

Syntax Color: Utilities

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The "syntax-color" collection provides the underlying data structures and some helpful utilities for the `color:text%` class of the §**Framework: PLT GUI Application Framework**".

1 Parenthesis Matching

```
(require syntax-color/paren-tree)
```

```
paren-tree% : class?  
  superclass: object%
```

Parenthesis matching code built on top of `token-tree%`.

2 Scheme Lexer

```
(require syntax-color/scheme-lexer)
```

```
(scheme-lexer in) → (or/c string? eof-object?)
                    symbol?
                    (or/c symbol? false/c)
                    (or/c number? false/c)
                    (or/c number? false/c)

in : input-port?
```

A lexer for Scheme, including reader extensions (§12.9 “Reader Extension”), built specifically for `color:text%`.

The `scheme-lexer` function returns 5 values:

- Either a string containing the matching text or the eof object. Block comments and specials currently return an empty string. This may change in the future to other string or non-string data.
- A symbol in `'(error comment sexp-comment white-space constant string no-color parenthesis other symbol eof)`.
- A symbol in `'(|(| |)| |[| |]| |{| |}|)` or `#f`.
- A number representing the starting position of the match (or `#f` if eof).
- A number representing the ending position of the match (or `#f` if eof).

3 Default lexer

```
(require syntax-color/default-lexer)
```

```
(default-lexer in) → (or/c string? eof-object?)  
                    symbol?  
                    (or/c symbol? false/c)  
                    (or/c number? false/c)  
                    (or/c number? false/c)  
  
in : input-port?
```

A lexer that only identifies `(,), [,], {, }` and `}` built specifically for `color:text%`.

`default-lexer` returns 5 values:

- Either a string containing the matching text or the eof object. Block specials currently return an empty string. This may change in the future to other string or non-string data.
- A symbol in `'(comment white-space no-color eof)`.
- A symbol in `'(|(| |)| |[| |]| |{| |}|)|` or `#f`.
- A number representing the starting position of the match (or `#f` if eof).
- A number representing the ending position of the match (or `#f` if eof).

4 Splay Tree for Tokenization

```
(require syntax-color/token-tree)
```

```
token-tree% : class?  
superclass: object%
```

A splay-tree class specifically geared for the task of on-the-fly tokenization. Instead of keying nodes on values, each node has a length, and they are found by finding a node that follows a certain total length of preceding nodes.

FIXME: many methods are not yet documented.

```
(new token-tree% [len len] [data data])  
→ (is-a?/c token-tree%)  
len : (or/c exact-nonnegative-integer? fasle/c)  
data : any/c
```

Creates a token tree with a single element.

```
(send a-token-tree get-root) → (or/c node? false/c)
```

Returns the root node in the tree.

```
(send a-token-tree search! key-position) → void?  
key-position : natural-number/c
```

Splays, setting the root node to be the closest node to offset *key-position* (i.e., making the total length of the left tree at least *key-position*, if possible).

```
(node? v) → boolean?  
v : any/c  
(node-token-length n) → natural-number/c  
n : node?  
(node-token-data n) → any/c  
n : node?  
(node-left-subtree-length n) → natural-number/c  
n : node?  
(node-left n) → (or/c node? false/c)  
n : node?  
(node-right n) → (or/c node? false/c)  
n : node?
```

Functions for working with nodes in a `token-tree%`.

```
(insert-first! tree1 tree2) → void?  
tree1 : (is-a?/c token-tree%)  
tree2 : (is-a?/c token-tree%)
```

Inserts `tree1` into `tree2` as the first thing, setting `tree2`'s root to `#f`.

```
(insert-last! tree1 tree2) → void?  
tree1 : (is-a?/c token-tree%)  
tree2 : (is-a?/c token-tree%)
```

Inserts `tree1` into `tree2` as the last thing, setting `tree2`'s root to `#f`.

```
(insert-last-spec! tree n v) → void?  
tree : (is-a?/c token-tree%)  
n : natural-number/c  
v : any/c
```

Same as `(insert-last! tree (new token-tree% [length n] [data v]))`. This optimization is important for the colorer.