

# **Oforth Programming Language Manual**

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## 1 Introduction

### 1.1 What is Oforth ?

Oforth language is a Forth dialect.

Objective is to implement an Object Oriented Programming model as a built-in feature.

Even if not compatible with classical Forth, most Forth principles are preserved :

- It is a stack based language : a data stack holds parameters for functions and methods and holds value(s) returned.
- A return stack holds the return address of calls, local parameters and variables values.
- A dictionary holds words. In Oforth, there are many words types. Among new word types, you find classes, methods, properties ... that implement OO meta-model.
- The inner interpreter is updated to handle polymorphism, with late binding.
- It is an interpretive language. The text interpreter execute input and definitions are compiled using immediate words.

### 1.2 Concepts

Oforth is a stack based language : it uses a data stack to pass parameters to functions and to retrieve results.

It is a extensible language : from built-in words available at start-up, you create new words. The system makes no difference between built-in and user-defined words.

Oforth is an interactive language : there is no compilation phase and words are compiled as soon as they are sent to the interpreter. And they are available immediately to create new words or to test them.

It uses a RPN notation : there is no instructions, just words that are executed one after the other. This allow to "JIT" compile words in a one pass compilation.

Oforth implements a full OO model and is dynamically typed : all items on the stack are objects and each object has a type. Polymorphism is supported through methods.

Immutability is enforced : by default, all objects are immutable, but you can choose to create mutable objects if necessary.

Oforth comes with a garbage collector (GC). It is not mandatory to handle objects de-allocation but it is necessary for various Oforth features (closures, ...). You can decide which objects will be handled by the GC and which will be handled manually.

Oforth implements a task/channel model to handle multi-tasking : tasks are small objects with isolated memory and that can communicate with other task using channels.

## 1.3 Objectives

The first goal is to have an intuitive OOP implementation ie being able to call methods exactly the same way you would call classic words. There is no special syntax, no current object : when a method is called, the inner interpreter checks the object on top of the stack and calls the method implementation this object respond to. That's all : calling a method is no more complicated than calling a function and many classical Forth words are actually implemented as Oforth methods (like +, -, ...).

The second goal is to have a very light and open OO model. OO can sometimes be cumbersome and comes with many constraints. In Oforth, you can program without creating classes or without knowing that some words are methods and not functions.

The third goal is to implement an OOP model as "pure-OO" as possible, which means that :

- Everything in Oforth is an object, even OO meta-model objects : functions, methods, classes, ...
- Oforth implements a dynamic dispatch: the process of selecting which implementation to run according to the top of the stack is done at runtime.
- Oforth implements duck typing, which means that any class, regardless of class hierarchy, can implement any method.

The fourth goal is security : bounds and overflow are checked and direct access to memory is limited.

And, last goal, keep high performances : this is done by generating native code on the flow while keeping a one-pass compilation.

## 1.4 Why some words have been renamed compared to classical Forth

When it was possible, Oforth uses the same names than Forth words. But there are 3 topics that make impossible the use of some Forth names : the support for arrays syntax, the support for json syntax and polymorphism.

Oforth interpreter can natively recognize arrays and 3 words are dedicated to this : [ ] and , . Corresponding Forth words had to be renamed :

- , has no correspondence in Oforth
- [ is replaced by <%
- ] is replaced by %>

Oforth interpreter can natively recognize jsons objects (if you load the json package) and some words are dedicated to support the json syntax : ' { } . Corresponding Forth words had to be renamed :

- ' (tick) is now used for characters only and is replaced by # (Forth # family words are useless in Oforth)

- { } are replaced by ( ) ( and commentaries are only possible with \ and -- )
- There is no Forth double word syntax (Oforth integers have arbitrary precision). Dot are used by floats.

Last point, Oforth support polymorphism, so many Forth words have been removed. For instance, + works for integers, floats, strings, ...

You can find a cross reference between Forth words and Oforth words in the last chapter of this manual.

## 1.5 Words naming conventions

Oforth built-in words follow some naming conventions. The main conventions used are :

Classes and properties begin with an uppercase :

```
Integer Array Comparable
```

Functions/methods names generally begin with a lowercase:

```
dup kindOf? name is? digit? >upper
```

Constants are often all uppercase. If related to a particular class, the name begins with this class and a dot :

```
File.READ System.VERSION CELLSIZE
```

Functions/methods that parse the input stream and/or need something after (which is not the natural RPN notation) have a name ending with ':' :

```
new: loop: : method: try: const: tvar: ifTrue: else:
```

Functions/methods can have a prefix or suffix to describe its purpose :

```
> : name of a conversion : >float, >string, ...
```

```
? : name a word that returns a boolean : even? odd? is?, ...
```

Those rules are not mandatory, but give important information about a word's purpose.

## 1.6 Installation

Oforth 32bits runs on 32bits and 64bits operating systems.

You can download Oforth as an archive file that contains everything necessary to run Oforth :

- Oforth binary : it is the only executable into the archive (no library, ...)
- oforth.of : the file loaded at startup.
- lang repository : all features loaded at startup.
- packs repository : optional packages.



The binary included into this archive support the following features :

- Float
- TCP
- FFI
- Multi-thread.

Installation requires two main steps :

- Extract the zip file into a directory of your choice.
- Define an environment variable : `OFORTH_PATH`

Oforth requires the environment **OFORTH\_PATH** variable to be created and set. You can find instructions on the web if you don't know how to create an environment variable on your specific operating system.

`OFORTH_PATH` value is a list of directories. Oforth will try to find sources and packages into those directories. It should at least include the directory where you have extracted Oforth archive.

On Windows platforms, this value is a list of directories with ';' character as separator and '\' character for directory names. For instance :

```
OFORTH_PATH=\Home\oforth;\Home\oforth\test
```

On Linux and Mac OS platforms, this value is a list of directories with ':' character as separator and '/' character for directory names. For instance :

```
OFORTH_PATH=/users/oforth/oforth:/home/oforth
```

You can also have this variable set each time you launch a command prompt. Instructions can also be found on the web according to your system.

Finally, if you want to run Oforth from everywhere, you can also add your installation directory to your `PATH` variable.

Before running Oforth, check that `OFORTH_PATH` variable set correctly. On Windows, open a command prompt and run :

```
set
```

On Linux or Mac OS, open a command prompt and run :

```
env
```

The `OFORTH_PATH` variable must appears with the correct value to be able to run Oforth.

Currently, Oforth is a 32bits application so, if libraries are used, the 32bits versions must be installed if not present.

## 1.7 Building oforth

Oforth is an open source projet. You can build oforth binary with provided sources.

You just need to run "make all" to build oforth. This will create the binary into the directory where the sources have been unzipped.

Into the makefile file, you can set some options for the image you want to build :

- Add TCP support (default is yes)
- Add multi-core support (default is yes)
- Add FFI support (default is yes).
- Add debug support (default is no).

All these features are enabled by default.

## 1.8 Invoking the interpreter

Oforth is invoked from a command line. Interpreter is launched using "--i" command line option:

```
oforth --i
```

This command starts the interpreter mode: you can directly type commands and see results. You can leave the interpreter using **bye** command.

Various command line options can be set when launching Oforth:

```
oforth [ options ] [file]
```

Launch options :

```
--i      : Interpret mode
--P"s"   : Performs string s
[file]   : Performs code into file.
```

Behavior options :

```
--a      : Assertions are checked (default is not checked)
--t      : Tests are checked (default is not checked)
--C      : Generates various checks (stacks underflow, overflow, ...)
--wn     : Max number of workers (default is 1). If 0, use number of cores detected.
--Sn     : Max size (in objects) for main data stack (default is 1000 objects)
--Mn     : Max memory to use by oforth process (Ko)
--C      : Removes some optimizations and adds checks (possible only if debug mode).
```

Garbage Collector options :

```
--XTn   : Set number of milliseconds between 2 GC (default is 120 ms)
--XMn   : Set min allocated memory (Ko) for GC to run (default is 1024 ko)
--XGn   : Set GC ticks by step during mark & sweep phase (default is 6000)
--XAn   : Set app ticks by step during GC (default is 300)
--XVn   : Set GC verbose level (0 to 3, default is 0)
```

Examples :

```
oforth --i
```

Launch oforth interpreter : you can execute commands until bye is typed.

```
oforth myfile.of
```

Launch oforth, load myfile.of file and exit.

```
oforth --P"test" myfile.of
```

Launch oforth, load myfile.of file, run "test" word and exit.

```
oforth --i --P"myfile.of load"
```

Launch oforth interpreter, load myfile.of and prompt for commands.

```
oforth --i --P"import: date"
```

Launch oforth interpreter, import date package and prompt for commands.

## 1.9 Running programs

As Oforth comes with an interpreter, you can test interactively your code. But, at one time, you will want to keep your work into a file and load it at startup.

By convention, Oforth sources are stored into .of files, but this is not mandatory.

If you want to load test.of file and then run the #test function :

```
oforth --P"test" test.of
```

But, in order to test your code, it is often more convenient to load your file(s), and execute tests into the interpreter. To do this, you can load your file into the interpreter :

```
oforth --i
```

```
"test.of" load
```

If you update your source files, you must leave the interpreter and reload the file. To avoid loading your file(s) each time you launch the interpreter, you can load it using the command line :

```
oforth --i --P "\"test.of\" load"
```

Then, you will launch the interpreter with your file(s) already loaded, ready to test your code.

And, a time will come when you will have packages (see Packages chapter). You can do the same thing and load your package before launching the interpreter :

```
oforth --i --P"import: mypackage"
```

You can also use Oforth as a pipe or redirect input or output

```
oforth < source.of >result.txt
```

After initialization, the interpreter will load "source.of" file and redirect results to "result.txt" file. After the source file is loaded, the interpreter will quit. Unlike interpreter mode, it will also quit immediately if a non caught exception occurs.

## 2 Interpreter and data stack

This chapter explains how the interpreter works and the concept of data stack. The best way to learn this is to run an Oforth interpreter (using `oforth --i`) and run every example, or anything you would like to test.

### 2.1 Interpreter

When you launch Oforth with `--i` option, the interpreter is launched : you can play with the stack, create words, create methods, load files, ... Oforth is an REPL system (Read Eval Print Loop).

Interpreter is very simple: after you type something and press ENTER key, it reads the first name (by collecting all characters until a space is encountered) and executes it. After this name is executed, the interpreter reads the next name and execute it. And so on, until there is no more name to execute (or the word executed is **bye**). There is no instructions, just words separated by spaces.

A name is a sequence of characters terminated by a space (or end of line). An important difference with most Forth interpreters is that Oforth will also try to identify some names even if there is no space to delimit them. Those names are:

```
# @ { } , : ; ( ) ! $ [ ] | ' " // \ -> #[ => 0x 0b #! :=
```

For instance, if you type `[[`, the interpreter will detect 2 words (`[` and `[`) and not onr word (`[[`).

When the interpreter has found a name (either because of a space or because it is one of the words listed above), it tries to find if it correspond to the name of a word (a built-in word or a user-defined word). For this, it searches this name into the **dictionary**, a place where all words are stored. If a word is found, the interpreter executes it, then handles the next name. If the name is not found, the interpreter tries to detect if the name is an integer or a float. If so, it pushes this number on the stack. And, if the name is not a number, an error is printed and the rest of the line is ignored.

Interpreter is case-sensitive: for instance, if you try **Bye** or **BYE**, interpreter will not recognize the word **bye**.

### 2.2 Data stack

Oforth is a stack based language. Parameters needed for a word are pushed on a stack before calling the word. Those words will also push (if any) their return values on this stack. This stack is called the **data stack** (or ... the stack).

The data stack is a LIFO stack (Last In First Out) : the last pushed item will be the first popped item. All words have access to this stack and each time you create an object or type a number, it is pushed on this data stack.

There is only one data stack (in fact, one by task in a multi-tasking context), whatever the kind of objects : integers, floats, strings, ... use the same data stack and each object uses only one slot on the data stack.

Each word performed will retrieve its parameters (if any) on this stack, does its job and returns its values on the stack. So each word interacts with the stack. For instance:

```
sqrt      \ f -- f'
```

means that the word **sqrt** is expecting a float on top of the stack, consumes it and, when it has done its job, pushes a float on the stack ( \ word is for declaring a commentary till the end of the line).

So you can try :

```
12.3 sqrt
```

The interpreter pushes 12.3 on the stack and then call word sqrt. 12.3 is consumed and the result (sqrt(12.3)) is now on top of the stack.

```
1.2 ln sqrt exp
```

Here, each word uses the result of the previous one as its parameter and the result is on the stack. When reading this sequence, nothing tells you what parameter(s) each word uses or what are the results of each word. The stack is the quiet support for passing parameters between each word.

The data stack is one of the most important concepts in Oforth. If you don't use it correctly, your code will be longer and more complex than necessary. Mastering the usage of the data stack is an important step.

## 2.3 RPN notation

Because the interpreter executes each word before reading the next one, the interpreter uses the **RPN notation**.

In this notation, there is no need for parenthesis; For instance, in order to calculate 1 + 2, you write:

```
1 2 +
```

+ consumes two parameters on stack, calculates the sum, and pushes the result on the stack :

```
+      \ n1 n2 -- n3
```

To see the stack, you can use **.s**

```
1 2 + .s
[1] (Integer) 3 ok
```

You can also consume and print the top of the stack using **. :**

```
1 2 3 + . .s
5 [1] (Integer) 1
```

You can clear all the stack using **clr**

Finally, you can toggle interpreter to automatically print the stack after each command you enter using **.show** command . If so, a **.s** will run after each command executed. **.show** again will go back to the previous behavior (not show the stack).

```
.show      \ --      Toggle interpreter to show the stack after each command
clr       \ --      Clear the stack.
bye       \ --      Leaves the interpreter.
```

## 2.4 Word's stack effects

A word's stack effect describes how this word interacts with the stack : it is a commentary that documents this interaction :

```
\ stack before -- stack after
```

For instance :

```
foo      \ n1 n2 n3 -- n4 f
```

means that word `foo`, when performed, consumes 3 objects (here 3 integers) on the stack and returns two objects (here an integer and a float) on the stack. This also means that the action of `foo` does not affect items under `n1`.

With this notation, `n3` is the top of the stack before `foo` is performed and `f` is the top of the stack after `foo` is performed : the top of the stack is always the rightmost element.

It is a good practice (and required for readability) to describe the stack effect of each word.

For instance, the stack effect of `-` arithmetic operation on integers is:

```
-      \ n1 n2 -- n3   with n3 = n1-n2
```

Conventions used to describe stack effects are:

- `x, y, z`     An object, whatever its type is.
- `n`            An signed integer
- `u`            An unsigned integer
- `f`            A float
- `b`            A boolean (**true** or **false**)
- `c`            A character (ie an integer representing the unicode value of a character).
- `s`            A string
- `[x]`          A collection of objects.
- `r`            A runnable (ie something you can perform, like functions, methods, blocks, ...).
- `cl`          A class
- `ex`          An exception
- `"name"`      A name read directly from the input buffer.

## 2.5 Data stack and objects

Oforth is a dynamically typed language : each data is typed and each data stack slot holds one typed object : an integer, a float, a string, a date, a collection of 1000 objects, ... uses one position

on the stack.

Objects themselves are created on the heap (or in the dictionary) and the data stack holds references to those objects. Words that manipulate the stack items, manipulate references to objects (an exception to this rule is small integers, see Integer chapter).

Each object has a type : its class. When you type `.s`, the object's class is what appears between (), before the object value. For instance:

```
1 2.3 Integer "abcd" .s
[1] (String) abcd
[2] (Class) #Integer
[3] (Float) 2.3
[4] (Integer) 1
```

## 2.6 Manipulating the stack

Once objects are on the stack, various words allow manipulate them. Those manipulations are used to order items before calling functions and methods.

Remember that these words manipulate only items references. If you duplicate (`dup`) an object, you duplicate only its reference value, you don't create a new object.

The most important words that manipulate the stack are :

<code>dup</code>	<code>\ x -- x x</code>	Duplicates the top of the stack
<code>drop</code>	<code>\ x --</code>	Removes the top of the stack
<code>swap</code>	<code>\ x y -- y x</code>	Swap the two items on top of stack
<code>over</code>	<code>\ x y -- x y x</code>	Copy the second item on top of stack
<code>rot</code>	<code>\ x y z -- y z x</code>	Rotate 3 items on the stack

Other less used words are :

<code>nip</code>	<code>\ x y -- y</code>	Remove the second item
<code>tuck</code>	<code>\ x y -- y x y</code>	Copy the tos under the second (same as swap over)
<code>-rot</code>	<code>\ x y z -- z x y</code>	Rotate 3 items
<code>2dup</code>	<code>\ x y -- x y x y</code>	Duplicate 2 items
<code>2drop</code>	<code>\ x y --</code>	Remove 2 items
<code>pick</code>	<code>\ x*i n -- x*i xn</code>	Copy the nth item on top ( 1-based )
<code>.depth</code>	<code>\ x*i -- x*i n</code>	Return stack size

Examples :

```
1 2 3 swap      \ 1 3 2
1.1 2.3 over   \ 1.1 2.3 1.1
"aa" "bb" tuck \ "bb" "aa" "bb"
12 14 2dup     \ 12 14 12 14
clr 1.3 2.3 .depth \ 1.3 2.3 2
```



## 3 Arithmetic

Oforth implements arithmetic operations as methods : the same method name is used for all types. For instance, the "+" method is defined for integers, floats, strings, arrays, ...

Methods defined for Integer and Float will handle automatic conversion to float if necessary.

Arithmetic words are:

+	\ x y -- x+y	Implemented for integer, floats, strings, arrays
-	\ x y -- x-y	Implemented for integer, floats, strings, arrays
*	\ x y -- x*y	Implemented for integer, floats
/	\ x y -- x/y	Implemented for integer, floats
neg	\ x -- -x	Implemented for integer, floats
abs	\ x -- y	Implemented for integer, floats
sq	\ x -- x*x	Implemented for integer, floats
pow	\ x n -- x^n	Implemented for integer, floats
^	\ x n -- x^n	Same as pow.
powf	\ x f -- x^f	Implemented for integer, floats
ln	\ x -- f	Implemented for integer, floats
log	\ x -- f	Implemented for integer, floats
exp	\ x -- f	Implemented for integer, floats
sqrt	\ x -- f	Implemented for floats
mod	\ n m -- r	Return the remainder of n by m
/mod	\ n m -- r q	Return the remainder and quotient of n by m
even?	\ n -- b	Return true if n is an even integer.
odd?	\ n -- b	Return true if n is an odd integer.

Some words are shortcuts for usual operations:

1+	\ x -- x+1	Add 1 to x
1-	\ x -- x-1	Substract 1 to x

All arithmetic operators use the RPN notation so no parentheses are necessary :

1 2 + 3 *	\ calculates	(1+2) * 3
1.2 ln 4 + exp	\ calculates	exp((ln(1.2)+4))

## 4 Functions and instructions

Functions are named piece of code. Calling a function is done by typing its name. In Oforth, functions are objects representing the classical Forth words.

### 4.1 Declaring a function

A function is declared using a colon ( the word `:` ). The word `;` closes the function definition. Everything between `:` and `;` is the function body (the current definition) : the instructions that will be performed when the function is called.

```
: hello      \ --
  "Hello, world!" . ;
```

This creates a word named **hello** into the dictionary. The stack effect shows that this function takes no parameter from the stack and returns no value, so whatever was on the stack before calling this function is not modified. **hello** instructions push a string on the stack, then print it.

Calling **hello** word is simple : you just type its name. It can be called directly from the interpreter (to test it, for instance), or called from another function :

```
hello
Hello, world! ok
```

```
: test      \ --
  hello hello hello ;
```

```
test
Hello, world! Hello, world! Hello, world! ok
```

A function is not only a named piece of code; it is also an object of type Function stored into the dictionary. This object can be manipulated as any other object : it can be pushed on the stack, used as parameter for other words, ... To push this object on the stack, `#` is used before the function name (this is comparable to ' (tick) word in Forth). `#` reads the next string and retrieves the word which name is this string.

```
#          \ "name" --
```

```
#hello .s
```

```
[1] (Function) #hello
```

No space is needed after `#` (but you can type one if you want).

After pushing a function on the stack, it can be used as any other object. In particular, `#perform` is

a method that executes the top of the stack :

```
#hello perform
Hello, world! ok
```

```
#test #perform #perform perform
Hello, world! Hello, world! Hello, world! ok
```

### Remark for Forthers

In Oforth, there is no `xt` (execution token) as in Forth : a function is an object that allows to retrieve all information about it. This object is close to a named token. The ' Forth word that allows to retrieve an execution token from a word is replaced by `# word`, which returns an object on the stack (' word is dedicated to characters).

As there is no execution token, there is no EXECUTE word. It is replaced by `#perform`, which performs the object on top of stack.

Into the rest of this manual, a function (or method) will often be mentioned using `#`.

## 4.2 Flow control

A function body can use conditional structures to control the instructions flow. These structures consume a boolean on the stack and execute instructions according to its value.

Booleans don't have a dedicated type, they are implemented as integers. They are the constants **true** (value 1) or **false** (value 0). In any test, everything different from **false** (0) is **true**.

Various structures are available to condition instructions. They all work the same way : they consume a boolean on the stack and condition instructions according to its value.

```
: myabs      \ n1 -- n2
  dup 0 <= ifTrue: [ neg ] ;
```

`#<=` consumes two objects and returns a boolean on the stack. This boolean is consumed by `ifTrue:`. If this boolean is not false, all instructions between `[` and `]` are performed. Otherwise, the program jumps directly after `]`.

Other words to test conditions are:

<code>ifTrue: [ instr ]</code>	<code>\ b --</code>	Instructions are performed only if b is not false
<code>ifFalse: [ instr ]</code>	<code>\ b --</code>	Instructions are performed only if b is false
<code>ifZero: [ instr ]</code>	<code>\ x --</code>	Instructions are performed only if x is 0
<code>ifNull: [ instr ]</code>	<code>\ x --</code>	Instructions are performed only if x is null
<code>ifNotNull: [ instr ]</code>	<code>\ x --</code>	Instructions are performed only if x is not null
<code>if=: [ instr ]</code>	<code>\ x y --</code>	Instructions are performed only if x = y

All these blocks can be followed by an **else** block. If so, this block is performed only if the instructions are not performed.

```
: mysign          \ x -- n
    dup 0 < ifTrue: [ drop -1 ] else: [ 0 > ] ;
```

The classical **if/else/then** conditionals used in Forth are also declared :

```
: myabs          \ x -- y
    dup 0 <= if neg then ;

: mysign         \ x -- n
    dup 0 < if drop -1 else 0 > then ;
```

## 4.3 Comparisons

Two different objects can have the same value (two strings, two floats, ...). It is needed to differentiate if we want to test objects values or objects references.

The word = checks if two objects are the same object (ie have the same reference on the stack) :

```
=          \ x y -- b : Returns true if x and y are the same object

12 dup =   \ true
12 12 =    \ true
1.2 dup =  \ true
'a' 'a' =  \ true
1.2 1.2 =  \ false
"aaa" dup = \ true
"aaa" "aaa" = \ false
#dup #dup = \ true
[ 1, 2 ] [ 1, 2 ] = \ false
```

In other words, #= tests equality of the values of the two cells on top of the stack, whatever the objects are and whatever their type. Of course, if two objects have the same reference, they have the same value.

On the other hand, the method == tests if two objects have the same value. By default, this method calls #= , but it can (and sometimes must) be redefined into classes to test objects values rather than object's references.

```
==          \ x y -- b : Returns true if x and y have the same value

12 12 ==    \ true
"aaa" "aaa" = \ false
"aaa" "aaa" == \ true
```

```

1.2 1.2 ==          \ true
[ 1, 2 ] [ 1, 2 ] = \ false
[ 1, 2 ] [ 1, 2 ] == \ true

```

For integers and floats, == will convert them if necessary :

```

12 12.0 ==          \ true

```

There is no word to test if two references are different but there is a word to test if two objects don't have the same value : #<>

```

<>                \ x y -- b : Returns true if x y don't have the same value

```

## 4.4 General loops

Three structures allow to iterate the same instructions.

The first one is an infinite loop **begin/again** : all instructions between those words will be performed endlessly, unless an instruction orders to leave the loop (**return**, **break**, ...).

```

: test1          \ n --
  begin
    dup 100 = ifTrue: [ break ]
    1+ dup .
  again
  "Done" .
;
90 test1
91 92 93 94 95 96 97 98 99 100 Done ok

```

The second loop is the while loop. While a boolean value is true, instructions are performed :

```

while ( ... b ) [ instructions ]

```

Instructions between ( and ) must leave a boolean on the stack. This boolean is consumed. If it false, the program leaves the loop. Otherwise, instructions are performed and the program jumps back just after the while :

```

: mygcd          \ n1 n2 -- n3
  while ( dup ) [ tuck mod ] drop ;

120 32 mygcd .
8 ok

```

The last loop is the begin/until. Unlike while, instructions are always performed at least once :

```

begin instructions b until

```

Instructions are performed and must leave a boolean on the stack. This boolean is consumed and while it is false, instructions are performed again, ie the loop ends when the boolean is true.

Some words allow modifying the flow into a loop : if **break** is encountered, the program leave immediately the current loop and if **continue** is encountered, the program restart immediately the current loop :

```

: test2      \ --
  10 while ( dup ) [
    1-
    dup 6 if=: [ continue ]
    dup 3 if=: [ break ]
    dup .
  ]
  drop
;
test2
9 8 7 5 4 ok

```

## 4.5 Return stack and locals

When a function calls another function, return addresses must be saved to be able to continue the function body when the second function returns. This is done on a second stack, the **return stack**.

Each call to a function creates a frame on the return stack. And, when the function returns, its frame is removed. By default, this frame holds only the return address of the function, but it also allows to save information local to a function call. For instance, to avoid many data stack manipulation, it is possible to store a value on the return stack. As the entire frame is removed from the return stack when function exits, this value will be lost when the function returns.

Storing local information on the return stack is done by declaring a **local** into a function. Two kind of locals can be declared : parameters and local variables.

If a function declares a parameter, when this function is called, an object is removed from the data stack and stored on the return stack as the parameter value. Using the parameter name into the body will push this value on the data stack. To store another value (the top of the stack) into this parameter, #-> word is used.

Parameters are declared using ( ) after the function name. All names until ) are declared parameters. #-- is the beginning of a commentary and used to describe stack effect while declaring parameters. Everything between -- and ) is ignored. So it is possible to mix the parameters declaration and the stack effect description of a function, avoiding to create a separated commentary to describe the stack effect.

## CAUTION (for Forthers)

In Oforth, parentheses () are not commentaries, they are used to actually declare parameters.

{ } are used for another purpose, to declare Json objects (if package is imported)

For instance :

```
: sumDigits( n -- m )
  0 while( n ) [ n 10 /mod ->n + ] ;
```

```
123 sumDigits .s
[1] (Integer) 6
```

This function declares one parameter ( named n ). Text between -- and ) is a commentary that describe the stack effect of this word. When this function runs, it removes an object from the stack (here 123) and stores it on the return stack into the frame created when the function is called. Each time n is used into the function's body, the current value stored on the return stack is pushed on the stack. And #-> is used to change the value of n on the return stack (by removing an object from the stack and storing it on the return stack).

If more than one parameter is declared for a function, the last one will have the value of the top of the stack, then the previous one : parameters are declared in the same order than stack effects. For instance, #under+ can be declared to consume and add the top of the stack to the third item of the stack :

```
: under+( x a )      \ y x a -- y+a x
  a + x ;
```

```
1 2 3 under+ .s
[1] (Integer) 2
[2] (Integer) 4
```

A function can also declare local variables. While parameters values are initialized with objects removed from the stack, local variables values are initialized to null value on the return stack. This is the only difference : using a local variable name will push its value on the stack and #-> will set its value with an object on the stack. Local variables are declared after parameters and before the function body using #| word.

```
: mybench          \ r -- ...
| tick |
  system.tick ->tick
  perform
  system.tick tick - . ;
```

Usage of local variables is subject to discussions : if you use too much locals, you will miss the goal

of factoring your words and you will miss the objective to master the data stack usage. But, sometimes, locals can avoid too many stack juggling (many swap, dup, ...). What you have to know about local is that they are fully optimized and there is no reason to not use them just for performance purposes. Just be careful to about factoring your code : Oforth is not C and function body are almost never more than 3 lines long. Locals could help you to maintain longer functions, but you can miss good factorizations. This is particularly true for programmers coming from C-like languages : using too much locals will block your learning of good use of the data stack and factorization.

### Return stack implementation

In Oforth, the return stack is not directly accessible like in a classical Forth (there is no words such as >R, <R, I, J, ... ). There are two reasons for this

- 1) This allows to optimize access to locals
- 2) Removing a function frame is handled automatically at the end of a function (or when using return).

No memory is allocated for the return stack : it is implemented directly on the thread stack. Code generates calls function using CALL assembler opcode and returns from functions using RET assembler opcode. On the other hand, the data stack is allocated on the heap.

## 4.6 Integer loops

Integer loops use an index and will run a loop for each value of this index between a range. All integer loops need a local variable to be declared into the function.

```
: fact          \ n -- n!
  | i | 1 swap loop: i [ i * ] ;

50 fact .
3041409320171337804361260816606476884437764156896051200000000000 ok
```

**#loop:** consumes an integer on the stack and runs instructions between [ ] for each value between 1 and this integer. Into the block, the local value is this current value.

**#for:** is similar to **#loop:** but consumes 2 integers on the stack : instructions will run for each value between those 2 integers (included).

```
: test          \ --
  | i | 10 20 for: i [ i . ] ;

test
10 11 12 13 14 15 16 17 18 19 20 ok
```



## 4.7 Recursion

Into a function's body, it is possible to directly call this function to implement a recursion :

```
: fact      \ u -- u!
  dup ifZero: [ drop 1 ] else: [ dup 1- fact * ] ;
```

Another example with Fibonacci sequence (and declaring one parameter) :

```
: fib ( n -- m )
  n 1 <= ifTrue: [ 1 ] else: [ n 1- fib  n 2 - fib  + ] ;

10 fib .
89 ok
```

## 4.8 Returning from a function

It is possible to return immediately from a function using **#return** word. The return value(s) is what is on the stack when **#return** is performed.

```
: test      \ n1 -- n2
  dup 3 if=: [ return ]
  4 + ;
```

The return stack is accessible only using locals, so there is no restriction to return from a function. Removing a function's frame from the return stack when the function returns is handled automatically.

## 4.9 A (little) transgression to RPN notation

The interpreter always uses RPN notation. This notation is in the heart of the system (see Compilation chapter).

But, sometimes, when a function has many parameters or if parameter(s) are calculated, it can be interesting, for readability purposes, to have a notation to separate those parameters. In Oforth, there is a "sugar" notation for this : **()** allows to push parameters after the function call. Of course, this sugar notation is never mandatory.

```
: fib ( n -- m )
  n 1 <= ifTrue: [ 1 ] else: [ fib( n 1- ) fib( n 2 - ) + ] ;
```

Here, **#fib** has been rewritten to use this notation for the two inner calls : **#fib** parameters (and how they are calculated) are now clearly identified.

This notation has no runtime cost w :hen you write this version of **#fib**, the interpreter will

translate it into the previous version.

This notation has nothing to do with how #fib function was declared (with or without declaring a parameter). As it is only sugar, it can be used for calling a function in either case.

This notation is also possible if a function takes more than one parameter :

```
: diag      \ a b -- x
    sq swap sq + sqrt ;

: test1     \ -- f
    diag( 2, diag ( 3, 4 ) ) ;

: test2     \ -- f
    2 3 4 diag diag ;
```

#test1 and #test2 not only return the same value but the code generated is also the same : #test1 is translated to #test2 during the compilation.

Last point : it is possible to use this notation even at the interpreter level, ie you can type :

```
10 fib .
```

or

```
fib( 10 ) .
```

## 4.10 Factoring

Oforth programming is building your program by writing functions that have a contract with the data stack (parameters removed and returns values).

Functions should be very small (no more than 3 ou 4 lines) because otherwise, it becomes harder to follow what happens on the stack. Don't be afraid to write small words, even words that call no more than 3 or 4 words.

Oforth programming is all about finding the good, small, reusable, named factors, to define them as functions and call them into other functions.

You can test those factors very easily by calling them directly at the interpreter level. And you should test your factors as soon as you write them.

As immutability is enforced (see below) , most of the time your function will have a very important characteristic : every time you send them the same parameters, they will return the same value(s), without side effects. This means that, after you test your functions once, they will work forever.

The choice of function's names is very important. If you can't find a good name for a piece of code, it is probably not a good factor. Finding good names is much more important than in other languages : as the space is the word separator, good names make your code much more readable.

Factoring is a key concept to write good code. And the best possible factor is a small, simple, namable, with no side effect, function.

Last point : factoring is not something frozen that ends when you have finished to write your code. If you write some code, re-read your previously written functions. The code you just wrote today can make you think of new factors for the code you wrote a week ago.

## 5 Object Oriented Programming

### 5.1 Introduction

Until now, we have talked a lot about objects but almost never used OOP mechanisms (at least not explicitly).

This can seem weird, but it is one of Oforth objectives : you can write code without "heavy" OO concepts and constraints that comes with some other OO languages. You can even write code without knowing a lot about OO programming : you just write your functions and use them. Each basic type comes with its interface and you use them to create your program.

At this point, the main difference with classical Forth is that polymorphism allows having the same name for different words. For instance, `#+` is a method that can be used on integers, floats, strings, ... instead of having a different name for those operations.

OOP is about creating objects that will encapsulate their data. Those objects expose methods that will be used as its interface to use them. When you use a string or a float or big integer, you do not care about the data stored inside those objects : you just use them. You adds two strings, two lists, two big integers and you have a result. This is called **encapsulation**. If the internal storage of a big integer evolves, your program should not be impacted a lot because your program uses a public interface that is quite stable : you push two big integer on the stack, use `#+` to add them and retrieve the result.

Encapsulation is implemented by defining classes that will hold attributes and methods exposed. You can think about classes as C structures or records with fields declared.

Those classes allow to create objects (like a factory) and each object will have its own values for the attributes declared for the class.

The second concept is **polymorphism** : a method with the same name can be implemented for different classes : `#+` is implemented for floats, strings, arrays, .... Each implementation is different, but the method have the same name. The system decides which implementation to use according to the object that use the method (the top of the stack).

And the last concept is the class **hierarchy** : a class has a parent and will inherit all attributes and methods declared for its parent. For instance, an array is a collection so all methods defined at the collection level can be used by arrays.

This concept of hierarchy is the most tricky because it can be very easily misused. And it can lead to the opinion that OO is about describing the "world" with a class hierarchy where each class should have its place. In Oforth, the class hierarchy is very limited. This is possible because it is not required for two classes to have a common parent to implement the same method : all classes can implement all methods, whatever the hierarchy is and whatever their parents are ("duck typing").

## 5.2 Classes and attributes

Like functions, a class is a word. Its type is **Class**. So, creating a new class is asking to the class **Class** to create a new instance :

```
new:          \ aParent Class " name [ ( mutable "attname", ... ) ] " --

Object Class new: Person
Person .s
[1] (Class) #Person
```

This creates the class **Person** into the dictionary, with **Object** as its parent.

It is possible to define attributes for a class : attributes will be the internal data and each object of this class will have its values for those attributes :

```
Object Class new: Person( name, age )
```

Each object of type Person will have two internal data, one name and one age.

**#new** allows to create an object of a particular class :

```
new          \ aClass -- aobject
Person new .s
[1] (Person) aPerson
```

**#new** creates objects on the heap, that will be handled by the garbage collector. It is possible to handle manually object de-allocation using `alloc/free` (see Memory management for more information).

Objects created from class Person are not very useful because attributes are initialized to null value and, as they are not declared as mutable, there is no way to update those values. By default, attributes are immutable.

In order to define attributes values for immutable objects, we must set them during an object initialization. **#new** always calls an **#initialize** method with the new allocated object as its receiver. Immutable attributes should be set into this method.

Creating a implementation of **#initialize** for a class is almost like creating a function, but **#method:** is used instead of **#:**

```
Person method: initialize \ string n aPerson --
:= age := name ;
```

**#: =** is a word that consumes an object from the stack and store it as the attribute's value of its receiver.

Now that **#initialize** is defined for a class, we can create a new Person by giving attributes value :

```
"John" 24 Person new
Person new ( "Marie", 22 )
```

We can also provide an implementation for #<< method, that is used by #.s to print an object :

```
Person method: <<          \ aStream aPerson -- aStream
  @name << " : " << @age << ;
```

```
"John" 24 Person new .s
[1] (Person) John : 24
```

#@ is the word that allows to retrieve an attribute value of the receiver and push it on the stack.

Default behavior for objects is immutability ie that, after initialization, objects can't be updated anymore. Immutability rules are checked at runtime. If you try :

```
Person method: setAge          \ n aPersonn --
  := age ;
```

```
"John" 24 Person new
25 over setAge
[console:1] #Exception : Immutable rule violation
```

An exception is raised because we are trying to update an immutable attribute after the object's initialization. If we want to update an attribute after initialization, we must define it as mutable when we create the class, using **mutable** keyword :

```
Object Class new: Person ( name, mutable age )
```

Now the attribute can be updated after initialization. But the drawback is that objects created from Person are now mutable objects. Mutable objects have restrictions that are also checked at runtime : they cannot be the value of a constant, they cannot be the value of an immutable attribute and they can't be shared between tasks (see concurrent programming).

It is possible to freeze a mutable object using #freeze. If so, its attributes can't be changed anymore.

## 5.3 Methods and implementations

Like functions, methods are words that can be executed. Unlike functions, the same method can have multiple implementations, one by class (polymorphism).

The method object itself is not related to a particular class and can be created without defining a particular implementation :

```
message: mymethod
```

This creates a new method into the dictionary. To create an implementation for a particular class,

**#method:** is used :

```
aClass method: mymethod [ ( param1 param2 ... paramn ) ]
[ | var1 var2 ... varm | ]
  instructions
;
```

If the method does not exist, it is created by **#method:** before creating the implementation (that is why creating a method without implementation is seldom used).

Calling a method is different from calling a function. As a method has multiple implementations, the correct implementation to run must be found at runtime. To do this, the internal interpreter checks the object on top of the stack and it is the implementation corresponding to this object's type that will be chosen. If no implementation is found a "does not understand" exception is raised.

If an implementation is found, its code is launched. Before executing instructions, **the top of the stack is removed and stored on the return stack** as an implicit parameter of the method : this parameter is called **the receiver** of the method. During the method's instructions, it can be pushed on the stack using **self**.

For instance, to implement a dup as a method, self must be pushed twice on the stack.

```
object method: mydup \ x -- x x
  self dup ;
```

To implement a drop as a method, there is nothing to do :

```
object method: mydrop \ x --
;
```

Remembering that the receiver is removed from the stack when you call a method is almost all what you have to know to write methods compared to functions. Compare those three words that are performing the same computation (calculate inverse hyperbolic cosine of a float):

```
: acosh1 \ f1 -- f2 : calculate acosh of f1 : f2 = ln(f1 + sqrt(f1^2 - 1))
  dup sq 1.0 - sqrt + ln ;
```

```
: acosh2( f -- f1 )
  f sq 1.0 - sqrt f + ln ;
```

```
Float method: acosh3 -- f
  self sq 1.0 - sqrt self + ln ;
```

```
1.5 acosh1 .
0.962423650119207 ok
```

```
1.5 acosh2 .
0.962423650119207 ok
```

```
1.5 acosh3 .
```

```
0.962423650119207 ok
```

You can think about methods as functions that have an implicit parameter named **self**, that will always be populated by the top of the stack once the correct implementation for this object is retrieved.

Like functions, an implementation can defines parameters and local variables.

```
object method: test( a b -- n )
  self b + a - ;
```

```
10 20 30 test .s
[1] (Integer) 40
```

```
30 test ( 10, 20 ) .s
[1] (Integer) 40
```

Here, the receiver is 30 (the receiver is always the top of the stack) so it is removed from the stack and stored as "self" parameter. Next, two parameters are declared so a value is 10 and b value is 20.

The “sugar” notation works also for methods but the receiver must remain on top of stack and is not part of the parameters. For instance :

```
put          \ i x aArrayBuffer : Put x at index i of aArrayBuffer
10 1.2 aArray put
aArray put( 10, 1.2 )
```

Methods are objects of class Method and, like functions, they can retrieve by # word :

```
object method: test
  self 1+ ;
```

```
#test .s
[1] (Method) #test
```

```
10 #test perform .s
1] (Integer) 11
```

If you look at the examples in this chapter, you can see that classes are not closed : there is not a beginning and an end for a class definition. You create a class and you can add method implementations for this class whenever you want. You can even add new methods for built-in classes (Integer, Float, String, ...). If you create methods for the last class created into the dictionary, you can use **m:** instead of **method:** . With m: you don't specify the class (m: is a shortcut for "LAST-CLASS method:")



```
Object Class new: A
m: test1 self 1+ ;
A method: test2 self 2 + ;
m: test3 self 3 + ;
```

## 5.4 Class methods

You can also create class methods implementations. A class method is a method for which the receiver is the class itself (and not an instance of the class). This is done using **classMethod:** instead of **method:**

```
Float classMethod: zero \ Float -- 0.0
    0.0 ;

Float zero .s
[1] (Float) 0
```

For instance, `#new` is declared as a class method of `Object`.

## 5.5 Polymorphism

Polymorphism is the ability for methods to have different implementations (one by class).

Each class, whatever its position into the class hierarchy, can declare an implementation for a method.

```
Object Class new: A
A method: m "I am a A object of class :" . self class . ;

Object Class new: B
B method: m "I am a B object of class :" . self class . ;

B Class new: C

A new m
I am a A object of class : #A ok

B new m
I am a B object of class : #B ok

C new m
```

```
I am a B object of class : #C ok
```

It is also possible to overload an implementation into a subclass, but only if the implementation is declared as **virtual** into the parent class :

```
Object Class new: A
A method: m "I respond to an A object " . ;

A Class new: B
B method: m "I respond to a B object " . ;
[console:1] #Exception : Can't redefine non virtual method <#m>
```

This raises an compilation error as m is not defined as virtual.

```
Object Class new: A
A virtual: m "I respond to an A object " . ;

A Class new: B
B method: m "I respond to a B object " . ;

A new m
I respond to an A object ok

B new m
I respond to a B object ok
```

Into an overloaded method, it is possible to call the implementation at the upper level using **#super**. #super is like #self but the implementation called is the one of the superclass :

```
Object Class new: A
A virtual: m "I respond to an A object" . ;

A Class new: B
B method: m super m "but it is a B" . ;

A new m
I respond to an A object ok

B new m
I respond to an A object but it is a B ok
```

Oforth implements single inheritance : each class has one and only one parent. So this link is very

strict and implement a "IS-A" relation between two classes (a Array IS-A Collection).

Each attribute and each method declared at a parent level is available at the child level and, consequently, should be fully applicable at this level.

## 5.6 Properties

Oforth OO meta-model includes properties; they are words like classes ie they can implement methods and can have attributes, but :

- There is no hierarchy between properties
- You can't create objects from properties.
- Classes must have to implement some methods to be of a particular property (here #<= for instance).

The comparable property could be implemented like this (see Comparable.of for the full version ) :

```
Property new: Comparable
Comparable requires: <=

Comparable method: >      \ x y -- b
  self <= not ;

Comparable method: <( c ) \ x y -- b
  self c == not c self <= and ;

Comparable method: >=     \ x y -- b
  self < not ;

Comparable method: min    \ x y -- min(x,y)
  self over <= ifTrue: [ drop self ] ;

Comparable method: max    \ x y -- max(x,y)
  self over <= ifFalse: [ drop self ] ;

Comparable method: between( x y -- b )
  self y <= x self <= and ;
```

Now that this property is created, it is possible for classes to be of this property :

```
Integer is: Comparable
Float is: Comparable
Date is: Comparable
```

This will raise an exception if the class does not implement #<=

If you identify a common pattern between various classes and if the class hierarchy is not relevant,

probably a property is what you are looking for.

## 5.7 Polymorphism revisited

With properties, finding the correct implementation for a method must be revisited. The algorithm run by the inner interpreter to find the right implementation is :

- 1) Find the object' class of the top of the stack.
- 2) Find an implementation of the method to run at this class level. If found, run it.
- 3) Find an implementation into properties declared for this class . If found, run it.
- 4) Find the superclass of this class. If not null, go back to 2).
- 5) Throw a "does not understand" exception.

## 5.8 Function or Method ?

When you call a word, there is no syntactic difference between calling a function and calling a method. So, sometimes, you will have to make a choice : should I create a function or a method. Here are some guidelines.

Functions and methods are runnable words and they associate a name to a piece of code. A word name is unique into a system (in fact into a package, see Packages chapter for more information).

A function should be created when you want to implement a global feature in your system :

- You will bind code to its name and this bind can't be changed.
- There is no polymorphism.
- Generally, functions run faster than methods (no polymorphism to handle at runtime).
- Functions are not a feature of a particular class.
- General words like open, close, set, get, new, at, put, +, -, ... verbs, ... should not be created as functions : they can have a different purpose for various classes. If you create a function with this kind of name, you will forbid a method with this name for any class.
- Some private features of a class can be implemented as functions.

A method should be created when you want to implement a behavior for a particular class :

- A method has a receiver and this receiver is this object that will receive the message : the method should be related to this object specifically.
- Polymorphism is allowed : all classes will be able to define a different code for this method.
- General words like open, close, set, ... should be created as methods.
- Particular words like "open\_file" should not be created as method : it is redundant to send an open\_file method on a file object... The method you are looking for is "open".
- If your method is virtual, subclasses (even not yours) will be able to overload your code.
- If your method is not virtual, you will block subclasses : they won't be able to overload

your code.

- Using methods, you will detect some errors sooner : if a method is not declared for an object, you will know it at once when calling the method. With functions, the function will run and the error will raise later, as the object on top of stack will probably not respond to a call performed into this function (or a function called by a function ... called by the function).

## 5.9 Dictionary and OO meta-model

We have already encountered some word types (Class, Property, Function, ...). Here, we list all word types that compose the OO meta-model.

The dictionary is an area where all words are stored. When a name is typed, the interpreter searches for the corresponding word into the dictionary.

Words created into the dictionary inherit from Word class :

Object
----- word
----- Class
----- Property
----- Function
----- Method
----- Constant
----- TVar
----- Alias
----- Package
----- DynLib
----- DynProc

All words have a name and this name is unique into the system (well, into the package). A word name is a symbol. # allows to retrieve a word by its name into the dictionary :

```
#          \ "name" -- aword | null : Read a name and retrieve corresponding word.
```

Methods implemented at the Word level are :

```
find          \ str word -- aword | null : Find a word in the dictionary
name          \ aword -- aSymbol : Returns word's name.
alias:       \ aword "name" -- : Creates an alias of aword with "name"
forget:      \ "aword" --
```

#forget makes a word no more findable in the dictionary ( but definitions that use this word will continue to work).

## 5.10 Constants

A **Constant** is a word that returns a constant value. When a constant name is used (at the interpreter level or into a body), its value is pushed on the stack. To create a constant, the provided value must be immutable.

```
const:      \ x "name" -- : Creates a constant with "name" and value x
```

```
2.0 ln const: Ln2
```

```
Ln2 .
```

```
0.693147180559945 ok
```

It is not possible to create a constant whose value is a mutable object :

```
Array new const: A
```

```
[console:1] #Exception : Immutable rule violation
```

## 5.11 Task variables

A **TVar** is a global variable. When a TVar is created (using tvar: ), its value is null. Using a TVar name pushes the value on the stack. #to allows to modify a TVar value :

```
tvar:      \ "name" -- : Creates a new tvar initialized with null value.
```

```
tvar: myvar
```

```
myvar .
```

```
null ok
```

```
2.3 to myvar
```

```
myvar .
```

```
2.3 ok
```

You should not rely on Tvar too much. One important characteristic your functions or methods should have it to answer the same return when called with the same parameters. This is not sure if you use a TVar. So each time it is possible, it is better to send the values needed by parameters on the stack.

Sometimes, you will need a global state and a TVar could be used.

tvar are global words, but each task has its own value (hence its name: a task variable). You can't use a tvar to share values between tasks (this is the same mechanism as USER variables in Forth).

There is no word to create a variable global to the whole system as this would break isolation between tasks.

## 5.12 Aliases

An **Alias** word is a word created as an alias for another word. It is often used to create aliases of words created into packages, but can also be used to create shortcuts, ...

When an alias is searched in the dictionary, it is the original word that is returned.

```
#self alias: this
```

```
#this .
```

```
#self ok
```

## 6 Basic types

This section describes the basic types defined at startup.

See "Word reference chapter" for all words defined for a particular class.

### 6.1 Object

Object is the top of the class hierarchy (superclass of Object is null).

Words implemented at this level are available for all objects, whatever their type. Many words are higher order functions and will be described into the dedicated chapter. Other words are :

```

yourself      \ x -- x : Returns the receiver
class         \ x -- aClass : Returns an object's class
null?        \ x -- b : Returns true if x is null.
is?          \ cl x -- b : Returns true if x class is cl
==           \ x y -- b : Checks if two objects have the same value (virtual)
<>          \ x y -- b : Checks if two objects don't have the same value.

<<          \ astream x -- astream : Send x to astream
<<n         \ astream n x -- astream : Send x to astream n times

```

### 6.2 Null

Null is the class of the **null** object.

null object means "nothing". It is used :

- To initialize a newly allocated object attributes.
- To initialize local variables values.
- As the return value of some function when we want to express that the function returns nothing.

### 6.3 Integer

Integers have arbitrary precision.

On 32bits systems, Integers between  $[-1073741823, 1073741823] = [-2^{30}+1, 2^{30}-1]$  don't allocate memory and are stored directly on the stack. Other integers are allocated on the heap and their reference is stored on the stack.



Integers overflow is checked and the system automatically switches to big integers (allocated on the heap) if necessary.

```
: fact      \ n -- n!
  | i | 1 swap loop: i [ i * ] ;

1000 fact .
```

Integers can be written in hexadecimal or binary using **#0x** and **#0b** words (there is no such words as BASE in Oforth) :

```
0xFFFF0000
0b01001111
```

In addition to number's operations and Integer operations listed in the Arithmetic chapter, Integer class declares the following words :

```
bitAnd      \ n1 n2 -- n3 : Do a bit and between n and m
bitOr       \ n1 n2 -- n3 : Do a bit or between n and m
bitXor      \ n1 n2 -- n3 : Do a bit xor between n and m
bitLeft     \ nb n -- m : Do a shift of n (nb bits to the left )
bitRight    \ nb n -- m : Do a shift of n (nb bits to the right )

each        \ r n -- : Perform r on integers between 1 and n.
```

For instance :

```
#. 10 each
1 2 3 4 5 6 7 8 9 10 ok
```

Other operations on integers are declared into the optional math package. To use them, you will have to import this package (see Package chapter) :

```
import: math
```

## 6.4 Boolean

There is no dedicated type for booleans. Booleans are implemented as integers.

Booleans **true** and **false** are constants respectively equals to **1** and **0** and any object different from **0** is considered as a true value.

Integer class implements those operations for booleans :

```
not         \ b1 -- b2
and         \ b1 b2 -- b
or          \ b1 b2 -- b
xor         \ b1 b2 -- b
```

Those operations are not performing operations on bits. They return booleans. Operations on bits

are performed using #bitAnd, #bitOr, #bitXor, ...

Boolean objects are small integers and are not allocated on the heap.

## 6.5 Character

There is no dedicated type for characters. Characters are implemented as integers, which represent their unicode code.

A char is entered using word #' :

```
'a' .
97 ok
```

Integer class implements those operations for characters :

```
space?          \ c -- b : Returns true if c is BL or HTAB
upper?          \ c -- b : Returns true if c is an upper case char
lower?          \ c -- b : Returns true if c is a lower case char
>upper          \ c -- v : Returns upper of c
>lower          \ c -- v : Returns lower of c
digit?          \ c -- b : Returns true if c is a digit
letter?         \ c -- b : Returns true if c is a letter

>digitOfBase    \ base c -- m | null : Returns value of c in base base
>digit          \ c -- n | null : Returns value of c in base 10
>char           \ n -- c | null : Returns char value of n in base 10
```

```
16 'F' >digitOfBase .
15 ok
```

```
'8' >digit .
8 ok
```

```
6 >char .
54 ok
```

The word ' detects some special characters :

```
'\n'           \ New line
'\r'           \ Carriage return
'\t'           \ Horizontal tab
'\b'           \ Backspace
'\"'           \ Double quotation mark
'\''           \ Single quotation mark
```

```
'\\'          \ Backslash
'\uxxxx'     \ Character which unicode code is hex xxxx
'\Uxxxx'     \ Same as \u
```

Characters are small integers and are not allocated on the heap.

## 6.6 Float

Floats are 64 bits (even on 32bits versions). They have the following form :

```
n[.m] or n[.m]e[p]
```

The "Word reference" chapter lists all words implemented for Float.

On Oforth 32bits, floats are allocated on the heap.

## 6.7 Block and anonymous functions.

Blocks are anonymous functions.

They are created (at the interpreter level or into a function ) using #[ and ] words.

```
#[ sq 1+ ] .
```

When created, the block is pushed on the stack. Like functions, blocks are performed using the **#perform** method.

Blocks can be used to write small pieces of code that we don't want to name as a factor. This is often used for parameters to higher order functions (see the dedicated chapter).

A block can be nested into another block.

```
10 #[ #[ 10 fib ] bench ] times
```

Blocks are allocated into the dictionary. If a block is a closure (see below), it is allocated on the heap and handled by the garbage collector.

## 6.8 Closures

Closures are not fully implemented in Oforth : what you can do is use function's parameters or locals into a block. For instance :

```
: compose ( f g -- b1 )
```

```
#[ g perform f perform ] ;
```

This function returns a block that, when performed, returns the composition of #f with #g.

```
#1+ #[ 2 * ] compose
5 swap perform .
11 ok
```

The values are copied at the moment the block is created :

```
: f( n -- aBlock )
  #[ n + ] ;

10 12 f perform .s
[1] (Integer) 22
```

This means that multiple closures into the same function don't share the same values : each closure will have its own value(s) at the moment the closure is created :

```
: g ( x y -- b11 b12 )
  #[ x y + . ]
  x 2 * -> x
  y 3 * -> y
  #[ x y + . ]
;

2 3 g perform perform
13 5 ok
```

Apart from this restriction, Oforth's closures work as closures usually work. For instance, you can update the closure's slots :

```
: foo ( n -- q )  #[ n + dup ->n ] ;

: testfoo
| x |
  1 foo ->x
  2 x perform .
  4.5 x perform .
;

testfoo
3 7.5 ok
```

Here, each time you perform the closure, n is updated with the old value and the number on the stack and the result is also returned.

A closure can't declare its own parameters (perhap's in a future version...). If you want to do this,

you can declare a local variable into the function that created the closure and use it as parameter(s). For instance, the block returned by the following function compute  $f(x+1) - f(x)$  with  $f$  given as parameter :

```
: test( f -- aBlock )
  | x | #[ ->x x 1+ f perform x f perform - ] ;

10 #sq test perform .
21 ok
```

## 6.9 Symbol

A symbol is an identity string : only one version of a symbol exists in the system. Two symbols that have the same value are the same symbol, ie the same object (which is not true for strings).

A symbol is created (or just pushed on the stack if it already exists) using word \$

```
$apple $apple = .
1 ok
```

All words name are symbols.

Symbols are often used to defines enumerations. For instance :

```
[ $apple, $banana, $orange ] const: Fruits
Fruits .
[apple, banana, orange] ok
```

Symbols are allocated into the dictionary.

## 7 Collection classes

This chapter describes all collections available at startup. They inherit from the Collection class :

### 7.1 Collection

Collections created at start-up are :

```
Object
--- Collection
----- Interval      Range of items ( from x to y with step s )
----- Pair          Array with 2 items [ x, y ]
----- Array         General immutable Array of item.
----- Buffer         Collection of bytes
----- String        UTF8 strings
```

Methods implemented at the Collection level are :

```
size          \ x -- u : Returns nb of items. Must be redefined.
empty?        \ x -- b : Returns true if the collection is empty
<<           \ aStream x -- aStream : Send x into aStream.
```

### 7.2 Pair

A pair is a collection with 2 elements. They can be used as elements of dictionaries [ key, value ]

```
1 2 Pair new.s
[1] (Pair) [1, 2]
```

If a collection is a collection of pairs, it is possible to retrieve the pair with a key or a value :

```
keyAt         \ x y -- aPair : Returns pair with key x into y
[ [ $a, 1], [ $b, "abc"], [ $c, [1, 2, 3] ] ] keyAt( $b ) \ Returns [b, abc]

valueAt       \ x y -- z : Returns value of pair with key x into y
[ [ $a, 1], [ $b, "abc"], [ $c, [1, 2, 3] ] ] valueAt( $b ) \ Returns "abc"
```

## 7.3 Interval

Interval implements a range of values. An interval is created with :

- The initial value
- The final value
- The step between values.

Methods/ functions of Interval class are :

```

new          \ init end step Interval -- aInterval

size        \ aInterval -- size : Returns number of values.
at          \ n aInterval -- x : Returns value at position n
seqFrom     \ n m -- aInterval : New interval between n and m (step is 1)
seq         \ n -- aInterval   : New interval between 1 and n (step is 1)

10 seq .
[1, 2, 3, 4, 5, 6, 7, 8, 9, 10] ok

```

Interval are also used to implement #step: loop :

```
n m step step: o [ instructions ]
```

Into instructions, o takes all values between n and m with step.

```

: test      \ --
  | x | 0 20 2 step: x [ x . ] ;

test
0 2 4 6 8 10 12 14 16 18 20 ok

```

## 7.4 Buffer

A buffer is a collection of bytes. It is the parent of String class.

A buffer is created with #new or #newSize

In order to differentiate bytes from UTF8 characters, there a different methods :

```

byteSize    \ aBuffer -- n      : Returns number of bytes
size        \ aBuffer -- n      : For some classes, returns number of chars
byteAt      \ i aBuffer -- n    : Return byte at position i
at          \ i aBuffer -- n    : Return character at position i (unicode)
bytePut     \ i byte aBuffer -- : Put byte at i position

```

```
put          \ i byte aBuffer --      : Same as bytePut
```

## 7.5 String

Strings are a collection of UTF8 characters. String is a subclass of Buffer and is Comparable. String characters are accessed using #at method (1-based). In order to retrieve a byte from a string, you can use #byteAt (declared into the Buffer class) :

```
at          \ i s -- c      : Returns UTF8 character at position i (1 based)
byteAt     \ i s -- n      : Returns byte at position i (1 based).
```

Word #" allows to create new constant strings. As " is detected by the interpreter, no space is required after it.

```
"Hello world!" .s
```

The world #" detects special characters :

```
\n          \ New line
\r          \ Carriage return
\t          \ Horizontal tab
\b          \ Backspace
\"          \ Double quotation mark
\'          \ Single quotation mark
\\          \ Backslash
\uxxxx     \ Character which unicode code is hex xxxx
\U         \ Same a \u
```

String are created with the following words :

```
new         \ String -- aString      : Creates a new string
newSize     \ n String -- aString    : Creates a new string and allocates n byte
newwith     \ n c String -- aString
init        \ n r String -- aString
```

```
10 #[ 26 rand 'A' + 1- ] String init .
XQLOAGBFYG ok
```

Main words defined for strings are (see Word reference for all words) :

```
size        \ s -- n              Returns number of UTF8 chars
at          \ i s -- c            Returns UTF8 character at index i (or null)
==          \ s1 s2 -- b          Return true is s1 and s2 have the same value
<=         \ s1 s2 -- b          Returns true if s1 <= s2
empty      \ s --                Empty a string.
addChar    \ c s --              Adds c to the string
```



add	\ c s --	Same as addChar
addAll	\ x s --	Add all elements of x into a string
put	\ i c s --	Put c at position i
hashValue	\ s -- n	Returns hash value of s
perform	\ s --	Perform the string.
evaluate	\ s --	Evaluate the string as Oforth code.
load	\ s --	Load file which name is s.

## 8 Higher order functions and collections

A higher order function is a function (or method) that takes a runnable as parameter and/or returns a block.

We have already encountered a higher order functions while describing closures :

```
: compose ( f g -- aBlock )
  #[ g perform f perform ] ;
```

This function takes two runnables as parameters and returns a block.

HOF allows to apply a runnable on collections, to create new collections, ...

### 8.1 #forEachNext method and #forEach: loop

The #forEachNext method is a virtual method. It allows to traverse items contained into an object in a generic way. Its stack effect is a little complicated :

```
forEachNext      \ x o -- y item true | false
```

o is the object we want to traverse and x is an object that allows to retrieve the next object into o.

This function should retrieve the next item into object o, using x value :

- If there is no more objects, this function just returns false.
- If x is null, this is the first time that forEachNext is called, so the first item is to be retrieved.
- If another item is found, this function should return y, this item and true. y is the object that will be sent back to the next call to #forEachNext as x parameter to retrieve another item.

So #forEachNext is an iterator : each call to #forEachNext retrieve and returns the next item of an object.

At the Object level, #forEachNext is :

```
Object virtual: forEachNext      \ x obj -- y o true | false
  ifNull: [ 1 self true return ] false ;
```

The first time #forEachNext is called, it returns the object itself. The next time, it returns false. So traversing an object, by default, is just returning this object one time.

This method is used by the **forEach:** loop. This immediate function creates a loop to traverse all items included into an object :

```
x forEach: o [ instructions ]
```

o must be a declared as a local variable. #forEach: removes x from the stack and generates a loop that calls #forEachNext on x; instructions will be executed for each item into x. Into instructions, o value is the value of the current item.

```

: test      \ --
  | o | [ 1, 2, 3, 4, 5 ] forEach: o [ o sq . ] ;

test
1 4 9 16 25 ok

```

`#forEach:` is the base structure for all high order functions. And, as `#forEach:` uses `#forEachNext`, new collections just need to overload `#forEachNext` method to be able to answer to all defined HOF.

## 8.2 Arrays

Collections are containers for items and the most common collection is the array : it is an container for items, which can be accessed by an index (1-based).

An array can be explicitly created using `#[`, `#`, and `#]` words. As these words are detected by the interpreter, no space is needed before or after them :

```

[ 1, 2, 3, 4, 5 ] .s
[1] (Array) [1, 2, 3, 4, 5]

```

Items into an array don't have to be of the same type (and they can be arrays too) :

```

[ 1, 2.3, "abcd", 'a', [ 1, 2, 3 ] ]

```

If used into a definition, arrays created with `[ ... ]` are created at runtime :

```

: foo ( x y -- list )
  [ x 1+ , y , 4 ] ;

```

```

2 3 foo .
[3, 3, 4] ok

```

```

10 5 foo .
[11, 5, 4] ok

```

An array can also be created with `#new` or `#newSize`

```

Array new          \ Creates a new mutable array with default allocation size.
n Array newSize   \ Creates a new mutable array with n as first allocation size.

```

If there is not enough room to hold items, the array is automatically reallocated. So `#newSize` is a hint to allocate enough space to limit re-allocation.

Once an array is created, items are handled with :

```

add                \ x arr --      : add x at the end of the array

```

```

at          \ i arr -- x : return item at index i (1-based), null if none.
put         \ i x arr -- : put x at index i.

```

( see Word reference chapter for all array methods).

## 8.3 Higher Order Functions

Object class implements many HOF. These functions (or methods) take an object as receiver and a runnable as parameter. The most basic one is **#apply** : it takes a runnable and an object on the stack and, for each item into this object, it pushes it on the stack, then perform the runnable on it.

```

apply      \ r x -- ... : Perform r on each item of x

```

Examples :

```

#. 10 apply
10 ok

```

```

#. [ 1, 2, 3, 4, 5 ] apply
1 2 3 4 5 ok

```

**#apply** is implemented using **#forEach: .** Its code is very simple (from Object.of file) :

```

object method: apply ( r -- ... )
  | o | self forEach: o [ o r perform ] ;

```

As the receiver and the runnable are removed from the data stack (they are stored on the return stack as self and r ), it is ok for the runnable to use objects on the stack at the moment **#apply** is called :

```

0 #+ [ 1, 2, 3, 4, 5 ] apply .
15 ok

```

```

0 [ 1, 2, 3, 4, 5 ] apply( #+ ) .
15 ok

```

```

0 #[ sqrt + ] [ 1, 2, 3, 4, 5 ] apply .
8.38233234744176 ok

```

```

0 [ 1, 2, 3, 4, 5 ] apply( #[ sqrt + ] ) .
8.38233234744176 ok

```

The **#+** will accumulate results using the **o** on the stack.

This is a general rule : all HOF have been written to allow the runnables to access objects on the data stack when they are performed.

**#applyIf** applies a runnable only on items that respond true to a condition.

```
applyIf      \ cond r x -- ...
```

```
0 #even? #+ [ 1, 2, 3, 4, 5 ] applyIf .
```

```
6 ok
```

```
0 [ 1, 2, 3, 4, 5 ] applyIf( #even? , #+ )
```

```
6 ok
```

**#reduce** is like #apply, but the first item of the collection is pushed on the stack as initial value for accumulator before looping across items :

```
reduce      \ r x --
```

```
#+ [ 1, 2, 3, 4, 5 ] reduce .
```

```
15 ok
```

```
#+ [ "aaa", "bbb", "ccc" ] reduce
```

```
aaabbbccc ok
```

```
[ "aaa", "bbb", "ccc" ] reduce( #+ )
```

```
aaabbbccc ok
```

**#reduceWith** is a generalized version of reduce. Before applying the runnable, another runnable is applied on each item :

```
reducewith  \ p r x -- : reduce x using r, but after applying p on each item
```

```
#sq #+ [ 1, 2, 3, 4, 5 ] reducewith      \ Returns 55 = 1*1 + 2*2 +3*3 + 4*4+ 5*5
```

```
[ 1, 2, 3, 4, 5 ] reducewith( #sq, #+ ) \ Returns 55
```

**#reduce** is defined using #reduceWith

```
Object method: reduce( r -- x )
```

```
  #yourself r self reducewith ;
```

**#detect** returns the first element that answer a particular value (e) to a runnable (r) :

```
detect      \ r e x --
```

```
#>upper 'c' [ 'A', 'B', 'c', 'd' ] detect      \ returns 'c'
```

**#include?** checks if an element is included into a collection (using #== ):

```
include?          \ e x -- b : Returns true if e is included into x
```

**#conform?** checks if all items respond true to a condition :

```
conform?         \ rcond x -- b
```

```
#even? [ 1, 2, 3, 4 ] conform          \ Returns false
```

**#2apply** works on 2 collections : for each index, it pushes the 2 items of the collections , then perform a runnable. The loop stops when one of the collections has no more items.

```
2apply          \ y r x -- ...
```

```
0 [ 1, 2, 3 ] #[ * + ] [ 4, 5, 6 ] 2apply      \ Returns 1*4 + 2*5 + 3*6
```

```
0 [ 1, 2, 3 ] [ 4, 5, 6 ] 2apply( #[ * + ] )   \ Same...
```

**#iapply** allows to loop with the index : for each item, it pushes the item, its index, then call a runnable

```
iapply         \ r x --
```

```
0 #[ even? if + else drop then ] [ 2, 3, 4 ] iapply \ Sum of items at even indexes
```

**#maxFor** returns the element of a collection with max value when r is applied :

```
maxFor        \ r x -- y
```

```
#second [ [ 1, 2 ], [ 3, 7 ], [ 5, 6 ] ] maxFor .
```

```
[ 3, 7 ]
```

**#minFor** works like #maxFor but returns the element with min value.

```
#second [ [ 1, 2 ], [ 3, 7 ], [ 5, 6 ] ] minFor .
```

```
[ 1, 2 ]
```

**#sum** sums all elements of a collection :

```
[ 1, 2, 3, 4, 5 ] sum .
```

```
15 ok
```

```
[ "aaa", "bbb", "ccc", "ddd" ] sum .
```

```
aaabbbcccddd ok
```

## 8.4 Mapping

Mapping is like applying, but a new collection is created and returned as the result. All mapping words return collections created with `#new`, so deallocation is handled by the garbage collection (see memory management chapter).

Only the following 3 words are loaded at startup :

`#+` is declared for collections and returns a new collection with the concatenation of all items

```
+          \ x y -- coll

[ 1, 2, 3 ] [ 4, 5, 6 ] +          \ Returns [ 1, 2, 3, 4, 5, 6 ]
"abc" "def" +                    \ Returns "abcdef"
```

`#zip` and `#zipWith` creates new collections with 2 collections :

```
zipwith      \ x r y -- aArray : Return Array of results : itemx r itemy
[ 1, 2, 3 ] #+ [4, 5, 6] zipwith      \ Returns [ 5, 7, 9 ]
[ 1, 2, 3 ] [4, 5, 6] zipwith( #+ )   \ Returns [ 5, 7, 9 ]

zip          \ x y -- aArray   : Return Array of pairs [ itemx, itemy ]
[ 1, 2, 3 ] [ 4, 5, 6 ] zip          \ Returns [ [1, 4], [ 2, 5], [ 3, 6 ] ]
```

For other following mapping methods, you need to import the **mapping** package to load them :

```
import: mapping
```

`#map` applies a runnable (or a list of runnables) on items of a collection and returns the results into a new array :

```
map          \ r x -- aArray

#sq [ 1, 2, 3, 4, 5 ] map          \ Returns [ 1, 4, 9, 16, 25 ]
[ #sq, #1+ ] [ 1, 2, 3 ] map      \ Returns [ [ 1, 2 ], [ 4, 3 ], [ 9, 4 ] ]
```

`#mapIf` works like `#map` but collects results only for items that respond true to a condition :

```
mapIf       \ cond r x -- aArray

#even? #sq [ 1, 2, 3, 4, 5 ] mapIf \ Returns [ 4, 16 ]
[ 1, 2, 3, 4, 5 ] mapIf( #even?, #sq ) \ Returns [ 4, 16 ]
```

`#filter` returns a new collection with only items that respond true to a condition :

```

filter      \ rcond x -- aArray

#[ 3 <= ] [ 1, 2, 3, 4, 5 ] filter      \ Returns [ 1, 2, 3 ]
"acbDEfgHI" filter( #upper? )         \ Returns "DEHI"

```

**#-** is declared for collections and removes all items included into another collection :

```

-          \ x y -- array : Removes items of y from x

[ 1, 2, 3, 4, 5, 5 ] [ 2, 5 ] -         \ Returns [ 1, 3, 4 ]
"abcdefgABCabcd" "bcd" -              \ Returns "aefgABCa"

```

**#extract**, **#left** and **#right** extract elements from collections.

```

extract    \ i j x -- array : Extract items from index i to index j
left       \ n x -- array   : Extract the first n items
right      \ n x -- array   : Extract the last n items.

```

Many other mapping functions exists into this package. Check Word reference chapter or mapping.of file to learn more.



## 9 Memory management

Memory management is an area with the most differences with Standard Forth.

Objects are created to the heap and are either handled by a garbage collector or manually.

### 9.1 Memory areas

Memory addressed by an Oforth system is divided into various areas :

**Code space** is the area where definitions are compiled into native code. This area is handled automatically by words that compile definitions.

**Data stack** is the area that holds parameters. There is one data stack by task. Default data stack size can hold 256 slots ie 256 objects. This value can be changed at startup with the --S command line option. Unless the --C command line option is used, data stack underflow/overflow are not checked.

**Return stack** is the area that hold word frames (return addresses and locals). This area is handled automatically and, if possible, is implemented using the processor stack.

**Heap** is the area where objects are created by #new. The heap is automatically handled by the garbage collector. All objects implicitly created by the system are created with #new : closures, arrays, floats, ...

```
new          \ ( c1 -- x )
```

Creates a new object of class c1 on the heap and push it on the stack. The object's deallocation will be handled by the garbage collector when the object is no more used

**Dictionary** is the area where words are created. It also holds objects created with #alloc. This area is never de-allocated, but memory used by #alloc can be retrieved with #free and can be re-allocated again by next #alloc.

```
alloc        \ ( c1 -- x )
```

Creates a new object of class c1 into the dictionary and pushes it on the stack. The object's deallocation must be manually handled using #free. The GC does not see those objects.

```
free         \ x --
```

Free an object allocated by alloc. An exception is raised if the object does not belong to the manual heap area.

Trying to #free an object not created by #alloc will throw an exception.

When the object is allocated, `#new` and `#alloc` call `#initialize` method with this object as receiver. Parameters needed to initialize attributes can be retrieved on the stack.

## 9.2 Mixing objects handled by GC and objects handled manually.

With some restrictions, Oforth allows to mix objects handled by the GC and objects handled manually.

Restrictions are :

- An object created with `#new` can't be the value of an attribute of an object created by `#alloc` (because the GC could not see it).
- An object created with `#new` can't be an element of an array created by `#alloc`
- An object created with `#new` can't be free with `#free`.

These restrictions are checked at runtime.

Apart from that, you can mix objects from all memory areas.

Note that objects created implicitly by the system are created with `#new` and will be handled by the garbage collector. Those objects are :

- Floats constants (1.2 for instance).
- String constants at the interpreter level ("aaaa" for instance). But String constants into a definition are created into the dictionary.
- Array or Json constants ( [ 1, 2, 3] for instance).
- Big integers.
- Closures.
- Collection created when mapping other collections (see mapping chapter).

## 9.3 The garbage collector

Oforth Garbage Collector is an incremental Mark and Sweep GC : tasks are allowed to run while the GC is running.

The garbage collector is responsible to automatically deallocate object created into GC Heap memory area (so created by `#new`) and that are no more used.

If interested by the GC's internals or GC parameters, you can find information here :

<http://www.oforth.com/memory.html>

## 9.4 Direct access to memory

It is possible to have direct access to memory to read or write to a specific addresses. This should be done only to read or write specific ports (GPIO, ...), as there is no method to retrieve an object's address.

Direct access is done using integers as addresses. Methods available are :

<code>_byteAt</code>	<code>\ n -- byte</code>	Return byte value (0 - 256 ) at address n
<code>_bytePut</code>	<code>\ byte n --</code>	Set byte value at address n
<code>_wordAt</code>	<code>\ n -- word</code>	Return word value (0 - 65536 ) at address n
<code>_wordPut</code>	<code>\ word n --</code>	Set word value at address n
<code>_int32At</code>	<code>\ n -- m</code>	Return 32bits integer value at address n
<code>_int32Put</code>	<code>\ m n --</code>	Set 32 bits integer value at address n
<code>_intAt</code>	<code>\ n -- m</code>	Return integer value at address n
<code>_intPut</code>	<code>\ m n --</code>	Set integer value m at address n
<code>_&gt;string</code>	<code>\ n -- s</code>	Create a new string with buffer at address n

Those methods should be used very carefully as accessing a forbidden address will probably result in a core dump. Errors are not caught.

Examples :

```
0x40000000 _byteAt .
0xFF 0x40000000 _bytePut
0x40000000 _bytePut( 0xFF )
```

## 10 Compilation

Oforth is an interpreter : it reads words and perform them. Some of those words ( #:, #method: , ...), when performed, create new words into the dictionary and associate code to them.

There is no separated compilation phase : the interpreter generates native code on the flow. As soon as a definition is closed, native code has been generated and can be executed.

The code is generated by a one-pass compilation, while the interpreter read names from the input buffer.

This chapter explains how all this works.

### 10.1 The current definition and STATE variable

The current definition is the definition the interpreter is currently compiling :

- For functions, the current definition is everything between : and ;
- For methods, the current definition is everything between method: (or virtual:) and ;

Outside : (or method: ) and ; , the current definition does not exists.

The interpreter works with a STATE variable. This variable tells the interpreter if it is running in INTERPRET state (outside a definition) or in COMPILE state (inside a definition).

STATE variable value should not be modified; it can only be modified by specific words :

- #: function and #method: change the STATE value to COMPILE
- #; function changes the STATE value back to INTERPRET.

When running in INTERPRET state, the interpreter behavior is :

- Runnables (functions, methods, ...) are performed at once.
- Other words (classes, properties, ...) and literals (integers and floats) are pushed on the stack.

When running in COMPILE state, the interpreter behavior is :

- Runnables are not performed : they are compiled into the current definition ie the current definition, when executed, will call this word.
- Other words and literals are not pushed on the stack, they are compiled into the current definition : code is added to push them on the stack at runtime.

## 10.2 Immediate words

Some functions are special. They are called "immediate" because the interpreter will execute them whatever the value of STATE, even if COMPILE.

You can create immediate words by calling the #immediate function right after a function definition :

```
: test  "Hi, I'am here" .cr ; immediate
test
Hi, Iam here

: test1  12 13 test + test ;
Hi, Iam here
Hi, Iam here

test1 .
25
```

As #test is defined as immediate, it is performed by the interpreter whatever the value of STATE, even into a definition. Nothing related to #test is compiled into #test1. #test1 has been compiled as if it was :

```
: test1 12 13 + ;
```

Immediate words are used to perform actions while the interpreter read a definition. They are used to compile control structures into a definition. It is possible to create new immediate words to extend de language, add new control structures, ...

## 10.3 Example : a simple compilation

This mechanism allows generating native code for functions and methods : a one pass JIT compilation while executing the immediate methods performed into the current definition.

An example :

```
12 dup * .
```

If you type this command, the interpreter it is into INTERPRET state, so :

- It read a name ( 12 ), detects a number and push it on the stack.
- It reads a name (dup), detects a function and performs it at once.
- It reads a name ( \* ), detects a method and perform it at once.
- It reads a name ( . ), detects a function and perform it at once.

Now if you write :

```
: square dup * ;
```

The interpreter begins in INTERPRET state, too :

- It reads a name ( : ), detects a function and perform it at once. This function reads a name ( square ) on the input stream and creates a function into the dictionary with name "square". Then it changes the STATE value to COMPILE and returns.
- As "square" name has been consumed by #: , the interpreter does not "see" it. It reads the next name ie "dup" , and detects a function. But STATE is now COMPILE so it compiles a call to "dup" into the current definition.
- It reads a name ( \* ) and compile a call into the current definition too.
- The interpreter reads a name ( ; ). it detects a function. STATE is COMPILE, but this function is immediate so, instead of compiling it into the current definition, it performs it at once. This function closes the current definition and set the STATE value back to INTEPRET.

#square function has now been compiled into native code in a one-pass compilation and STATE value is INTERPRET again.

It is crucial for ; to be an immediate word. Otherwise there is no way for the interpreter to leave the COMPILE mode.

This way to compile definitions fits perfectly with RPN notation; you don't have to wait to read an entire instruction before compiling it. Each function or method is compiled into the current definition the moment it is read by the interpreter.

It is the text interpreter that, along with immediate functions, controls interpretation and compilation of definitions, based on the STATE value.

From the text interpreter perspective, compilation is not separated from runtime; everything is done by executing functions. It just happens that some functions, when executed, generate native code.

## 10.4 The Control Stack and control structures resolution

Another stack ? Yes, another stack...

This stack is used during compilation to save information that will permit to resolve control structures. As the compilation is done in one pass, everything must be handled during this pass.

Let's see an example with the begin ... again loop :

**begin** is, of course, an immediate word : it pushes the current code address on the control stack. **again** is also an immediate word : it pop the code address pushed by begin from the control stack and generate a jump to this address. That's all

This allows to compile as the interpret reads words for the input stream.

Let's see an example with the **if** word .

**if** is an immediate function that will be performed by the interpreter during compilation. It :

- Generates code to remove the top of the stack and test this value with false.
- Generates an "empty" conditional jump.
- Pushes the current code address and #then function on the control stack.

"empty" jump means that, at this point, the address where to jump is not already known (but the space for this address is allocated).

After a short time (or a long time...), the **then** immediate function is reached. This word is also an immediate word. Its code is very simple : it removes code address from the control stack, calculate the jump value and update the "empty" jump with the correct value. Now, our **if** test is complete and ready to be performed.

All other control structures (loops, while, continue, break, ... ) work exactly the same way. When everything is resolved, the body has been compiled in a one-pass compilation.

As the control stack is a stack, it allows nesting various syntax : tests, loops, ... without limitation on the number of level of nested instructions.

## 10.5 Macros

Into a definition, you can define a piece of code as a "macro", between <M> and </M>. When the word that contains the macro is executed, all words into the macro are interpreted. So :

- In INTERPRET state, words are performed
- In COMPILE state, words are compiled into the current definition.

For instance :

```
: 1+      \ x -- x+1
  <M> 1 + </M> ; immediate
```

Everything between <M> and </M> is a macro. If you use #1+ during runtime, instructions will be executed and "1 + " is performed. If you use #1+ during compilation, instructions will be compiled into the current definition :

```
12 1+ .

: test1    \ x -- x*x+1
  sq 1+ ;

: test2    \ x -- x*x+1
  sq 1 + ;
```

As the macro into #1+ is executed during compilation of #test1, the code generated for #test1 or #test2 is exactly the same.

## 10.6 Writing immediate words and compilation

You can write your own immediate words and extend the language. To do so, some words are usefull :

```
#           \ "name" -- w
```

Reads the next name from input stream, search for the corresponding word and push it on the stack. It can be used inside or outside definitions.

```
perform     \ w -- ...
```

Execute the word w (a function or a method).

```
compile     \ w -- ...
```

Compile the word w into the current definition. When the current definition will be executed, w will be performed.

```
<%          \ --           Switchs the interpreter to INTERPRET mode
```

```
%>         \ --           Switchs back the interpret to COMPILE mode
```

```
<M>        \ --
```

Beginning of macro. The macro will last when </M> is encountered. All words into a macro will be interpreted when the macro is executed ie either compiled or performed according to the interpreter's state at the moment the macro is executed.

### Example 1 : this

If you prefer "this" to "self", you can create a new word. If you know that #self is immediate, you can write :

```
: this     #self perform ; immediate
```

The word is created as immediate, so it will be executed by the interpreter even into a definition and will execute #self. But, if you don't know (or don't bother) that #self is immediate, you can use a macro (and I suggest you to use a macro to avoid errors) :

```
: this <M> self </M> ; immediate
```

Here, no matter that self is immediate or not, the right behavior will occur.

### Example 2 : 2dup

Into the prelude.of file, **2dup** word is not defined as :

```
: 2dup    over over ;
```

but as :

```
: 2dup <M> over over <M> ; immediate
```



Why ? Because the last definition will compile two "over" into the definition that uses 2dup. The result will be the same that a direct use of "over over" into a definition.

## 10.7 Directives

Into source files, it is possible to use some directives to condition some parts of the files. Those directives are uppercase to differentiate them from words used into definitions :

```
IFTRUE:           \ b -- : Execute following block if b is non false
System.ISWIN IFTRUE: [ : test "Windows system" .cr ; ]

IFFALSE:          \ b -- : Execute following block if b is false
DEFINED:          \ "name" -- b : Returns true if "name" is a defined word.
```

## 11 I/O and formatting

Input/Output are handled by files and console (sockets are described into the tcp package).

A stream is an object that can receive objects after formatting them. Streams are :

- Files
- String

### 11.1 Formatting objects

Formatting objects is the action to send objects in a particular format to a stream. A stream can be a File or a String. The same words are used to format objects, whatever the stream is. The first word is #<< :

```
<<          \ aStream x -- aStream    Sends object x to a stream
<<<c        \ aStream c -- aStream    Sends character c to a stream
```

#<< is used by #.s to print the stack. It leaves the stream on the stack in order to use consecutive calls :

```
System.Out "aaaa" << 12 << Integer << 1.3 << drop
aaaa12#Integer1.3ok
```

```
String new "aaaa" << 12 << Integer << 1.3 << .s
[1] (String) aaaa12#Integer1.3
ok
```

To define a specific format, other functions are available.

#<<w allows to define a width for the format. If the formatted output of the object is greater than this width, the parameter is ignored. Otherwise, the object will be formatted using this width with a default justification

```
<<w          \ aStream w x -- aStream

System.Out "abcd" <<w( 8 ) "cdef" <<w( 8 ) 1.3 <<w( 8 ) 1234567 <<w( 5 )
abcd    cdef          1.31234567ok
```

#<<wj allows to specify the width and to change the default value to justify the object :

```
<<wj          \ aStream w justif x -- aStream

System.Out "abcd" <<wj(10, JUSTIFY_RIGHT
          abcdok
```

```
System.Out 12 <<wj(10, JUSTIFY_LEFT)
12          ok
```

#<<wjp allows to also define a precision for the output format. This method is only available for numbers (Integers and floats) :

```
<<wjp      \ aStream w justif precision aNumber -- aStream
```

```
System.Out 12 <<wjp(10, JUSTIFY_RIGHT, 5) \ Output " 00012"
System.Out -12 <<wjp(10, JUSTIFY_RIGHT, 5) \ Output " -00012"
System.Out 1.2234 <<wjp(10, JUSTIFY_RIGHT, 2) \ Output " 1.2"
```

These methods use #addFloatFormat, #addIntegerFormat, ... that must be defined for the stream used.

As an example, here is how a date is formatted :

```
Date virtual: <<
  self year   <<wjp(0, JUSTIFY_LEFT, 4) '-' <<c
  self month  <<wjp(0, JUSTIFY_LEFT, 2) '-' <<c
  self day    <<wjp(0, JUSTIFY_LEFT, 2) BL <<c
  self hour   <<wjp(0, JUSTIFY_LEFT, 2) ':' <<c
  self minute <<wjp(0, JUSTIFY_LEFT, 2) ':' <<c
  self second <<wjp(0, JUSTIFY_LEFT, 2) ',' <<c
  self microSecond 1000 / <<wjp(0, JUSTIFY_LEFT, 3)
;
```

```
Date now .
2018-05-07 14:18:51,638 ok
```

## 11.2 Basic input/output

At startup, two files are created and open. They are affected to constants :

```
system.Out      output defined when oforth is launched.
System.Err      Error defined when oforth is launched.
```

Basic output words use System.Out :

```
emit          \ n --      Print the character corresponding to unicode n
type          \ s --      Send string s to System.Out
.             \ x --      Print object x, then a space
.cr           \ x --      Print object x, then perform a carriage return
princr       \ --        Perform a carriage return
```

## 12 Multi-tasking and concurrent programming

Oforth implements a task/channel model : a task is a piece of code that can run concurrently with other tasks. Each task is isolated and can communicate with others only through channels.

A channel is a structure that allows tasks to send objects and for other tasks to receive them.

### 12.1 Tasks

Tasks are instructions that will run in parallel with other tasks. If the system has more than one core/processor (and if the `--Wn` option is set) , tasks will truly run in parallel. Otherwise, each task will use a part of the CPU. It is the Oforth system that will decide which task will run.

Unlike threads, tasks are very light objects, with its own data stack. The data stack is not shared by tasks.

Creating a task is done using `#sched` or `#&` word :

```
sched \ r n --      : Create and schedule a new task that will run r in parallel
                    n is the data stack size to be created (n objects).
```

```
& \ r --           : Creates and launch a new task that will run r in parallel.
                    with default data stack size (160 objects).
```

Launching a task does not mean that this task will run immediately. It is tagged as resumable and will run when a CPU is available. If a task stay some time in resumable state, the VM can decide (if possible) to create another worker.

For instance :

```
: helloworld
  "Hello, world\n" . ;
```

```
#helloworld & \ Launches function #helloworld in parallel
#[ 10 #helloworld times ] & \ Launches a block in parallel (running 10 hw).
```

```
10 #[ #helloworld & ] times \ Launches 10 tasks each running #helloworld
```

Sending parameters to a task is done by using a closure : a closure will keep values that will be used by the task. Of course, those values can't be mutable (if so an exception is raised). You can create a closure with mutable values, but, if so, you can't run it in parallel.

```
: hello \ s --
  "Hello," . .cr ;
```

```

: test( s -- )      \ Launches a new task
  #[ s hello ] & ;

"Franck" test      \ ok
String new "Franck" << test  \ ko : an exception is raised

```

The current task can `#yield` or `#sleep`. In this case, the system will resume another resumable task.

```

sleep      \ n --      Sleep current task for n milliseconds
yield     \ --        Allow another task to run.

```

`#yield` is not necessary for other tasks to run : the system will periodically execute automatic yields on the current task to allow other tasks to run.

## 12.2 Threads and workers

In Oforth, threads are not exposed to the programmer : they are handled automatically by the virtual machine.

The programmer creates tasks and the VM chooses (or creates if necessary) a thread to run this task. If a task is paused because it waits for an event or a resource (a channel, a socket, a console, ...), this does not block the thread the task was running on : the thread is automatically affected to run another resumable task.

Those threads are also called workers. At startup, only one worker is launched, running the interpreter. If tasks are resumable and no worker is available, the VM creates a new worker up to the maximum number of workers declared. By default, only one worker will run ie the maximum number of workers is 1. This can be changed used a command line option :

```

--wn      \ Defines n as the maximum number of worker created by the VM.

```

## 12.3 Channels

A channel is a way to communicate between tasks. It is a structure dedicated for sending and receiving objects. Multiple tasks can send to the same channel and multiple tasks can receive from the same channel. Only immutable objects can be sent between tasks into a channel.

```

newSize    \ n Channel -- aChannel : creates a new channel with size n
new        \ Channel -- aChannel   : creates a new channel with default size (200)
allocSize  \ n Channel -- aChannel : creates a new channel with size n
alloc      \ Channel -- aChannel   : creates a new channel with default size (200)

```

After a channel is created, it is open and objects can be sent into or receive from a channel :

```
sendTimeout \ x n ch -- true | err false : Send x to the channel with n as timeout.
```

#sendTimeout sends an immutable not null object into a channel. If the channel is full, the task will wait until there is room or timeout (n microseconds) is reached. If the send is successful, return is true. Otherwise, return error and false. Sending null as timeout value means "no timeout", so this will be the same behavior as #send.

```
send \ x achannel -- b : Send x into achannel
```

#send sends an immutable not null object into a channel. Same as sendTimeout, but block (if necessary) until the channel is no more full.

```
receiveTimeout \ n achannel -- x true | err false : Receives an object from a channel.
```

#receiveTimeout retrieves an object from a channel. If the channel is empty, the task waits until an object is present into the channel or the timeout is reached (n microseconds) . Return the object and true. Return the error and false if timeout occurred or the channel is closed AND empty.

```
receive \ achannel -- x | null : Receives an object from a channel.
```

Same as #receiveTimeout, but wait until an object is available into the channel. Return this object or null if the channel is closed and empty.

A task can receive objects from a closed channel while it is not empty (but a task can't send an object into a closed channel).

Channels themselves represent the transport of objects between tasks, not the objects themselves. So a channel is an immutable object and can be the value of a constant or sent as parameter to a task. For instance :

```
Channel new const: MyMailBox
```

```
: job \ --
  1 2 + 4000 sleep MyMailBox send drop ;
```

```
#job &
```

```
MyMailBox receive .
```

It is common to send a channel as parameter to another task. This allows to specify on which channel this task will send or receive objects. As channels are immutable objects, they can be values into a closure.

Here is a ping pong between two tasks where the channels used are created prior to running the tasks :

```
: pong( n ch1 ch2 -- )
| i |
  n loop: i [
    ch1 receive
    "Pong : receiving" . dup .cr
```

```

        "Pong : sending back sqrt" .cr
        sqrt ch2 send drop
    ]
    "Pong : job done" .cr
;

: ping ( n -- )
| ch1 ch2 i |
    Channel new ->ch1
    Channel new ->ch2
    #[ n ch1 ch2 pong ] &
    n loop: i [
        "Ping : sending" . i .cr
        i ch1 send drop
        ch2 receive
        "Ping : receiving back " . .cr
    ] ;

10 ping

```

The #ping function creates 2 channels, then launches a new task running #pong in parallel. It uses a closure to send 3 parameters to #pong function : n, ch1 and ch2. Then it sends integers from 1 to n into channel ch1, waits for the answer from ch2 and print the object returned.

The #pong function loops n times : it waits until an object is available on channel ch1 and, when received, calculates #sqrt and sends the result to channel ch2.

A channel is the only object that allows to synchronize tasks.

A channel can be used for various purposes :

- Manage a log file where multiple tasks can write in parallel (see logger package).
- Manage responses to events (see emitter package).
- Manage servers (see tcp package)
- ...

## 12.4 Resources

A task can wait for a resource to be available. If so, the task is stopped until the resource is available and the worker can run other tasks. A task waiting for a resource consumes no CPU : the task is blocked (but not the thread).

Channels are resources, but they are not the only resources defined. Other resources are :

- Waiting for a duration (#sleep)
- The console input / output
- Sockets.

When a task is asking for a resource and this resource is not available (channel empty or full, no input, no data on the socket, ...), the task enters into a WAIT state and is no more resumable until the resource is available. When the resource is available, the VM detects the event and set the task back to a resumable state. The task will run when a thread is ready to run it.

The console is also a resource, so a task waiting for console input does not block any thread. See the console package chapter for more information/

Sockets are also resources. Reading or writing on a socket will block the task (but not the thread) if the socket is not ready for the operation. See the socket package for more information.

## 12.5 Immutability and task isolation

Objects have the property to be immutable or not. The rule is simple : if a class has no mutable attribute, all objects created from this class are immutable. On the other hand, if a class has at least one mutable attribute, all objects created from this class will be mutable.

There is no way to change an immutable object into a mutable object, but you can change a mutable object into an immutable object using **#freeze** :

```
freeze      \ x --
```

To be able to use **#freeze**, all object's attributes values must be immutable. Otherwise an exception is raised :

```
Object Class new: A ( mutable x )
m: setX      := x ;

A new dup setX ( 12 ) dup freeze
ok
A new dup setX ( Array new ) dup freeze
[console:1] #Exception : Immutable rule violation
```

Memory used by a task is isolated : other tasks can't see mutable objects created by a task. Only immutable objects can be visible. Two tasks can't update the same object at the same time, so a task is assured that its mutable objects are only visible by itself.

This is done by design :

- There are no global variables that could hold a mutable object visible by tasks.
- There are no class attributes.
- tvar values are "by tasks".
- Constant values can't be mutable (an exception is raised if you try of create a constant with a mutable value).
- Channels only accept immutable objects.
- An immutable attribute value can't be set with a mutable object.
- Attributes value of an immutable object (ie an object with only immutable attributes) can't change after the object is initialized.



All this is checked at runtime and an exception is raised if a problem occurs.

The first consequence of this model is that objects are never copied when sent to a channel. As this object is immutable, there is no way for a task receiving it to update it.

The second consequence is that there is no mechanism such as mutexes, semaphores, ... Those mechanisms are not necessary as there is no situation where a mutable object can be updated by another task, other than the one that created it.

## 13 Exceptions

Exceptions are objects that can be thrown when an exceptional event occurs.

Some built-in functions generate exceptions and a program can generate its own exceptions.

When an exception is thrown, the current execution stops and the program restart to a point where the exception is caught.

### 13.1 Catching exceptions

The text interpreter catches all exceptions; if an exception is not caught by the program, it will be caught by the text interpreter :

```
: test1 1.2 0 / ;
: test  test1 ;
test
[console:1] #Exception : Division by zero error
```

User defined exceptions, if not caught, will be caught by the interpreter too :

```
: test1 "This is my exception" abort ;
: test  test1 ;
test
[console:1] #Exception : This is my exception
```

A control structure try/when allows to catch an exception and decide what to do with it. A try/when structure needs a local variable to be declared. When the exception is caught, the local value is the caught exception into the when block :

```
try: e [ instructions1 ] when: [ instructions2 ]
```

If instructions1 throw an exception, the program stops and execute intructions2 into the when block.

If instructions1 don't throw an exception, instructions2 are not executed and the program continue after the when block.

There are three ways to handle a caught exception into the when block :

1) You can do some work (log, print, clean, ...) and throw the exception again for another try/when block (or the interpreter) :

```
: test1      1.2 0 / ;
: test | e | try: e [ test1 ] when: [ "I caught you, " . e . e throw ] ;
```

2) You can do some work and continue

```

: test1      "An exception" null Exception throw ;
: test
| i e |
10 loop: i [
  try: e [ test1 ] when: [ "I caught you, but I don't care" .cr ]
]
;

```

3) If you want to catch only some kind of exception you can check the exception type (`i#sA` or `#isKindOf`) to decide what to do (handle or throw again).

## 13.2 Exception class

Exception class is the base class exceptions.

Methods implemented are :

```

throw      \ s Exception --      : Creates and throw an exception with message s.

throw      \ aException --      : Throw an exception
message    \ aException -- s    : Returns the exception's message.
log        \ aException --      : Log an exception on standard error.

```

All exceptions inherit from this class.

An exception is created using `#new` and takes 2 parameters : the exception message and an object that describe the exception (or null if it is a general exception).

```
"My exception" null Exception new
```

Once an exception is created, it can be raised using `#throw`.

Two shortcuts exist to directly throw an exception

```

"My exception" abort          \ Create an exception and throw it
"My exception" 1.2 abortwith  \ Create an exception with an aobject and throw it

```

## 14 Files

File objects represent OS files. They allow to read and write into the corresponding system files.

#newMode is used to create a new file :

```
newMode          \ filename mode File -- aFile
  filename is a string corresponding to system file name
  mode is :
    File.BINARY : open a binary file
    File.TEXT   : open a text file
    File.UTF8   : open a file containing UTF8 characters.
```

```
"myfile" File.BINARY File newMode
File newMode( "myfile", File.BINARY )
```

To create a file with mode = File.UTF8, #new can be used :

```
new          \ filename File -- aFile

"myFile.txt" File new
"myFile.txt" File new
```

Creating a file does not open it. Some methods don't require the file to be open :

```
name          \ aFile -- s : returns file name

stats         \ aFile -- nc nm ns | null null null : Returns file stats
  nc is the number of microseconds for file creation
  nm is the number of microseconds for file modification
  ns is the file size
```

Those values are null if the file is not accessible or does not exists. They can be retrived directly using :

```
exists        \ aFile -- b
size          \ aFile -- ns
created       \ aFile -- nc
modified      \ aFile -- nm
```

In order to read or write, the file must be open :

```
open          \ access aFile --
open?         \ aFile -- b : Returns true is the file is open
```

```
aFile open(File.READ)
File.WRITE aFile open
```

#open opens a file with an access mode. This method throws an exception if the file can't be open. Access can be :

- File.READ : Open for reading
- File.WRITE : Create and open for writing
- File.APPEND : Open for writing at the end of the file.

Once the file is open :

```
close          \ aFile --          Closes the file. Do nothing if already closed.
position       \ aFile -- n       Returns current file position
reposition    \ origin offset aFile -- Set file position.
```

You can get the current file position using #position and, with some constraints set the file position using #setPosition. #setPosition will set the position according to an origin and an offset (the new position will be origin + offset).

- If the file is created with File.BINARY mode, origin can be File.BEGIN, File.CURRENT or File.END and offset is a number of bytes from this origin (it can be the value returned by a previous call to #position).
- If the file is created with File.TEXT or File.UTF8 mode, origin can only be File.BEGIN and offset can only be zero or a position returned by a previous call to #position.

Methods used to write into a file are :

```
add           \ n aFile --          Adds n to aFile
addChar       \ n aFile --          Same as #add
flush         \ aFile --           Flush pending data.
```

#add writes n to a file :

- If the file is not created as an UTF8 file, the byte n is written.
- If the file is created as an UTF8 file, the byte(s) corresponding to the UTF8 sequence of unicode code n is written. An exception is raised if n is not an unicode code.

Files are buffered and an effective write on disk will occurs when the buffer is full. #flush allows to flush immediately all pending data to write. #flush can't be used on files opened with File.READ (to flush standard input, use #flush on the console, see Console chapter).

A file is a stream, so formatting methods can be used to write to a file (see Formatting objects chapter for details on those methods) :

```
<<c          \ aFile c -- aFile          write character c or byte c to a file.
<<           \ aFile x -- aFile          write object x to a file.
<<w          \ aFile width x -- aFile
<<wj         \ aFile width justif x -- aFile
<<wjp        \ aFile width justif precision aNumber -- aFile
```

Writing a buffer (aMemBuffer, aString, ...) into a file is done using #<<

```
aFile "abcdef" <<
```

In order to read from a file, methods used are :

```
end?      \ aFile -- b      Returns true if end of file is reached.
>>      \ ( aFile -- c )   Read a character from a file
```

#>> reads a file and returns an integer. The value returned depends on the file mode :

- For File.BINARY and File.TXT, a byte is returned.
- For File.UTF8, the unicode code of the next UTF8 encoded char is returned.

Multiple bytes or chars can be read at the same time :

```
readwith  \ n aMemBuffer aFile -- aMemBuffer
read      \ n aFile -- aMemBuffer

readCharsWith \ n s aFile -- s : Store characters into a string
readChars   \ n aFile -- s

readLineWith \ aBuffer aFile -- aBuffer | null
readLine    \ aFile -- aString | aBuffer | null
```

#readWith and #read are dedicated to read non UTF8 chars. They read n bytes and populate a MemBuffer (#read creates a new MemBuffer).

#readCharsWith and #readChars are dedicated to read UTF8 characters. They populates a string.

For all these methods, the number of bytes of characters read can less then than the number asked. The effective number is the size of the object returned.

#readLineWith and #readLine read a file line by line. and #forEach: and all higher order functions can be used on a file :

```
"myfile.txt" File new map(#[ words first ]) .
```

This will return an Array of the first word of each line of file "myfile.txt", null if none.

```
"myfile.txt" File new map(#yourself) const: LINES
```

This will create a constant LINES which value is the list of all lines of "myfile.txt".

## 15 Packages

### 15.1 Package word

During an Oforth session, two words can't have the same name : if you try to do this, you will raise an exception. This rule is strict and, if you load many features, name conflicts may appear.

In order to handle this, Oforth implements packages. A package is a word that create a namespace into the system.

Two words can have the same name if they are declared into two different packages. A word name can be prefixed with its package to avoid ambiguity when necessary :

```
12 dup .s
13 oforth:dup .s
```

**oforth** is the package where all built-in words are declared.

At any time, the system has a current package, where all new words are created. When the interpreter starts, the current package is **oforth**.

Package's themselves are words declared into the oforth package :

```
import: date
date .s
oforth:date .s
```

A package word is represented by a file on the disk, which name must be **package\_name.pkg**

This file is an Oforth source file that will be loaded when the package is imported into the system. It can contains any Oforth code or directive.

So :

```
1 package = 1 word = 1 namespace = 1 package file
```

### 15.2 Package file and the files: directive

An package file is like any other Oforth source file. When the package is imported, the file will be loaded and interpreted.

The package file (which name is package\_name.pkg) must be found. This file is searched :

- Into the current directory.
- Into directories listed into the OFORTH\_PATH variable value.
- Into a "packs" directory into these directories.

The **file:** directive can be used to load other files from the package file. The string provided is a file name, relative to the directory where the package file has been found.

For instance, when importing the **date** package, if the file **date.pkg** has been found into "/home/oforth/packs" and if this file has this directive :

```
file: date/Date.of
```

Then the file /home/oforth/packs/date/Date.of will be loaded into the namespace **date**.

For more details, you can see how packages are defined into the **packs** directory provided into the Oforth archive.

## 15.3 Importing or using a package

A package is loaded using #import: or #use:

```
import:          \ "name" --          : Import the package named "name"
use:             \ "name" --          : Use the package named "name".
```

```
import: date
use: tcp
```

#use: loads the package which name is into the input stream :

- If this package is already loaded, #uses: does nothing and returns.
- It creates a new package word into the **oforth** namespace.
- It changes the current package to this package
- It loads the package file into this namespace (and so all files loaded with **file:** directive).
- It restore the current package to the previous value.

With #uses: , words created must be prefixed with the package name. Otherwise, they are not found :

```
use: date
Date .s          \ Not found, words must be prefixed
date:Date .s     \ ok
```

It is possible to create aliases to those words :

```
#date.Date alias: Date
```

A package can also be loaded using #import:

```
import: package_name
```



This function does the same thing than `#use:` but the package loaded is declared as an imported package of the current package. Into this current package, words imported can be used without prefixing them :

```
import: date
Date .s
```

Here, package **date** is imported into the current package (probably **oforth** package, unless imported from another package). So date package is declared as an imported package of oforth and its words can be accessed without prefixing them (you can prefix them if you want or to avoid ambiguity).

```
Date now .s
```

A package has a list of imported packages. When this package is the current package (ie when it is loaded into the system), each package loaded using "import:" is added to this list. All words declared into a imported package don't have to be prefixed with the package's name.

`import:` and `use:` can import multiple packages using the ',' separator. For instance :

```
import: date, mapping, collect
```

## 15.4 Search order for words

Search for words occurs when `#` is used (the name is read from the input stream) or using `#find word` (the name is into a string provided as parameter).

If the name is qualified (ie prefixed by its package), the search is done only into this package.

If the name is not qualified, the search is extended :

- To the current package.
- If not found, to imported packages of current package.
- If not found, to the oforth package.
- If not found, to imported packages of oforth package.

Consequences :

- Names created into a package can be used into this package without prefixing them.
- Importing a package just adds it to the list of the imported packages of the current package. If oforth package imports a tcp package and if tcp package imports logger package, words defined into logger must be prefixed into oforth (unless oforth itself imports logger package).
- There is no conflict error when a non qualified word is used and has a name declared more than once. The first word found will be used.

## 16 FFI

Oforth allows to define structures like C structures and call functions from dynamic libraries.

Currently, structures are not fully implemented.

In order to use FFI, you have to import the ffi package

```
import: ffi
```

### 16.1 Structures

To be described

### 16.2 Dynamic Libraries

Dynamic libraries are words. They are created and loaded using `#extlib:` or `extwlib:` according how parameters should be handled.

```
"kernel32" extwlib: LIBKERNEL
"msvcrt" extlib: LIBC
"libc.so.6" extlib: LIBC
```

This creates and loads a new dynamic library as an Oforth word.

### 16.3 Dynamic functions

Once a library is created, dynamic functions can be created using `extern:` directive

```
lib nbparam returnClass str extern: name
```

Where :

```
lib is the dynamic library that contains the procedure to call
nbparam is the number of parameters to send
returnClass is the object returned (null or Integer or String)
str is the name of the procedure into the library
name is the name of the word to create to represent this procedure.
```

Examples :

```
LIBC 1 Integer "printf" extern: _printf  
LIBC 1 String "getenv" extern: _getenv  
LIBC 1 Integer "system" extern: _system
```

```
: cls  
  "cls" _system drop ;
```

```
: dir  
  "dir" _system drop ;
```

## 17 Environment

### 17.1 Environment constants

Here are the constants set at startup :

System.VERSION	\ -- s	Returns Oforth version.
System.WIN?	\ -- b	True if build for windows OS.
System.LINUX?	\ -- b	True if build for Linux OS
System.MAC?	\ -- b	True if build for Max OS
System.FLOAT?	\ -- b	True if build support Float
System.TCP?	\ -- b	True if build support TCP
System.DYNLIB?	\ -- b	True if build support TCP
System.MTHREAD?	\ -- b	True if build support Mutli-Thread
System.DEBUG?	\ -- b	True if build support debug mode.
System.OPTIMIZE?	\ -- b	True if not --C option.
System.TEST?	\ -- b	True if --t option
System.CORES	\ -- n	Number of cores detected.
System.WORKERS	\ -- n	Max number of workers that the VM will create.
System.ARGS	\ -- aArray	Array of command line arguments (only with -).
System.PATHS	\ -- aArray	Array of paths retrieved from OFORTH_PATH env var.
System.Console	\ -- aConsole	Oforth console (null if no console).
System.Out	\ -- aFile	standard output file
System.Err	\ -- aFile	standard error file

### 17.2 Time functions

Function **System.tick** retrieve a system tick and can be used to calculate elapsed time between two ticks.

System.tick	\ -- u	Return a tick in microsecond
-------------	--------	------------------------------

To retrieve number of microseconds since 01/01/1970 :

System.time	( -- u )
System.localTime	( -- dst min u )

System.localTime returns :

- dst : boolean that say if daylight saving time.
- min : number of minutes between utc time and local time.
- u : same as System.time (number of microseconds since 01/01/1970).

## 18 Words reference

This section lists all defined words at startup.

Words in grey are primitives (built-in words), other words are defined in Oforth.

Primitives in *italic* are necessary to construct Oforth language but are forgotten after Oforth is loaded : they are not available for the user.

Oforth words created during launch sequence but forgotten when Oforth is launched are not listed here (if interested, see `compiler.of` and `prelude.of` files).

### 18.1 Words available for all built-in options.

#### Constants

CELLSIZE	-- n	Return cell size in bytes (4 on 32 bits)
System.FLOAT?	-- b	true if the build support floating point numbers.
System.TCP?	-- b	true if the build support TCP
System.DYNLIB?	-- b	true if the build support dynamic libraries (FFI)
System.MTHREAD?	-- b	true if the build support multi-thread
System.WIN?	-- b	true if the build is on Windows OS
System.LINUX?	-- b	true if the build is on Linux OS
System.MAC?	-- b	true if the build is on Mac OS
System.TEST?	-- b	true if test blocks are performed ( --t option)
System.OPTIMIZE?	-- b	true if optimize mode (not --C option)
System.WORKERS	-- n	Number of workers launched ( --w option)
System.CORES	-- n	Number of cores detected
System.ARGV	-- [s]	Command line arguments
System.PATHS	-- [s]	Array of defined paths (OFORTH_PATH env variable)
System.VERSION	-- s	oforth version
System.Out	-- stm	Output stream
System.Err	-- stm	Error stream
null	-- null	null value
false	-- false	Constant with value 0
true	-- true	Constant with value 1
CELLBITS	-- n	Number of bytes into a cell (32 on 32 bits)
JUSTIFY_LEFT	-- n	Used by formatting methods
JUSTIFY_RIGHT	-- n	Used by formatting methods

**Variables (task variables)**

<code>_LIT</code>	<code>-- aword</code>	<i>word used to handle literals</i>
<code>_INTERPRET</code>	<code>-- aword</code>	<i>word used to interpret a name</i>
<code>CURRENT</code>	<code>-- aPackage</code>	Current package
<code>CODE</code>	<code>-- n</code>	Code pointer into current definition
<code>STATE</code>	<code>-- n</code>	State value ( 0 = runtime, > 0 = compile )
<code>System.Console</code>	<code>-- console</code>	Console object (or null if no console detected)
<code>SOURCE</code>	<code>-- x</code>	Current source for input stream
<code>SOURCE-TYPE</code>	<code>-- aClass</code>	Type of current source (String or File)
<code>SOURCE-NAME</code>	<code>-- s</code>	Name of current source
<code>SOURCE-LINE</code>	<code>-- n</code>	Current line number of current source
<code>SOURCE-INDEX</code>	<code>-- n</code>	Current index into current line.
<code>CS</code>	<code>-- []</code>	Control stack
<code>LAST-NAME</code>	<code>-- symbol</code>	Last word name read on input stream
<code>LAST-IMPLEMENT</code>	<code>-- meth</code>	Last method implementation (null if function)
<code>LAST-IMPLTYPE</code>	<code>-- c1</code>	Last method implementation type

**Compilation and interpretation**

<code>_BYTECODE</code>	<code>n --</code>	<i>Add bytecode n to current definition code</i>
<code>_CELLCODE</code>	<code>n --</code>	<i>Add cell n to current definition code</i>
<code>_RAWCODE</code>	<code>n --</code>	<i>Add raw integer to current definition code</i>
<code>_RET</code>	<code>--</code>	<i>Add return code to current definition code</i>
<code>_checkStack</code>	<code>--</code>	<i>Check for stack underflow and overflow</i>
<code>_header</code>	<code>s --</code>	<i>Creates a header with name s into the dictionary</i>
<code>_;</code>	<code>--</code>	<i>Basic end of current definition</i>
<code>_implement</code>	<code>c1 t "name" --</code>	<i>Basic beginning for a new method implementation</i>
<code>_resolveContinue</code>	<code>--</code>	<i>Resolve continue(s) for current block</i>
<code>_resolveBreak</code>	<code>--</code>	<i>Resolve break(s) for current block</i>
<code>_closureVarUsed</code>	<code>--</code>	<i>Tag current block as a closure</i>
<code>_closureVarSet</code>	<code>--</code>	<i>Set variable into a closure</i>
<code>_setAtt</code>	<code>--</code>	<i>Generate code to set attribute</i>
<code>_setImmAtt</code>	<code>--</code>	<i>Generate code to set immutable attribute</i>
<code>_setLongJump</code>	<code>--</code>	<i>Set long jump to "when" block if exception</i>
<code>_strAsInteger</code>	<code>--</code>	<i>Convert a string to an integer (or null if not)</i>
<code>_lit</code>	<code>--</code>	<i>Generate code for literals</i>
<code>to</code>	<code>x "name" --</code>	Push x to variable "name"
<code>"</code>		Read and push a string
<code>'</code>		Read and push a character
<code>\</code>		Comment
<code>LAST-WORD</code>	<code>-- x</code>	Return last word created into the dictionary
<code>parse-name</code>	<code>-- s</code>	Parse next name from input stream
<code>parse-char</code>	<code>-- n</code>	Parse next char from input stream
<code>next-char</code>	<code>-- n</code>	Return next char from input stream
<code>immediate</code>	<code>--</code>	Set last definition as immediate
<code>immediate?</code>	<code>x --</code>	Return true if x is an immediate function
<code>forget:</code>	<code>"name" --</code>	Forget word with name "name"
<code>header</code>	<code>s --</code>	Create a new header with name s into the dictionary

:	"name"	Beginning of function definition
;		End of definition
const:	x "name" --	Create a new constant with value x
tvar:	"name" --	Create a new task variable
alias:	"name" --	Create a new alias
message:	"name" --	Create a new message (method)
implement:	c1 t "name" --	Beginning of implementation for class c1
method:	c1 "name" --	Beginning of implementation for class c1
m:	"name" --	Beginning of implementation for last class created
virtual:	c1 "name" --	Beginning of virtual implementation for class c1
classMethod:	c1 "name" --	Beginning of class implementation for class c1
classVirtual:	c1 "name" --	Beginning of virtual class implement for class c1
abortwith	s x --	Throw an exception with message s and object x
abort	s --	Throw an exception with message s
CS>	-- x	Pop an object from the control stack
>CS	x --	Push x on the control stack
<%	C: --	Switch interpreter to runtime mode
%>	C: --	Switch back interpreter to compile mode
<mark	C: --	Mark code location (on CS) for backward jump
<resolve	C: --	Resolve jump to location marked by <mark
>mark	C: --	Generate code for a forward jump
>resolve	C: addr --	Resolve forward jump generated by >mark
branch	C: --	Generate code for a unconditional jump
?branch	C: type --	Generate code for a conditional jump of type type
literal	C: x -- R: -- x	Generate code to push x on the stack
#	"name" -- w	Retrieve word with name "name" and push it
\$	"name" -- sym	Push symbol "name" (create it if necessary)
--	C: -- R: --	Comment
#!	C: -- R: --	Comment
RS?	n --	Check if n is a valid index on return stack
RS@	C: n -- R: -- x	Push value stored on return stack at index n
RS!	C: n -- R: x --	Pop value and store it at index n on the RS
self	C: -- R: -- x	Push the receiver of current method
super	C: "name" --	Push the receiver and call method at upper level
interpreter	b s --	Final interpretation of string s with mode b
(	C: --	Parameter list declaration
)	C: --	End of parameter list declaration
	C: --	Local variables list declaration
parse-local	"name" -- n	Parse a name and retrieve corresponding local
->	"name" --	Pop top of stack and store it into local "name"
<M>	--	Beginning of a macro (that will end with </M>
#[	--	Beginning of block or closure
parse-attribute	"name" -- index	Retrieve attribute corresponding to "name"
@	"name" --	Generate a push of value of attribute "name"
:=	"name" --	Pop stack and store the value at attribute "name"
[	--	Begin of an array declaration
,	--	Array or Json separator
]	--	End of block or array declaration
parse-until	c --	Parse input until character c or end of stream



parse-block	--	Parse input until next ] at the same level
assert	b --	Throw an exception "assertion failed" if b is false
DEFINED:	"name" --	Return true if "name" is a defined word
0x	"hexa" --	Return integer value of hexadecimal string read
0b	"binary" --	Return integer value of binary string read
use:	"name" --	Load package with name "name"
import:	"name" --	Load package with name "name"

**Control structures**

if	C: -- R: b --	generate test to check top of stack
then	C: --	Resolve previous if
else	C:	Jump and resolve a previous if
continue	C: --	Jump to the beginning of current loop
break	C: --	Jump to leave current loop
begin	C: --	Beginning of unconditional loop
again	C: --	End of unconditional loop
while		Beginning of a while structure
until	--	End of a begin ... until loop
return	C: -- R: --	Exit current definition
--	C: -- R: --	Comment
#!	C: -- R: --	Comment
ifTrue: [	C: -- R: b --	Generate test to check top of stack with true
ifFalse: [	C: -- R: b --	Generate test to check top of stack with false
ifNull: [	C: -- R: b --	Generate test to check top of stack with null
ifNotNull: [	C: -- R: b --	Generate test to check top of stack with null
]	C: --	End of test block
else: [	C: --	Generate jump and test
ifZero: [	C: -- R: b --	Generate test to check top of stack with zero
if=: [	C: -- R: x y --	Generate test of 2 elements on the stack
loop: var [	"name" [ --	Beginning of an integer loop
for: var [	"name" [ --	Beginning of an integer loop
step: var [	'name" [ --	Beginning of a interval loop
forEach: var [	"name" [ --	Beginning of a collection loop
try: var [	"name" [ --	Beginning of a try block
when: [	[ --	Beginning of a when block
IFTRUE: [	--	Beginning of an IFTRUE block
IFFALSE: [	--	Beginning of an IFFALSE block
test: [	--	Beginning of a test block

**Other functions**

dup	x -- xx	Duplicate x
drop	x --	Drop x
swap	x y -- y x	Swap 2 elements
over	x y -- x y x	Duplicate second element
rot	x y z -- y z x	Rotate 3 elements

pick	... n -- ... x	Duplicate nth element ( 1 based)
=	x y -- b	Return true if x = y (same reference)
.depth	-- n	Return data stack size
bye	--	Leave interpreter
mem	--	Print memory allocation
sleep	n --	Sleep current task for n milliseconds
yield	--	Yield current task
sched	x n --	Perform x asynchronously, into a separated task, with n as data stack size (number of objects).
System.lastError	-- n	Return last error detected.
System.tick	-- n	Return a system tick
System.localTime	-- dst min mic	Return local time
tuck	x y -- y x y	Copy the top of stack under the second element
nip	x y -- y	Remove the second element
-rot	x y z -- z x y	Rotate 3 elements
cells	n -- m	Return number of bytes corresponding to n cells
not	b -- b	Return true if false, false if true
and	b b -- b	Compute a and betwven 2 booleans
or	b b -- b	Compute a or betwven 2 booleans
xor	b b -- b	Compute a xor betwven 2 booleans
2drop	x y --	Drop 2 elements from the stack
2dup	x y -- x y x y	Duplicate 2 elements
1+	x -- x+1	Add 1 to top of stack
1-	x -- x-1	Substract 1 from top of stack
under	.. y r -- .. y	Remove y, execute r and push back y on the stack
clr	... --	Clear the stack
subclassResponsability	m --	Throw an exception : class should redefine method m
&	x --	Perform x asynchronously, into a separate task.
cr	stream --	Send CR to a stream
print	x --	Print object x on System.Out
printcr	--	Print CR on System.Out
.	x --	Print object x, then blanck on System.Out
.cr	x --	Print object x, then CR on System.Out
.s	--	Show the stack

**Object class (child of null) :**

new	aClass -- x	Create a new object handled by GC
alloc	aClass -- x	Create a new object handled by the user.
free	x --	Free an object created by #alloc
initialize	x --	Initialize an object (default is to do nothing).
freeze	x --	Freeze an object. The object is no more updatable.
hashvalue	x -- n	Return a hash value of x
yourself	x -- x	Return the receiver
class	x -- aClass	Return class of x
is?	aClass x -- b	Return true if x is of class aClass
null?	x -- b	Return true if x is null, false otherwise
==	x y -- b	Return true if x and y have the same value

<>	x y -- b	Return true if x and y have different values
forEachNext	p x -- n o b	Return next object into x (using p)
apply	r x -- ...	Apply r on each element of x
size	x -- n	Return object size
empty?	x -- b	Return true if x is empty
applyIf	p r x -- ...	Apply r on each element of x that respond true to p
detect	r e x -- o	Return first element of x that answer e to r
include?	e x -- b	Return true if x include e
conform?	p x -- b	Return true if all elements of x answer true to p
reduceWith	p r x -- y	Reduce x, applying p on each element then r
reduce	r x -- y	Reduce x, pushing each element and applying r
iapply	r x -- ...	Apply r after pushing each elemnt and its index
2apply	y r x -- ...	Apply r after pushing each element of y and x
maxFor	r x -- y	Return item of x with max value when r is performed
minFor	r x -- y	Return item of x with min value when r is performed
sum	x -- y	Return sum of all elements of x
>array	x -- arr	Return a new array with elements of x
>string	x -- s	Return a new string representing x
doesNotUnderstand	m x --	Send an exception : x does not understand method m
<<	stm x -- stm	Send x to stream stm
<<n	stm n x -- stm	Send x n times to stream stm

**Null class ( child of Object ) :**

new	Null -- null	Return null
<<	stm null -- stm	send null to stream stm

**Exception class ( child of Object ) :**

throw	aException --	Throw an exception
initialize	s x ex --	Initialize an exception with s as message and x
throw	m x Exception	Create and throw an exception
message	ex -- s	Return exception's message
object	ex -- x	Return exception's object.
<<	stm ex -- stm	Send exception on stream stm
log	ex --	Log exception on System.Err

**Comparable property :**

<=	x y -- b	<i>Required by the property</i>
>	x y -- b	
<	x y -- b	
>=	x y -- b	
min	x y -- z	Use #<=
max	x y -- z	Use #<=
between	x y z -- b	Return true if x <= y <= z

**Integer class (child of Object ), Comparable :**

==	x y -- b	Compare two integers values
<=	x y -- b	Compare two integers values
+	x y -- x+y	Add two integers
-	x y -- x-y	Substract two integers
*	x y -- x*y	Multiply two inetgers
/	x y -- x/y	Divide two integers
mod	x y -- x mod y	Return remainder of two integers
/mod	x y -- z t	Return quotient and remainder of two integers
even?	x -- b	Return true is x is even
bitAnd	x y -- z	Return bit and of two integers
bitOr	x y -- z	Return bit or of two integers
bitXor	x y -- z	Return bit xor of two integers
bitLeft	n x -- y	Shift to left
bitRight	n x -- y	Shift to right
>float	n -- f	Convert integer to float
>digit	n -- m	Convert integer to digit
>prt	n -- aPrt	Convert integer to pointer
new	Integer -- 0	Just return 0
sq	n -- n*n	
odd?	n -- b	Return true if n is odd
>integer	n -- n	Return the receiver
neg	n -- m	Return opposite of n
abs	n -- m	Return absolute value of n
inv	n -- f	Return inverse of n (as float)
pow	x m -- n^m	Return x pow m (only if build includes Float support)
sqrt	n -- f	Return sqr of n (as float)
rand	n -- n	Return random integer between 1 and n (only if Float support)
each	r n --	Perfrom r on each integer between 1 and n
space?	c --	Return true if c is space (ie ' ' or '\t' )
upper?	c -- b	Return true if c is uppercase
lower?	c -- b	Return true if c is lowercase
digit?	c -- b	Return true if c is a digit
letter?	c -- b	Return true if c is a letter
>upper	c -- c	Return upper character of c
>lower	c -- c	Return lower character of c
>digitOfBase	b c -- n	Return digit value of c in base b
>digit	c -- n	Return digit value of c in base 10
>charOfBase	b n -- c	Return character corresponding to c in base b
>char	n -- c	return character corresponding to n if base 10
<<wjp	stm w j p n -- stm	Send formatted value of n into stream stm
<<wj	stm w j n -- stm	Send formatted value of n into stream stm
<<w	stm w n -- stm	Send formatted value of n into stream stm
<<	stm n -- stm	Send n into stream stm
<<c	stm c -- strm	Send character c to stream stm (c is unicode value)
emit	c --	Send receiver as character c to System.Out

**Runnable property :**

<i>perform</i>	<i>x -- ...</i>	<i>Required by the property</i>
runnable?	x -- b	Return true if x is runnable
curry	x r -- b1	Return a block that perform "x r perform"
times	n r -- ...	Execute r n times
bench	r -- ... n	Return elapsed time for r (microseconds)

**Block class ( child of Object ), Runnable :**

new	Block -- aBlock	Create a new block
compile	aBlock --	Compile a block into current definition
Perform	aBlock --	Perform a block

**Collection class (child of Object), Comparable :**

at	n coll -- x	Return value at position n, null if none
first	coll -- x	Return value at 1, null if none
second	coll -- x	Return value at 2, null if none
last	coll -- x	Return last value, null if none
==	coll1 coll2 -- b	Compare elements of 2 collections
<=	coll1 coll2 -- b	Compare elements of 2 collection
ketAt	key coll -- pair	Return pair into a collection with key as key
valueAt	key coll -- x	Return value into a collection with key
addAll	x coll --	Add all elements of x into coll
+	c1 c2 -- c3	Return a new map with elements of c1 and c2
zipwith	c1 r c2 -- c3	Return an array of results of applying r on each items
zip	c1 c2 -- c3	Return an array of pairs with elements of c1 and c2
>string	coll -- s	Return a new string with coll elements as characters
<<	stm coll -- stm	Send collection coll into stream stm

**Interval class (child of Collection) :**

initialize	b e s itv --	Create a new interval [ b, e ] wuth step s
size	itv --	Return interval size
at	n itv -- x	Return value at n
forEachNext	x itv -- y o b	Traverse an interval
seqFrom	from to -- itv	Return a new interval of integers [ from, to ]
seq	to -- itv	Return a new interval of integers [ 1, to ]

**Pair class (child of Collection) :**

initialize	x y pair --	Create a new pair [ x, y ]
size	pair -- 2	Return 2
first	pair -- x	Return x of [ x, y ]

second	pair -- y	Return y of [ x, y ]
at	n pair --	Return value a n.
forEachNext	x pair -- y o b	Traverse a pair

**Array class (child of Collection) :**

size	array -- n	Return array size
at	n array -- x	Return value at index n (1-based)
put	n x array --	Set value at index n
add	x array --	Add value at end of the array
last	array -- x	Return last value
pop	array -- x	Remove last value from the array and return it
removeAt	n array -- x	Remove value at index n and return it
empty	array --	Empty the array
forEachNext	x a -- y o b	Retrieve next element into an array
newSize	n Array -- arr	Create a new array with n as initial allocation
allocSize	n Array -- arr	Create a allocated array with n as initial allocation
new	Array -- arr	Create a new array with default initial allocation
alloc	Array -- arr	Create a allocated array with default initial allocation
newWith	n x Array -- arr	Create a new array with n times x as elements
init	n r Array -- arr	Create a new array with results of r performed n times
arrayWith	x1...xn n -- arr	Create a new array with n values on the stack
array?	x -- b	Return true if x is an array

**Symbol class (child of Object) :**

size	asymbol -- n	Return symbol size (in characters)
new	s Symbol -- sym	Create/return a symbol corresponding to string s
<<	stm sym -- stm	send symbol sym to stream stm

**Buffer class (child of Collection) :**

byteSize	buf -- n	Return buffer size (bytes)
byteAt	n buf -- x	Return byte at index n (1-based)
bytePut	n x buf --	Set value at index n
utf8At	n buf --	Return UTF8 value at index n
forEachNext	x buf -- y o b	Retrieve next byte into a buffer
evaluate	buf -- ...	Evaluate a buffer
perform	buf -- ...	Perform a buffer
==	buf1 buf2 -- b	Compare two buffers
<=	buf1 buf2 -- b	Compare two buffers
hashCode	buf -- n	Return hash value
newSize	n Buffer -- buf	Create a new buffer with n as initial allocation
new	Buffer -- buf	Create a new buffer with default initial allocation
allocSize	n Buffer -- buf	Create an allocated buffer with n as allocation
alloc	Buffer -- buf	Create an allocated buffer with default allocation
size	buf -- n	Return buffer size in bytes (same as byteSize)

at	i buf -- byte	Return byte at index i (1-based), same as byteAt
put	i byte buf --	set byte at index i (1-based), same as bytePut
>array	buf -- arr	Return an array of bytes corresponding to buf

**String class (child of Buffer) :**

add	c s --	Add character c at the end of the string
removeAt	n s -- c	Remove and return character at index n (1-based)
removeLast	s --	Remove and return last character
empty	s --	Empty the string
addChar	c s --	Add character c at the end of the string
addSymbol	sym s --	Add symbol name
addIntegerFormat	n ... s --	Add integer with format options
addFloatFormat	f ... s --	Add float with format options
addBufferFormat	buf s --	Add buffer
forEachNext	x s -- y o b	Traverse a string, character by character
load	s --	Load a file with s as file name
>symbol	s -- sym	Create/return symbol corresponding to s
>float	s -- f	Return float value of s
newWith	n c String -- s	Create a new string, by adding c n times
init	n r String -- s	Create a new string with result of r n times
size	s -- n	Return number of UTF8 characters into the string
at	i n -- c	Return UTF8 character at position i (1 based).
>integerOfBase	b s -- n	Return integer represented by s in base b
>integer	s -- n   null	Convert a string to an integer
>number	s -- n   f   null	Convert a string to an integer or a float
>string	s -- s	Return a new mutable string with same value
<<wj	stm w j s -- stm	Send formatted string to a stream
<<w	stm w s -- stm	Send formatted string to a stream
<<	stm s -- stm	Send string s to stream stm
type	s --	Send string s to stream System.Out

**Word class (child of Object)**

find	s word -- aword	Return word which name is s, null if none
name	aword -- sym	Return symbol corresponding to the name of a word
forget	aword --	Forget aword. It can't be found anymore.
<<	stm w -- stm	Send word w to stream stm
process	w -- ...	Compile or perform a word according to STATE
interpret	b w -- ...	Default interpretation : call literal

**Function class (child of Word), Runnable**

_compile	f --	Compile f into current def without optimizations
perform	f --	Perform function f
compile	f --	Compile f into current def with optimizations
interpret	b f --	If immediate, perform, else handle params and process

**Method class (child of Word), Runnable**

<i>_compileTOS</i>	<i>m --</i>	<i>Compile m with receiver into TOS</i>
<i>_compileSuper</i>	<i>m --</i>	<i>Compile call to m at upper level</i>
<i>_compile</i>	<i>m --</i>	Compile m into current definition without optimization
perform	<i>x m --</i>	Perform method m with x as the receiver
compile	<i>m --</i>	Compile m into current definition with optimizations
interpret	<i>m --</i>	Handle params if any and process the method

**Constant class (child of Word)**

new	<i>x s Constant --</i>	Create a new constant
value	<i>aConstant -- x</i>	Return constant value
interpret	<i>b cst --</i>	Interpret the constant

**Variable class (child of Word)**

new	<i>s Variable --</i>	Create a new task variable
at	<i>aVariable -- x</i>	Return variable value
put	<i>x aVariable --</i>	Set variable value
interpret	<i>b var --</i>	Process #at on the variable

**Class class (child of Word)**

<i>_findAtt</i>	<i>s cl -- n</i>	<i>Find class attribute</i>
<i>_addAtt</i>	<i>s cl --</i>	<i>Add attribute to class</i>
new	<i>cl s Class --</i>	Create a new class with parent cl
implement	<i>m cl -- impl</i>	Return implement of method m for class cl
classImplement	<i>m cl -- impl</i>	Return class implement of method m for class cl
is:	<i>cl "name" --</i>	Add property "name" to class cl
new:	<i>cl Class "name" --</i>	Create a new class, child of cl, with name "name"

**Property class (child of Word)**

<i>_findAtt</i>	<i>s pr -- n</i>	<i>Find property attribute</i>
<i>_addAtt</i>	<i>s pr --</i>	<i>Add attribute to property</i>
new	<i>cl s Class --</i>	Create a new class with parent cl
requires:	<i>pr "name" --</i>	Add method "name" as requirement for property pr
new:	<i>Property "name" --</i>	Create a new property with name "name"

**Alias class (child of Word)**

new	<i>x s Alias --</i>	Create a new alias for x
-----	---------------------	--------------------------



**Package class (child of Word)**

_imported	pkg --	Set package pkg as imported (forgotten)
new	x s Alias --	Create a new alias for x
load	pack --	Load package pack (signature and all source files)

**Resource class (child of Object)**

open?	res -- b	Return true if the resource is open
close	res --	Close the resource

**File class (child of Object) :**

File.BINARY	-- n	Binary mode when opening
File.TEXT	-- n	Text mode when opening
File.UTF8	-- n	UTF8 mode when opening
File.READ	-- n	Read access when creating file
File.WRITE	-- n	Write access when creating file
File.APPEND	-- n	Append access when creating file
File.BEGIN	-- n	File position (beginning)
File.CURRENT	-- n	File position (current position)
File.END	-- n	File position (end of file)

stats	s File -- c m s	Return created/modified/size of a file with name s
open	access aFile --	Open a file with access (File.READ, File.WRITE, File.APPEND).
open?	aFile -- b	Return true if a file is open.
end?	aFile -- b	Return true if end of file is reached
close	aFile --	Close a file
position	aFile -- n	Return file position
reposition	org off aFile --	Set file position with origin and offset
flush	aFile --	Flush a file
readLinewith	buf aFile -- buf	Read a line from aFile and store it into buf
readwith	n buf aFile -- buf	Read n bytes from aFile and store them into buf
>>	aFile -- c	Read a byte or a char from aFile (according to mode)
addChar	c f --	Add character c to aFile
addSymbol	sym s --	Add symbol name
addIntegerFormat	n ... s --	Add integer with format options
addFloatFormat	f ... s --	Add float with format options
addBufferFormat	buf f --	Add buf to file f
exist?	s File -- b	Return true if file with name s exists
initialize	name mode f --	Init a file object with name and mode
newMode	name mod File -- f	Create a new file object with name and mode (File.TEXT, File.BIN or File.UTF8).
new	name File -- f	Create a new UTF8 file
name	f -- s	Return file name
size	s File -- n	Return file size with name s

size	f -- n	Return file size
created	s File -- n	Return timestamp
created	f -- n	Return timestamp
modified	s File -- n	Return timestamp
modified	f -- n	Return timestamp
read	n f -- buf	Read n bytes and return a new buffer
readCharswith	n buf f -- buf	Read n characters and append them to buf
readChars	n f -- str	Read n characters and return them into a string
readLine	f -- str	Read a line from file f
forEachNext	f -- x str true	Return next line from a file
add	c f --	Add char c to file f

## 18.2 Optional Float words

Float numbers (and Float class) are available if Oforth is built with Float support (default).

### Constants

PI	-- f	PI constant
E	-- f	exp(1) constant
LN2	-- f	ln(2) constant
LN10	-- f	ln(10) constant

### Float class (child of Object ), Comparable :

==	x y -- b	Compare two floats values
<=	x y -- b	Compare two floats values
+	x y -- x+y	Add two floats
-	x y -- x-y	Substract two floats
*	x y -- x*y	Multiply two floats
/	x y -- x/y	Divide two float
sqrt	f -- f	Square root
powf	f g -- h	Pow
ln	f -- g	Ln
cos	f -- g	Cos
sin	f -- g	sin
tan	f -- g	tan
acos	f -- g	Arccos
asin	f -- g	arcsin
atan	f -- g	arctan
>integer	f -- n	Convert float to integer
new	Float -- 0.0	Just return 0.0
>float	f -- f	Return the receiver
neg	f -- -f	
abs	f -- f	Return absolute value of f
inv	f -- f	Return inverse of f

exp	f -- f	Return exp(f)
log	f -- f	Return log(f)
rand	Float -- f	Return random number between 0 and 1 (excluded).
<<wjp	stm w j p f -- stm	Send formatted value of f into stream stm
<<wj	stm w j f -- stm	Send formatted value of f into stream stm
<<w	stm w f -- stm	Send formatted value of f into stream stm

### 18.3 Optional dynamic libraries/procedure words and ffi package

Dynamic libraries and procedures words are available if Oforth is built with dynamic library support (default).

This is required to load ffi package.

#### DynLib class (child of Word), available according to Oforth built options

new	DynLib -- aDynLib	Create a new dynamic librarie
<<	stm dynlib -- stm	Send a dynamic library to steam stm

#### DynProc class (child of Word), available according to Oforth built options

new	DynProc -- aDynProc	Create a new dynamic procedure
perform	aDynProc --	Perform a dynamic procedure
compile	aDynProc --	Compile a dynamic procedure into current definition
interpret	aDynProc --	Interpret a dynamic procedure.
<<	stm dynproc -- stm	Send a dynamic procedure to steam stm

#### Functions added

extlib	DynLib "name" -- aDynLib	Create a new dynamic library with C params
extwlib	DynLib "name" -- aDunLib	Create a new dynamic library with pascal params
extern:	lib np ret sname "name" --	Create a new word with name "name" corresponding to fuction sname into dynamic library lib

### 18.4 Optional TCP words

TCP words are available if Oforth is built with TCP support (default).

It is required to load tcp package :

```
import: tcp
```

**Constants**

TCPSocket.IPV4	-- n	Mode for TCPSocketServer creation
TCPSocket.IPV6	-- n	Mode for TCPSocketServer creation
TCPSocket.IPALL	-- n	Mode for TCPSocketServer creation

**TCPSocket class (child of Object), available according to Oforth built options**

initialize	TCPSocket -- sock	Create a new dynamic librarie
select	mode sock --	
close	sock --	Close the socket.
port	aSock -- n	Return socket's port

**TCPSocketServer class (child of TCPSocket)**

initialize	TCPSocketServer - s	Create a new socket for server side
_acceptTimeout	sc n sock --	Accept and populate new connection with timeout n
newBacklog	port backlog mode TCPSocketServer -- s	Create a new socket that will accept connexions on port with mode IPV4, IPV6 or IPALL
new	port TCPSocketServer -- s	Create a new socket that will accept connexions on port with mode IPALL and 10 as backlog
acceptTimeout	n sock -- sockclient	Accept a new connexion.
accept	sock -- s true   err false	Block until the next connexion. Return the socket and true (or error and false).
<<	stm sock-- stm	Send a socket to steam stm

**TCPSocketClient (child of TCPSocket)**

initialize	host port s	Initialize the socket for host and remote port
remotePort	sock -- port	Return the remote port
host	sock -- host	Return the host
connectMode	mode n sock -- true   errorfalse	Try to connect the socket with mode (IPV4, V6, ALL) and timeout. Return true or error and false.
connect	sock -- true   error false	Try to connect the socket with mode IPALL. Wait until connexion is ok or error.
receivewithTimeout	s ns nt sock -- n true   err false	Receive ns bytes from remote host with timeout nt and append them to buffer or string s. Return number of bytes read and true or error and false.
receivewith	s ns sock -- n true   err false	Same as receivewithTimeout but block until read is ok or error is detected.
receiveTimeout	ns nt sock -- s true   err false	Same as receivewithTiemout but returns a new string with the bytes read.
receive	ns sock -- s true   err false	Block until receiving ns byte. Return a new string and true or err and false.
sendTimeout	b nt sock -- true	Send buffer b to the socket with nt as timeout.

	err false	Return true or err and false
snd	b sock   true   err false	Block until buffer b is sent to the socket. Return true or err and false
<<	stm sock -- stm	Send socket to stream stm

**TCPConnection (child of Object)**

See TCPConnection.of file into packs/tcp directory

**TCPRequest (child of Object)**

See TCPRequest.of file into packs/tcp directory

**TCPServer (child of Object)**

See TCPServer.of file into packs/tcp directory

## 19 Packages

Available packages when downloading Oforth are :

chars	Additional words that work with characters
collect	Additional collections : Cycle, Hash, Set, Stack
console	Console object (loaded automatically if --i command line option)
date	Date class and methods
emitter	Objects that handle events asynchronously
ffi	Foreign Function Interface : call C functions from Oforth.
json	Json objects
libc	Load standard library to LIBC according to current OS
logger	Asynchronous logging file
mapping	Higher order words to map collections
math	Additional math words
quicksort	quicksort
reflect	Adds some reflection words for OO metamodel
resource	Resources and Channels
tcp	TCP support and TCP server

For packages not described below yet, you can check files into the pack directory

## 20 Package console

### 20.1 Console class

This package implements console words. It is loaded automatically when Oforth is launched with `--i` command line option.

A console is a resource and a stream : objects can be sent to the console using `<<` family words.

If standard streams are not redirected when Oforth is launched, a console object is created and available as a constant :

```
System.Console
```

The console allows to wrap standard input, output and error. Unlike standard streams, the console is a resource, so a task waiting for the console will enter in WAIT state until the console is ready (a key is available,). See the "Concurrent programming" chapter for more information.

Constants defined in the console package give a name to the values returned when an extended key is pressed: (K-CHAR-MASK K-CTRL-MASK K-ALT-MASK, ... )

Methods and functions defined for a console allow to read from and write to the console :

For instance, if you want to wait for a key during 2 seconds :

```
: wait2s          \ -- x | null
  200000 System.Console receiveTimeout ;
```

If you want to read an integer (or null if the string is not an integer) :

```
System.Console accept >integer
```

Currently, cursor handling is not supported; this will be added in a later version.

### 20.2 Reference

#### Constants

K_CHAR-MASK	-- n	Mask for character (to apply to an extended key)
K_CTRL-MASK	-- n	Mask for ctrl key pressed (to apply to an extended key)
K_ALT-MASK	-- n	Mask for alt key pressed (to apply to an extended key)
K-PRIOR	-- n	Prior key

K-NEXT	-- n	Next key
K-END	-- n	End key
K-HOME	-- n	Home key
K-LEFT	-- n	Left key
K-UP	-- n	Up key
K-RIGHT	-- n	Right key
K-DOWN	-- n	Down key
K-ESCAPE	-- n	Esc key
K-INSERT	-- n	Insert key
K-DELETE	-- n	Del key
K-F1	-- n	F1 key
K-F2	-- n	F2 key
K-F3	-- n	F3 key
K-F4	-- n	F4 key
K-F5	-- n	F5 key
K-F6	-- n	F6 key
K-F7	-- n	F7 key
K-F8	-- n	F8 key
K-F9	-- n	F9 key
K-F10	-- n	F10 key
K-F11	-- n	F11 key
K-F12	-- n	F12 key

**Variables**

PROMPT	-- s	word used to output prompt.
SHOWSTACK	-- b	Used by #.show to toggle showing stack after each cmd

**Functions**

.l	--	Print the stack current on one line
.show	--	Toggle stack printing after each command
defaultPrompt	--	Print "ok" if runtime more, "->" if compile mode
repl	--	Read Eval Print Loop used when --i command line option

**ConsoleHistory class (child of Object)**

cmd	ch -- s	Command
next	ch -- ch   null	Next console history
prev	ch -- ch   null	Previous console history

**Console class (child of Resource)**

select	mode cons -- b	check if the console is ready for input or output
receiveTimeout	n cons -- exk	wait for an extended key from the console.
new	Console -- cs	Return System.Console
cmd	cs -- s	Return command line currently edited



history	cs -- ch	Return first command history
addChar	c cs --	Console as a stream : add char
addIntegerFormat	n cs --	Console as a stream : add integer
addFloatFormat	f cs --	Console as a stream : add float
addBufferFormat	c cs --	Console as a stream : add buffer
ekey	cs -- n	wait until an extended key is pressed and return it
key	cs -- n	wait until a key is pressed and return it
ekey?	cs -- b	Return true if a key is available
flush	cs --	Flush the console input
accept	cs -- s	Read a string from console until end of line
fill	s cs --	Fill the console with string s.
cursorLeft	cs --	If possible, position cursor to the left
cursorRight	cs --	If possible, position cursor to the right
readCmd	cs --	Read a new command
repl		

## 21 Package mapping

mapping packing adds mapping features to various classes :

### Object class :

newMap	n x -- coll	Create a new map corresponding to x
map	r x -- map	Create a map with results of applying r to x elts
mapIf	p r x -- map	Map with only elements of x that answer true to p
expandTo	arr x --	Add x to arr. If x is a collection add each item
expand	x -- arr	Recursively expand x to a new array
mapFlat	r x -- arr	Like map, but add all elements into the same array
mapParallel	r coll -- coll	Perform r on each items of the collection and return results. Each computation is done in a separate task.

### Collection class :

filter	p coll --	Return a new map with elements that answer true to p
-	c1 c2 -- c3	Return a new map with elements of c1 not in c2
zipAll	x ... x n -- arr	zip n collections and returns an array
groupWith	r x -- arr	Returns an array grouping adjacent items that return the same value
group	x -- arr	Group all identical adjacent items of x
extract	i j c -- c	Extract elements from i to j into a new map
del	i j x -- y	New collection after removing items from i to j
left	i c -- c	Extract i first elements of c into a new map
right	i c -- c	Extract i last elements of c into a new map
splitBy	n x -- y	Split a collection grouping elements by n
transpose	[ [] ] -- [ [] ]	Transpose an array of arrays.
indexOfFromTo	x i j y -- n	Return index of x into y between i and j indexes
indexOfFrom	x i y -- n	Return index of x into y between i and the end
indexOf	x y -- n	Return index of x into y
lastIndexOfFromTo	x i j y -- n	Same as indexOfFromTo but last index
lastIndexOfFrom	x i j y -- n	Same as indexOfFrom but last index
allAt?	x n y --	Return true if all items of y are at index n into x
indexOfAllFrom	x i y --	Return index of all items of x into y from i
indexOfAll	x i y --	Return index of all items of x into y

### String class (child of Buffer) :

newMap	n s -- s	Return a new map for a string
split	c s -- [ s ]	Return array of s splited using character c

extractAndStrip	i j s -- s1	Extract and strip spaces of s between i and j
strip	s -- s1	Remove leading and trailing whitespaces from s
wordswith	c s -- [ s ]	Return array of words separated by c into s
words	s -- [ s ]	Return array of words separated by space into s
unwordwith	c [ s ] -- s	Return a string with all strings separated by c
unwords	[ s ] -- s	Return a string with all strings separated by space

## 22 Package json

json package loads implementation of Json objects.

### 22.1 Json class

Json is a Array's subclass. It implements json objects.

#{, #: and #} words allow to create jsons.

```
{           \ --           : Beginning of JSON object
:           \ --           : Member separator
}           \ -- aJson     : Creates the JSON.
```

With those words, the Oforth interpreter can parse JSON objects from the input stream (or compile them into a definition) as any other object.

For instance :

```
{ "abcd" : 12, "cde" : { $f : [ 1, 2, 3 ], $g : null }, "fgh" : 1.2 } .s
```

As those words can parse JSON, a string containing a JSON can be parsed as a JSON :

```
{ "abcd" : 12, "cde" : { $f : [ 1, 2, 3 ], $g : null }, "fgh" : 1.2 }
dup >string perform .s == .s
```

### 22.2 Words added by this package

#### Compilation and interpretation

{	--	Beginning of a Json object
}	--	End of Json object

#### Object class

<<json	stm x -- stm	Send a Json representation of x to stream stm
--------	--------------	---

#### Symbol class

<<json	stm x -- stm	Send a Json representation of x to stream stm
--------	--------------	---

**Collection class**

<<json	stm x -- stm	Send a Json representation of x to stream stm
--------	--------------	---

**String class**

<<json	stm x -- stm	Send a Json representation of x to stream stm
--------	--------------	---

**Json class (child of Array) :**

<<	stm j -- stm	Send a Json to stream stm
<<json	stm x -- stm	Send a Json representation of x to stream stm
>string	json -- str	Convert a json to a string

## 23 Ans Forth / Oforth cross reference

This chapter lists most Ans Forth words and Oforth counterpart, with commentaries if necessary.

### Creating words and compilation

:	:	
	method:	Creates a method implementation
	virtual:	Creates a virtual method implementation
	classMethod:	Creates a class method implementation
	classVirtual:	Creates a class virtual implementation
;	;	
IMMEDIATE	immediate	
{ } {: :}	( )	Oforth uses ( ) to declare local parameters { : , and } are used for json objects syntax {: and :} are ... not defined
		Local variables are declared between two
[	<%	[ and ] are used for arrays
]	%>	[ and ] are used for arrays
[: :NONAME	#[	
;]	]	
VARIABLE 2VARIABLE FVARIABLE		Not defined. Global variables are not permitted in Oforth.
USER	tvar:	value of a tvar is by task.
VALUE 2VALUE	tvar:	value of a tvar is by task.
TO	to ->	to is used for setting tvars -> is used for setting locals
CONSTANT 2CONSTANT FCONSTANT	const:	
ALIAS	alias:	
CREATE DOES> >BODY		Not defined. Replaced by classes definition.
' [']	#	Return an object on the stack, not an execution token.
FIND FIND-NAME	word find	
NAME>STRING	name	
EXECUTE	perform	Oforth has no xt, so execute is not defined
COMPILE,	compile	
EVALUATE	evaluate	
QUIT ABORT		Not defined
ABORT"	abort	
THROW	throw	throw need an Exception object

CATCH		Not defined
TRY ... ENDTRY	try: [ ... ] when: [ ... ]	
DEFER		Not defined
DEFER@ ACTION-OF		Not defined
IS DEFER!	act	Not defined
POSTPONE	compile perform	
LITERAL 2LITERAL FLITERAL SLITERAL	literal	literal is not immediate.
STATE	STATE	
SOURCE >IN	SOURCE SOURCE-TYPE SOURCE-INDEX	Not implemented
PARSE PARSE-NAME	parse-name	
REFILL	fill	Fill console input buffer with a string value.
INCLUDE	load	
REQUIRED	import: use:	
SEE	see	
BYE	bye	
FORTH	oforth	oforth is the default package. Unlike forth, its name just pushes it on the stack.
ENVIRONMENT ?		Not defined

**Stack manipulation :**

DUP FDUP	dup	
DROP FDROP	drop	
OVER FOVER	over	
SWAP FSWAP	swap	
ROT FROT	rot	
-ROT	-rot	
NIP FNIP	nip	
TUCK	tuck	
2DUP	2dup	
2DROP	2drop	
PICK FPICK	pick	
DEPTH FDEPTH	.depth	
.S	.s	
ROLL		Not defined
2NIP		Not defined
2OVER		Not defined
2SWAP		Not defined

2ROT		Not defined
?DUP		Not defined

**Arithmetic :**

+ F+ D+ M+	+	
- F- D-	-	
* F* M*	*	
/ F/	/	
MOD	mod	
/MOD UM/MOD FM/MOD	/mod	
NEGATE FNEGATE DNEGATE	neg	
ABS DABS FABS	abs	
SQRT FSQRT	sqrt	
MAX DMAX FMAX	max	
MIN DMIN FMIN	min	
1+	1+	
1-	1-	
2* D2* F2* 2/ D2/ F2/		Not defined.
S>D D>S		Not defined. Oforth integers have arbitrary precision
D>F S>F	>float	
F>D F>S	>integer	
F**	powf	
FEXP	exp	
FLN	ln	
FLOG	log	
1/F	inv	
FSIN	sin	
FCOS	cos	
FTAN	tan	
FASIN	asin	
FACOS	acos	
FATAN	atan	
FSINH	sinh	Need import: math
FCOSH	cosh	Need import: math
FTANH	tanh	Need import: math
FASINH	asinh	Need import: math
FACOSH	acosh	Need import: math
FATANH	atanh	Need import: math
F~	==	

**Conditions :**



TRUE	true	
FALSE	false	
AND	and bitAnd	
OR	or bitOr	
XOR	xor bitXor	
INVERT NOT	not	not returns true if false and false otherwise
LSHIFT	bitLeft	Be careful, in Oforth stack effect is inverted (method of integer)
RSHIFT	bitRight	Be careful, in Oforth stack effect is inverted (method of integer)
= D=	=	
F~ COMPARE	==	Test objects values
< U< D< DU< F<	<	
<= F<=	<=	
<>	<>	Carefull, oforth compare by value.
> U> F>	>	
>= F>=	>=	
0= 0<> 0> 0< 0<> D0< D0= F0< F0=		Not defined

**Control flow :**

\ ( ) --	\ --	In oforth, ( ) are used to declare parameters
IF	if ifTrue: [ ifFalse: [ ifZero: [ ifNull: [ ifNotNull:[ if=: [ if	
THEN REPEAT UNTIL	then ]	
ELSE	else else: [ ifTrue: [ ... ] else: [ ... ]	
BEGIN AGAIN	begin ... again	
BEGIN ... WHILE ... REPEAT	while ( ... ) [ ... ]	
BEGIN ... UNTIL	begin ... until	
AHEAD	ahead	
CS-PICK CS- ROLL	CS> >CS	
CASE OF ENDCASE		Not defined

DO ?DO +DO U+DO -DO LOOP +LOOP	loop: i [ ...] for: i [ ... ]	
I J		Not defined. Oforth loops require a local declaration.
RECURSE		Not defined, use function name to recurse
LEAVE	break	
	continue	
EXIT	return	
>R R@ >R RDROP 2>R 2R> 2R@ N>R 2RDROP		Not defined. Locals handles values on the return stack.
[IF]	IFTRUE: [ IFFALSE: [ ]	
[ENDIF]	]	
[DEFINED]	DEFINED:	

**I/O :**

. U. ." .ID D. UD. F.	.	. applies to all objects
EMIT	emit	
EKEY	ekey	ekey is done on a console object
KEY	key	key is done on a console object
BASE HEX DECIMAL	0x 0b	base hex decimal are not defined
.R		
<# <<# # #S #> #>> HOLD	<< <<w <<wj <<wj p	
BL	BL	
SPACE		Not defined.
CR	printcr	
ACCEPT	accept	accept is done on a console object
MS	sleep	
TIME&DATE	System.local Time System.time	

**Characters and Strings :**

CHAR [CHAR]	'	No need to have a space after '
S"	"	No need to have a space after "
C, C@	at put	
TYPE	type	
COMPARE	==	
SEARCH	indexOfAll	
FILL	<<cn	

-TRAILING	strip	
S>NUMBER? S>UNNUMBER? >NUMBER	asInteger	
>FLOAT	asFloat	
COUNT		Not defined
SUBSTITUTE	replaceAll	

**Memory :**

@ ! , F@ F! +! C@ C! 2@ 2! SF@ SF! DF@ DF!		Not defined : you can't make direct access to memory
	@ :=	Access to an object attributes
	at: put:	Access to a structure fields
CHARS CHAR+		Not defined
CELLS FLOATS	cells	
CELL+ FLOAT+		Not defined
ALLOT		Not defined
ALLOCATE	alloc	Create a new object manually handled
FREE	free	Free an object created by alloc
	new	Create a new object handled by the garbage collector
RESIZE		Not defined : if resize is possible (Array, ...) resize automatically when needed
ALIGN ALIGNED FALIGNED SFALIGN DFALIGN		Not defined. In Oforth all objects are aligned.
HERE C, F, , 2,		Not defined. Either new or alloc.
ADDRESS- UNIT-BITS	CELLSIZE	
MOVE ERASE CMOVE CMOVE>		Not defined
BUFFER:		Not defined. Can't define a mutable word. Use : MemBuffer newSize to create a buffer on the heap
BEGIN- STRUCTURE	struct	
END- STRUCTURE	;	
FIELD:		Not defined : structure fields are declared without field:

**Files :**

R/O	File.READ	
W/O	File.WRITE	
R/W	File.APPEND	

BIN	File.BINARY File.TEXT File.UTF8	
CREATE-FILE	newMode new	
OPEN-FILE	open	
CLOSE-FILE	close	
READ-FILE	>> readwith read readCharswith readChars	
READ-LINE	readLinewith readLine	
WRITE-LINE	<<	
WRITE-FILE	add addChar << <<w <<wj <<wj	
FLUSH-FILE	flush	
FILE-STATUS	exists	
FILE-POSITION	position	
REPOSITION-FILE	setPosition	
FILE-SIZE	size	
STDIN	System.Console	
STDOUT	System.Out	
STDERR	System.Err	

**Vocabularies and word lists :**

Word lists words are not used in Oforth. Oforth implements packages instead and they are too different from lists or vocabularies to have a cross reference.