string=?, 118
string=?, 89
string=?, 59
string>=?, 32
string>=?, 118
string>=?, 59
string>=?, 89
string>=?, 152
string>?, 89
string>?, 152
string>?, 59
string>?, 33
string>?, 118
string?, 118
string?, 33
string?, 152
string?, 89
string?, 59
struct?, 120

struct?, 154
struct?, 34
struct?, 60
struct?, 90
sub1, 78
sub1, 141
sub1, 48
sub1, 22
sub1, 108
substring, 89
substring, 33
substring, 59
substring, 152
substring, 119
symbol->string, 79
symbol->string, 142
symbol->string, 49
symbol->string, 23
symbol->string, 109
symbol=?, 109
symbol=?, 142
symbol=?, 23
symbol=?, 49
symbol=?, 79
symbol?, 49
symbol?, 23
symbol?, 109
symbol?, 142
symbol?, 79
Symbols, 14
tan, 108
tan, 141
tan, 22
tan, 78
tan, 48
Test Cases, 14
third, 147
third, 54
third, 84
third, 28
third, 114
time, 71
time, 71
time, 123
time, 158
true, 123
true, 15
true, 61
true, 93
true, 159
true and false, 15
unbox, 158
Unchanged Forms, 61
Unchanged Forms, 158
Unchanged Forms, 122
Unchanged Forms, 92
unless, 135
unquote, 41
unquote-splicing, 42
vector, 157
vector-length, 157
vector-ref, 157
vector-set!, 157
vector?, 157
void, 154
void?, 154
when, 134
when and unless, 134
write, 157
zero?, 141
zero?, 48
zero?, 22
zero?, 79
zero?, 108