에뮬/프로그래밍 >

[프로그래밍] XLISP ver 1.6 --- January 6, 1985

moonlord SBPro **3** + 구독 1:1 채팅
2024.02.05. 02:18 조회 69

💬 댓글 **8**   URL 복사   ⋮

📁 첨부파일 모아보기 **1**

```
DOSBox 0.74-3, Cpu speed:    3000 cycles, Frameskip 0, Program: DOSBOX    —    □    ×
Path C:\USR\CUSERSRC\ID_02\XLISP1#2\*.*                        Volume [C_DRIVE]

..              [ Up-Dir ] 24-02-04   7:15p
SRC             [ SubDir ] 24-02-05   2:04a
PCFUN    DOC         996 24-02-04   7:15p
XLISP    DOC      60,286 24-02-05 12:09a
XLISPMS  EXE      52,192 24-02-04   7:15p
XLISPPC  EXE      55,968 24-02-04   7:15p
ART      LSP       2,404 24-02-04   7:15p
FACT     LSP          81 24-02-04   7:15p
FIB      LSP          98 24-02-04   7:15p
INIT     LSP       2,332 24-02-04   7:15p
PCTURTLE LSP       3,635 24-02-04   7:15p
PP       LSP       5,632 24-02-04   7:15p
PROLOG   LSP       4,408 24-02-04   7:15p
PT       LSP       3,899 24-02-04   7:15p
TRACE    LSP         676 24-02-04   7:15p
README   TXT         697 24-02-04   7:15p
[-A-]
[-C-]
[-Z-]

    14 File    2 Dir      193,304 Byte    262,111,744(24%)byte free (1015M)    E

C:\USR\CUSERSRC\ID_02\XLISP1#2>S_
```

```
DOSBox 0.74-3, Cpu speed:    3000 cycles, Frameskip 0, Program: DOSBOX    —    □    ×
Path C:\USR\CUSERSRC\ID_02\XLISP1#2\SRC\*.*                    Volume [C_DRIVE]

..              [ Up-Dir ] 24-02-05   2:05a  XLOBJ    C      12,970 24-02-05   1:24a
MK       BAT          37 24-02-04 11:39p  XLPRIN   C       3,616 24-02-05   1:24a
MAKEFILE BCC         820 24-02-05   2:02a  XLREAD   C      16,210 24-02-05   1:40a
MSSTUFF  C         3,922 24-02-05   1:54a  XLSTR    C       3,034 24-02-05   1:26a
PCSTUFF  C         7,186 24-02-04 11:26p  XLSUBR   C       4,620 24-02-05   1:26a
XLBFUN   C        14,124 24-02-04 10:53p  XLSYM    C       5,312 24-02-05   1:27a
XLCONT   C        18,679 24-02-05   1:59a  XLSYS    C       3,495 24-02-04 11:09p
XLDBUG   C         4,351 24-02-05   1:30a  PCLISP   EXE    68,386 24-02-05   2:02a
XLDMEM   C        12,229 24-02-05   1:47a  PCLISP   H      13,036 24-02-05   1:59a
XLEVAL   C         8,365 24-02-05   1:15a  XLISP    H       9,921 24-02-05   1:51a
XLFIO    C         7,198 24-02-04 11:06p  [-A-]
XLFTAB   C         7,839 24-02-05   1:17a  [-C-]
XLGLOB   C         2,465 24-02-04 10:44p  [-Z-]
XLINIT   C         3,838 24-02-05   1:17a
XLIO     C         3,382 24-02-05   1:18a
XLISP    C         2,243 24-02-05   1:19a
XLJUMP   C         3,191 24-02-05   1:20a
XLLIST   C        19,127 24-02-05   1:21a
XLMATH   C        10,915 24-02-05   1:22a

    28 File    1 Dir      270,511 Byte    262,111,744(24%)byte free (1015M)    E

C:\USR\CUSERSRC\ID_02\XLISP1#2\SRC>S_
```

```
DOSBox 0.74-3, Cpu speed:    3000 cycles, Frameskip 0, Program: PCLISP    —    □    ×
XLCONT   C        18,679 24-02-05   1:59a  XLSYS    C       3,495 24-02-04 11:09p
XLDBUG   C         4,351 24-02-05   1:30a  PCLISP   EXE    68,386 24-02-05   2:02a
XLDMEM   C        12,229 24-02-05   1:47a  PCLISP   H      13,036 24-02-05   1:59a
XLEVAL   C         8,365 24-02-05   1:15a  XLISP    H       9,921 24-02-05   1:51a
XLFIO    C         7,198 24-02-04 11:06p  [-A-]
XLFTAB   C         7,839 24-02-05   1:17a  [-C-]
XLGLOB   C         2,465 24-02-04 10:44p  [-Z-]
```

```
XLINIT   C        3,838 24-02-05  1:17a
XLIO     C        3,382 24-02-05  1:18a
XLISP    C        2,243 24-02-05  1:19a
XLJUMP   C        3,191 24-02-05  1:20a
XLLIST   C       19,127 24-02-05  1:21a
XLMATH   C       10,915 24-02-05  1:22a

   28 File     1 Dir       270,511 Byte      262,111,744(24%)byte free (1015M)   E

C:\USR\CUSERSRC\ID_02\XLISP1#2\SRC>PCLISP.EXE
XLISP version 1.6, Copyright (c) 1985, by David Betz
>

C:\USR\CUSERSRC\ID_02\XLISP1#2\SRC>PCLISP.EXE ..\init.lsp ..\PROLOG.LSP
XLISP version 1.6, Copyright (c) 1985, by David Betz
; loading "..\init.lsp"
; loading "..\PROLOG.LSP"
Query?>
```

📁　XLISP.zip　　　　　　　　　　　　　　　　　　　　　⬇
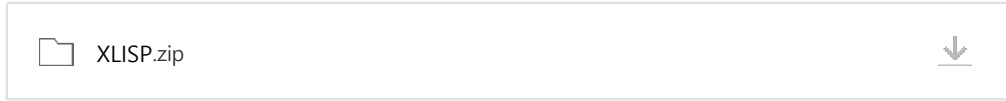
컴파일, 링크는 소스 폴더에서 MK.BAT (bcc.exe)을 실행하세요

간단한 컴파일 경고 정도 수정했습니다

끝내시려면 입력창에서 Ctrl + Z 를 누르세요

msstuff.c 화일에서 xcheck 함수는 주석 처리했습니다 (제 능력 부족이라 ㅠㅠ)

다음 두가지 화일은 원본 화일입니다

(1) xlispms.exe (2) xlisppc.exe

XLISP version 1.6
January 6, 1985

README   TXT   This file
XLISP   DOC   XLISP documentation
PCFUN   DOC   PC specific function definitions
XLISPPC EXE   XLISP executable for IBM-PC compatibles
XLISPMS EXE   XLISP executable for generic MS-DOS
PCTURTLE LSP   IBM-PC turtle graphics demo program
INIT   LSP   XLISP initialization file
FACT   LSP   Factorial function
FIB   LSP   Fibonacci function
PROLOG   LSP   Tiny Prolog interpreter
PT   LSP   Turtle graphics demo for ANSI terminals
TRACE   LSP   A simple trace facility
PP   LSP   Pretty printer
ART   LSP   Code from my 3/85 Byte article

XLISP　ARC　XLISP source code (archive)

2024-02-08 오전

XLISP: An Experimental Object-oriented Language

Version 1.6

January 6, 1986

by

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XLISP   INTRODUCTION   Page 4

INTRODUCTION

XLISP is an experimental programming language combining some of
the features of LISP with an object-oriented extension
capability. It was implemented to allow experimentation with
object-oriented programming on small computers. There are
currently implementations running on the the VAX under VAX/VMS,
on the 8088/8086 under MS-DOS, on the 68000 under CP/M-68K, on
the Macintosh, on the Atari 520ST and on the Amiga. It is
completely written in the programming language 'C' and is easily
extended with user written built-in functions and classes. It
is available in source form free of charge to non-commercial
users.

Many traditional LISP functions are built into XLISP. In
addition, XLISP defines the objects 'Object' and 'Class' as
primitives. 'Object' is the only class that has no superclass
and hence is the root of the class heirarchy tree. 'Class' is
the class of which all classes are instances (it is the only
object that is an instance of itself).

This document is a brief description of XLISP. It assumes some
knowledge of LISP and some understanding of the concepts of
object-oriented programming.

A recommended text for learning LISP programming is the book
"LISP" by Winston and Horn and published by Addison Wesley. The
first edition of this book is based on MacLisp and the second
edition is based on Common Lisp. Future versions of XLISP will
continue to migrate towards compatibility with Common Lisp.

XLISP A NOTE FROM THE AUTHOR Page 5

A NOTE FROM THE AUTHOR

If you have any problems with XLISP, feel free to contact me for
help or advice. Please remember that since XLISP is available
in source form in a high level language, many users have been
making versions available on a variety of machines. If you call
to report a problem with a specific version, I may not be able
to help you if that version runs on a machine to which I don't
have access. Please have the version number of the version that
you are running readily accessible before calling me.

If you find a bug in XLISP, first try to fix the bug yourself
using the source code provided. If you are successful in fixing
the bug, send the bug report along with the fix to me. If you
don't have access to a C compiler or are unable to fix a bug,
please send the bug report to me and I'll try to fix it.

Any suggestions for improvements will be welcomed. Feel free to
extend the language in whatever way suits your needs. However,
PLEASE DO NOT RELEASE ENHANCED VERSIONS WITHOUT CHECKING WITH ME
FIRST!! I would like to be the clearing house for new features
added to XLISP. If you want to add features for your own
personal use, go ahead. But, if you want to distribute your
enhanced version, contact me first. Please remember that the
goal of XLISP is to provide a language to learn and experiment
with LISP and object-oriented programming on small computers. I
don't want it to get so big that it requires megabytes of memory
to run.

XLISP   XLISP COMMAND LOOP   Page 6

XLISP COMMAND LOOP

When XLISP is started, it first tries to load "init.lsp" from
the default directory. It then loads any files named as
parameters on the command line (after appending ".lsp" to their
names). It then issues the following prompt:

>

This indicates that XLISP is waiting for an expression to be
typed. When an incomplete expression has been typed (one where
the left and right parens don't match) XLISP changes its prompt
to:

n>

where n is an integer indicating how many levels of left parens
remain unclosed.

When a complete expression has been entered, XLISP attempts to
evaluate that expression. If the expression evaluates
successfully, XLISP prints the result of the evaluation and then
returns to the initial prompt waiting for another expression to
be typed.

XLISP   BREAK COMMAND LOOP   Page 7

BREAK COMMAND LOOP

When XLISP encounters an error while evaluating an expression,
it attempts to handle the error in the following way:

If the symbol '*breakenable*' is true, the message corresponding
to the error is printed. If the error is correctable, the
correction message is printed. If the symbol '*tracenable*' is
true, a trace back is printed. The number of entries printed
depends on the value of the symbol '*tracelimit*'. If this
symbol is set to something other than a number, the entire trace
back stack is printed. XLISP then enters a read/eval/print loop
to allow the user to examine the state of the interpreter in the
context of the error. This loop differs from the normal top-
level read/eval/print loop in that if the user invokes the
function 'continue', XLISP will continue from a correctable
error. If the user invokes the function 'clean-up', XLISP will
abort the break loop and return to the top level or the next
lower numbered break loop. When in a break loop, XLISP prefixes
the break level to the normal prompt.

If the symbol '*breakenable*' is nil, XLISP looks for a
surrounding errset function. If one is found, XLISP examines
the value of the print flag. If this flag is true, the error
message is printed. In any case, XLISP causes the errset
function call to return nil.

If there is no surrounding errset function, XLISP prints the
error message and returns to the top level.

XLISP　　　　　　DATA TYPES　　　　　Page 8

DATA TYPES

There are several different data types available to XLISP programmers.

 o lists
 o symbols
 o strings
 o integers
 o floats
 o objects
 o arrays
 o file pointers
 o subrs (built-in functions)
 o fsubrs (special forms)

Another data type is the stream. A stream is a list node whose
car points to the head of a list of integers and whose cdr
points to the last list node of the list. An empty stream is a
list node whose car and cdr are nil. Each of the integers in
the list represents a character in the stream. When a character
is read from a stream, the first integer from the head of the
list is removed and returned. When a character is written to a
stream, the integer representing the character code of the
character is appended to the end of the list. When a function
indicates that it takes an input source as a parameter, this
parameter can either be an input file pointer or a stream.
Similarly, when a function indicates that it takes an output
sink as a parameter, this parameter can either be an output file
pointer or a stream.

THE EVALUATOR

The process of evaluation in XLISP:

Integers, floats, strings, file pointers, subrs, fsubrs, objects
and arrays evaluate to themselves

Symbols evaluate to the value associated with their current
binding

Lists are evaluated by evaluating the first element of the list
and then taking one of the following actions:

If it is a subr, the remaining list elements are evaluated
and the subr is called with these evaluated expressions as
arguments.

If it is an fsubr, the fsubr is called using the remaining
list elements as arguments (unevaluated)

If it is a list:

If the list is a function closure (a list whose car is a
lambda expression and whose cdr is an environment list),
the car of the list is used as the function to be
applied and the cdr is used as the environment to be
extended with the parameter bindings.

If the list is a lambda expression, the current

environment is used for the function application.

In either of the above two cases, the remaining list
elements are evaluated and the resulting expressions
are bound to the formal arguments of the lambda
expression. The body of the function is executed
within this new binding environment.

If it is a list and the car of the list is 'macro', the
remaining list elements are bound to the formal
arguments of the macro expression. The body of the
function is executed within this new binding
environment. The result of this evaluation is
considered the macro expansion. This result is then
evaluated in place of the original expression.

If it is an object, the second list element is evaluated
and used as a message selector. The message formed by
combining the selector with the values of the remaining
list elements is sent to the object.

XLISP   LEXICAL CONVENTIONS   Page 10

LEXICAL CONVENTIONS

The following conventions must be followed when entering XLISP
programs:

Comments in XLISP code begin with a semi-colon character and
continue to the end of the line.

Symbol names in XLISP can consist of any sequence of non-blank
printable characters except the following:

```
( ) ' ` , " ;
```

Uppercase and lowercase characters are not distinguished within symbol names. All lowercase characters are mapped to uppercase on input.

Integer literals consist of a sequence of digits optionally beginning with a '+' or '-'. The range of values an integer can represent is limited by the size of a C 'long' on the machine on which XLISP is running.

Floating point literals consist of a sequence of digits optionally beginning with a '+' or '-' and including an embedded decimal point. The range of values a floating point number can represent is limited by the size of a C 'float' ('double' on machines with 32 bit addresses) on the machine on which XLISP is running.

Literal strings are sequences of characters surrounded by double quotes. Within quoted strings the " character is used to allow non-printable characters to be included. The codes recognized are:

```
    \\      means the character '\'
    \n      means newline
    \t      means tab
    \r      means return
    \f      means form feed
    \nnn    means the character whose octal code is nnn
```

XLISP defines several useful read macros:

```
    '<expr>       == (quote <expr>)
    #'<expr>      == (function <expr>)
    #(<expr>...)  == an array of the specified expressions
    #x<hdigits>   == a hexadecimal number
    #\<char> == the ASCII code of the character
    `<expr>       == (backquote <expr>)
    ,<expr>       == (comma <expr>)
    ,@<expr>      == (comma-at <expr>)
```

XLISP   READTABLES   Page 11

READTABLES

The behaviour of the reader is controlled by a data structure called a "readtable". The reader uses the symbol *READTABLE* to locate the current readtable. This table controls the interpretation of input characters. It is an array with 128 entries, one for each of the ASCII character codes. Each entry contains one of the following things:

```
NIL            Indicating an invalid character
:CONSTITUENT    Indicating a symbol constituent
:WHITE-SPACE    Indicating a whitespace character
(:TMACRO . fun) Terminating readmacro
(:NMACRO . fun) Non-terminating readmacro
```

In the case of the last two forms, the "fun" component is a function definition. This can either be a pointer to a built-in readmacro function or a lambda expression. The function should take two parameters. The first is the input stream and the second is the character that caused the invocation of the readmacro. The character is passed as an integer. The readmacro function should return NIL to indicate that the character should be treated as white space or a value consed with NIL to indicate that the readmacro should be treated as an occurance of the specified value. Of course, the readmacro code is free to read additional characters from the input stream.

XLISP   OBJECTS   Page 12

OBJECTS

Definitions:

    o selector - a symbol used to select an appropriate method
    o message - a selector and a list of actual arguments
    o method - the code that implements a message

Since XLISP was created to provide a simple basis for
experimenting with object-oriented programming, one of the
primitive data types included is 'object'. In XLISP, an object
consists of a data structure containing a pointer to the
object's class as well as an array containing the values of the
object's instance variables.

Officially, there is no way to see inside an object (look at the
values of its instance variables). The only way to communicate
with an object is by sending it a message. When the XLISP
evaluator evaluates a list the value of whose first element is

an object, it interprets the value of the second element of the
list (which must be a symbol) as the message selector. The
evaluator determines the class of the receiving object and
attempts to find a method corresponding to the message selector
in the set of messages defined for that class. If the message
is not found in the object's class and the class has a super-
class, the search continues by looking at the messages defined
for the super-class. This process continues from one super-
class to the next until a method for the message is found. If
no method is found, an error occurs.

When a method is found, the evaluator binds the receiving object
to the symbol 'self', binds the class in which the method was
found to the symbol 'msgclass', and evaluates the method using
the remaining elements of the original list as arguments to the
method. These arguments are always evaluated prior to being
bound to their corresponding formal arguments. The result of
evaluating the method becomes the result of the expression.

XLISP   OBJECTS   Page 13

THE 'Object' CLASS

Classes:

Object THE TOP OF THE CLASS HEIRARCHY

  Messages:

    :show SHOW AN OBJECT'S INSTANCE VARIABLES
      returns   the object

    :class RETURN THE CLASS OF AN OBJECT
      returns   the class of the object

    :isnew THE DEFAULT OBJECT INITIALIZATION ROUTINE
      returns   the object

    :sendsuper <sel> [<args>]... SEND SUPERCLASS A MESSAGE
      <sel>   the message selector
      <args>   the message arguments
      returns   the result of sending the message

XLISP　　　　　　　　OBJECTS　　　　　　Page 14

THE 'Class' CLASS

Class　THE CLASS OF ALL OBJECT CLASSES (including itself)

　Messages:

　　:new　CREATE A NEW INSTANCE OF A CLASS
　　　returns　　the new class object

　　:isnew <ivars> [<cvars>[<super>]]　INITIALIZE A NEW CLASS
　　　<ivars>　　the list of instance variable symbols
　　　<cvars>　　the list of class variable symbols
　　　<super>　　the superclass (default is Object)
　　　returns　　the new class object

　　:answer <msg> <fargs> <code>　ADD A MESSAGE TO A CLASS
　　　<msg>　　　the message symbol
　　　<fargs>　　the formal argument list
　　　　　　this list is of the form:
　　　　　　　([<farg>]...
　　　　　　　[&optional [<oarg>]...]
　　　　　　　[&rest <rarg>]
　　　　　　　[&aux [<aux>]...])
　　　　　　where
　　　　　　　<farg>　a formal argument
　　　　　　　<oarg>　an optional argument
　　　　　　　<rarg>　bound to rest of the arguments
　　　　　　　<aux>　　a auxiliary variable

```
<code>      a list of executable expressions
returns    the object
```

When a new instance of a class is created by sending the message
':new' to an existing class, the message ':isnew' followed by
whatever parameters were passed to the ':new' message is sent to
the newly created object.

When a new class is created by sending the ':new' message to the
object 'Class', an optional parameter may be specified
indicating the superclass of the new class. If this parameter
is omitted, the new class will be a subclass of 'Object'. A
class inherits all instance variables, class variables, and
methods from its super-class.

XLISP   SYMBOLS   Page 15

SYMBOLS

    o self - the current object (within a message context)
    o msgclass - the class in which the current method was found
    o *obarray* - the object hash table
    o *standard-input* - the standard input file
    o *standard-output* - the standard output file
    o *breakenable* - flag controlling entering break loop on errors
    o *tracenable* - enable baktrace on errors

o *tracelimit* - number of levels of trace back information

o *evalhook* - user substitute for the evaluator function

o *applyhook* - (not yet implemented)

o *readtable* - the current readtable

o *unbound* - indicator for unbound symbols

EVALUATION FUNCTIONS

(eval <expr>) EVALUATE AN XLISP EXPRESSION
   <expr>   the expression to be evaluated
   returns   the result of evaluating the expression

(apply <fun> <args>) APPLY A FUNCTION TO A LIST OF ARGUMENTS
   <fun>   the function to apply (or function symbol)
   <args>   the argument list
   returns   the result of applying the function to the arguments

(funcall <fun> [<arg>]...) CALL A FUNCTION WITH ARGUMENTS
   <fun>   the function to call (or function symbol)
   <arg>   arguments to pass to the function
   returns   the result of calling the function with the arguments

(quote <expr>) RETURN AN EXPRESSION UNEVALUATED
   <expr>   the expression to be quoted (quoted)
   returns   <expr> unevaluated

(function <expr>) QUOTE A FUNCTION
   <expr>   the function to be quoted (quoted)
   returns   a function closure

(backquote <expr>) FILL IN A TEMPLATE
   <expr>   the template
   returns   a copy of the template with comma and comma-at
        expressions expanded

(lambda <args> [<expr>]...) MAKE A FUNCTION CLOSURE
   <args>   the argument list (quoted)
   <expr>   expressions of the function body
   returns   the function closure

XLISP   SYMBOL FUNCTIONS   Page 17

SYMBOL FUNCTIONS

(set <sym> <expr>) SET THE VALUE OF A SYMBOL
    <sym>   the symbol being set
    <expr>   the new value
    returns   the new value

(setq [<sym> <expr>]...) SET THE VALUE OF A SYMBOL
    <sym>   the symbol being set (quoted)
    <expr>   the new value
    returns   the new value

(setf [<place> <expr>]...) SET THE VALUE OF A FIELD
    <place>   the field specifier (quoted):
            <sym>   set value of a symbol
            (car <expr>)   set car of a list node
            (cdr <expr>)   set cdr of a list node
            (nth <n> <expr>)   set nth car of a list

```
                    (aref <expr> <n>)    set nth element of an array
                    (get <sym> <prop>)   set value of a property
                    (symbol-value <sym>) set value of a symbol
                    (symbol-plist <sym>) set property list of a symbol
        <value>     the new value
        returns     the new value


(defun <sym> <fargs> [<expr>]...)  DEFINE A FUNCTION
(defmacro <sym> <fargs> [<expr>]...)  DEFINE A MACRO
        <sym>       symbol being defined (quoted)
        <fargs>     list of formal arguments (quoted)
                    this list is of the form:
                     ([<farg>]...
                      [&optional [<oarg>]...]
                      [&rest <rarg>]
                      [&aux [<aux>]...])
                    where
                      <farg>     is a formal argument
                      <oarg>      is an optional argument
                      <rarg>      bound to the rest of the arguments
                      <aux>       is an auxiliary variable
        <expr>      expressions constituting the body of the
                    function (quoted)
        returns     the function symbol


(gensym [<tag>])  GENERATE A SYMBOL
        <tag>       string or number
        returns     the new symbol


(intern <pname>)  MAKE AN INTERNED SYMBOL
        <pname>     the symbol's print name string
        returns     the new symbol


(make-symbol <pname>)  MAKE AN UNINTERNED SYMBOL
        <pname>     the symbol's print name string
        returns     the new symbol
```

XLISP   SYMBOL FUNCTIONS   Page 18

(symbol-name <sym>)   GET THE PRINT NAME OF A SYMBOL

    <sym>   the symbol

    returns   the symbol's print name

(symbol-value <sym>)   GET THE VALUE OF A SYMBOL

    <sym>   the symbol

    returns   the symbol's value

(symbol-plist <sym>)   GET THE PROPERTY LIST OF A SYMBOL

    <sym>   the symbol

    returns   the symbol's property list

(hash <sym> <n>)   COMPUTE THE HASH INDEX FOR A SYMBOL

    <sym>   the symbol or string

    <n>   the table size (integer)

    returns   the hash index (integer)

XLISP   PROPERTY LIST FUNCTIONS   Page 19

PROPERTY LIST FUNCTIONS

(get <sym> <prop>) GET THE VALUE OF A PROPERTY
    <sym>   the symbol
    <prop>   the property symbol
    returns   the property value or nil

(putprop <sym> <val> <prop>) PUT A PROPERTY ONTO A PROPERTY LIST
    <sym>   the symbol
    <val>   the property value
    <prop>   the property symbol
    returns   the property value

(remprop <sym> <prop>) REMOVE A PROPERTY
    <sym>   the symbol
    <prop>   the property symbol
    returns   nil

XLISP   ARRAY FUNCTIONS   Page 20

ARRAY FUNCTIONS

(aref <array> <n>) GET THE NTH ELEMENT OF AN ARRAY
    <array>   the array
    <n>   the array index (integer)
    returns   the value of the array element

(make-array <size>) MAKE A NEW ARRAY

<size>   the size of the new array (integer)

returns   the new array

XLISP   LIST FUNCTIONS   Page 21

LIST FUNCTIONS

(car <expr>) RETURN THE CAR OF A LIST NODE
    <expr>   the list node
    returns   the car of the list node

(cdr <expr>) RETURN THE CDR OF A LIST NODE
    <expr>   the list node
    returns   the cdr of the list node

(cxxr <expr>) ALL CxxR COMBINATIONS
(cxxxr <expr>) ALL CxxxR COMBINATIONS
(cxxxxr <expr>) ALL CxxxxR COMBINATIONS

(cons <expr1> <expr2>) CONSTRUCT A NEW LIST NODE
    <expr1>   the car of the new list node
    <expr2>   the cdr of the new list node
    returns   the new list node

(list [<expr>]...) CREATE A LIST OF VALUES
    <expr>   expressions to be combined into a list
    returns   the new list

(append [<expr>]...) APPEND LISTS
    <expr>   lists whose elements are to be appended
    returns   the new list

(reverse <expr>) REVERSE A LIST
    <expr>   the list to reverse
    returns   a new list in the reverse order

(last <list>) RETURN THE LAST LIST NODE OF A LIST
    <list>   the list
    returns   the last list node in the list

(member <expr> <list> [<key> <test>]) FIND AN EXPRESSION IN A LIST

        <expr>   the expression to find

        <list>   the list to search

        <key>   the keyword :test or :test-not

        <test>   the test function (defaults to eql)

        returns   the remainder of the list starting with the expression

(assoc <expr> <alist> [<key> <test>]) FIND AN EXPRESSION IN AN A-LIST

        <expr>   the expression to find

        <alist>   the association list

        <key>   the keyword :test or :test-not

        <test>   the test function (defaults to eql)

        returns   the alist entry or nil

XLISP   LIST FUNCTIONS   Page 22

(remove <expr> <list> [<key> <test>]) REMOVE AN EXPRESSION

        <expr>   the expression to delete

        <list>   the list

        <key>   the keyword :test or :test-not

        <test>   the test function (defaults to eql)

        returns   the list with the matching expressions deleted

(length <expr>) FIND THE LENGTH OF A LIST OR STRING

        <expr>   the list or string

        returns   the length of the list or string

(nth <n> <list>) RETURN THE NTH ELEMENT OF A LIST

        <n>   the number of the element to return (zero origin)

        <list>   the list

        returns   the nth element or nil if the list isn't that long

(nthcdr <n> <list>) RETURN THE NTH CDR OF A LIST

<n>   the number of the element to return (zero origin)

<list>   the list

returns   the nth cdr or nil if the list isn't that long

(mapc <fcn> <list1> [<list>]...) APPLY FUNCTION TO SUCCESSIVE CARS

    <fcn>   the function or function name

    <listn>   a list for each argument of the function

    returns   the first list of arguments

(mapcar <fcn> <list1> [<list>]...) APPLY FUNCTION TO SUCCESSIVE CARS

    <fcn>   the function or function name

    <listn>   a list for each argument of the function

    returns   a list of the values returned

(mapl <fcn> <list1> [<list>]...) APPLY FUNCTION TO SUCCESSIVE CDRS

    <fcn>   the function or function name

    <listn>   a list for each argument of the function

    returns   the first list of arguments

(maplist <fcn> <list1> [<list>]...) APPLY FUNCTION TO SUCCESSIVE CDRS

    <fcn>   the function or function name

    <listn>   a list for each argument of the function

    returns   a list of the values returned

XLISP   LIST FUNCTIONS   Page 23

(subst <to> <from> <expr> [<key> <test>]) SUBSTITUTE EXPRESSIONS

    <to>   the new expression

    <from>   the old expression

    <expr>   the expression in which to do the substitutions

    <key>   the keyword :test or :test-not

    <test>   the test function (defaults to eql)

    returns   the expression with substitutions

(sublis <alist> <expr> [<key> <test>]) SUBSTITUTE WITH AN A-LIST

    <alist>   the association list

    <expr>   the expression in which to do the substitutions

    <key>   the keyword :test or :test-not

    <test>   the test function (defaults to eql)

    returns   the expression with substitutions

XLISP   DESTRUCTIVE LIST FUNCTIONS   Page 24

DESTRUCTIVE LIST FUNCTIONS

(rplaca <list> <expr>) REPLACE THE CAR OF A LIST NODE
    <list>   the list node
    <expr>   the new value for the car of the list node
    returns   the list node after updating the car

(rplacd <list> <expr>) REPLACE THE CDR OF A LIST NODE
    <list>   the list node
    <expr>   the new value for the cdr of the list node
    returns   the list node after updating the cdr

(nconc [<list>]...) DESTRUCTIVELY CONCATENATE LISTS
    <list>   lists to concatenate
    returns   the result of concatenating the lists

(delete <expr> <list> [<key> <test>]) DELETE AN EXPRESSION FROM A LIST
    <expr>   the expression to delete
    <list>   the list
    <key>   the keyword :test or :test-not
    <test>   the test function (defaults to eql)
    returns   the list with the matching expressions deleted

XLISP   PREDICATE FUNCTIONS   Page 25

PREDICATE FUNCTIONS

(atom <expr>) IS THIS AN ATOM?
   <expr>   the expression to check
   returns   t if the value is an atom, nil otherwise

(symbolp <expr>) IS THIS A SYMBOL?

                `<expr>`　　　the expression to check

                returns　　　t if the expression is a symbol, nil otherwise

`(numberp <expr>)` IS THIS A NUMBER?

    `<expr>`　　　the expression to check

    returns　　　t if the expression is a number, nil otherwise

`(null <expr>)` IS THIS AN EMPTY LIST?

    `<expr>`　　　the list to check

    returns　　　t if the list is empty, nil otherwise

`(not <expr>)` IS THIS FALSE?

    `<expr>`　　　the expression to check

    return　　　t if the expression is nil, nil otherwise

`(listp <expr>)` IS THIS A LIST?

    `<expr>`　　　the expression to check

    returns　　　t if the value is a list node or nil, nil otherwise

`(consp <expr>)` IS THIS A NON-EMPTY LIST?

    `<expr>`　　　the expression to check

    returns　　　t if the value is a list node, nil otherwise

`(boundp <sym>)` IS THIS A BOUND SYMBOL?

    `<sym>`　　　the symbol

    returns　　　t if a value is bound to the symbol, nil otherwise

XLISP PREDICATE FUNCTIONS Page 26

(minusp <expr>) IS THIS NUMBER NEGATIVE?
 <expr> the number to test
 returns t if the number is negative, nil otherwise

(zerop <expr>) IS THIS NUMBER ZERO?
 <expr> the number to test
 returns t if the number is zero, nil otherwise

(plusp <expr>) IS THIS NUMBER POSITIVE?
 <expr> the number to test
 returns t if the number is positive, nil otherwise

(evenp <expr>) IS THIS NUMBER EVEN?
 <expr> the number to test
 returns t if the number is even, nil otherwise

(oddp <expr>) IS THIS NUMBER ODD?
 <expr> the number to test
 returns t if the number is odd, nil otherwise

(eq <expr1> <expr2>) ARE THE EXPRESSIONS IDENTICAL?
 <expr1> the first expression
 <expr2> the second expression
 returns t if they are equal, nil otherwise

(eql <expr1> <expr2>) ARE THE EXPRESSIONS IDENTICAL?
    (WORKS WITH NUMBERS AND STRINGS)
 <expr1> the first expression
 <expr2> the second expression
 returns t if they are equal, nil otherwise

(equal <expr1> <expr2>) ARE THE EXPRESSIONS EQUAL?
 <expr1> the first expression
 <expr2> the second expression
 returns t if they are equal, nil otherwise

XLISP   CONTROL CONSTRUCTS   Page 27

CONTROL CONSTRUCTS

```
(cond [<pair>]...)  EVALUATE CONDITIONALLY
    <pair>     pair consisting of:
                  (<pred> [<expr>]...)
               where
                  <pred>     is a predicate expression
                  <expr>     evaluated if the predicate
                                is not nil
    returns    the value of the first expression whose predicate
               is not nil


(and [<expr>]...)  THE LOGICAL AND OF A LIST OF EXPRESSIONS
    <expr>      the expressions to be ANDed
    returns     nil if any expression evaluates to nil,
                otherwise the value of the last expression
```

        (evaluation of expressions stops after the first
         expression that evaluates to nil)

(or [<expr>]...) THE LOGICAL OR OF A LIST OF EXPRESSIONS
    <expr>   the expressions to be ORed
   returns   nil if all expressions evaluate to nil,
        otherwise the value of the first non-nil expression
        (evaluation of expressions stops after the first
         expression that does not evaluate to nil)

(if <texpr> <expr1> [<expr2>]) EXECUTE EXPRESSIONS CONDITIONALLY
    <texpr>   the test expression
    <expr1>   the expression to be evaluated if texpr is non-nil
    <expr2>   the expression to be evaluated if texpr is nil
   returns   the value of the selected expression

(case <expr> [<case>]...) SELECT BY CASE
    <expr>   the selection expression
    <case>   pair consisting of:
        (<value> [<expr>]...)
       where:
        <value>   is a single expression or a list of
           expressions (unevaluated)
        <expr>   are expressions to execute if the
           case matches
   returns   the value of the last expression of the matching case

(let ([<binding>]...) [<expr>]...) CREATE LOCAL BINDINGS
(let* ([<binding>]...) [<expr>]...) LET WITH SEQUENTIAL BINDING
    <binding> the variable bindings each of which is either:
        1) a symbol (which is initialized to nil)
        2) a list whose car is a symbol and whose cadr
          is an initialization expression
    <expr>   the expressions to be evaluated
   returns   the value of the last expression

(catch <sym> [<expr>]...) EVALUATE EXPRESSIONS AND CATCH THROWS
    <sym>   the catch tag

XLISP   CONTROL CONSTRUCTS   Page 28

     <expr>   expressions to evaluate

     returns   the value of the last expression the throw expression

(throw <sym> [<expr>])   THROW TO A CATCH

     <sym>   the catch tag

     <expr>   the value for the catch to return (defaults to nil)

     returns   never returns

XLISP   LOOPING CONSTRUCTS   Page 29

LOOPING CONSTRUCTS

(do ([<binding>]...) (<texpr> [<rexpr>]...) [<expr>]...)
(do* ([<binding>]...) (<texpr> [<rexpr>]...) [<expr>]...)
    <binding>   the variable bindings each of which is either:
                1) a symbol (which is initialized to nil)
                2) a list of the form: (<sym> <init> [<step>])
                   where:
                      <sym> is the symbol to bind
                      <init> is the initial value of the symbol
                      <step> is a step expression
    <texpr>   the termination test expression
    <rexpr>   result expressions (the default is nil)
    <expr>   the body of the loop (treated like an implicit prog)
    returns   the value of the last result expression

(dolist (<sym> <expr> [<rexpr>]) [<expr>]...) LOOP THROUGH A LIST
    <sym>   the symbol to bind to each list element
    <expr>   the list expression
    <rexpr>   the result expression (the default is nil)
    <expr>   the body of the loop (treated like an implicit prog)

(dotimes (<sym> <expr> [<rexpr>]) [<expr>]...) LOOP FROM ZERO TO N-1
    <sym>   the symbol to bind to each value from 0 to n-1
    <expr>   the number of times to loop

      <rexpr>   the result expression (the default is nil)

      <expr>   the body of the loop (treated like an implicit prog)

XLISP   THE PROGRAM FEATURE   Page 30

THE PROGRAM FEATURE

(prog ([<binding>]...) [<expr>]...) THE PROGRAM FEATURE

(prog* ([<binding>]...) [<expr>]...) PROG WITH SEQUENTIAL BINDING

   <binding>   the variable bindings each of which is either:

           1) a symbol (which is initialized to nil)

       2) a list whose car is a symbol and whose cadr
          is an initialization expression
   <expr>   expressions to evaluate or tags (symbols)
   returns   nil or the argument passed to the return function

(go <sym>)   GO TO A TAG WITHIN A PROG CONSTRUCT
   <sym>   the tag (quoted)
   returns   never returns

(return [<expr>])   CAUSE A PROG CONSTRUCT TO RETURN A VALUE
   <expr>   the value (defaults to nil)
   returns   never returns

(prog1 <expr1> [<expr>]...)   EXECUTE EXPRESSIONS SEQUENTIALLY
   <expr1>   the first expression to evaluate
   <expr>   the remaining expressions to evaluate
   returns   the value of the first expression

(prog2 <expr1> <expr2> [<expr>]...)   EXECUTE EXPRESSIONS SEQUENTIALLY
   <expr1>   the first expression to evaluate
   <expr2>   the second expression to evaluate
   <expr>   the remaining expressions to evaluate
   returns   the value of the second expression

(progn [<expr>]...)   EXECUTE EXPRESSIONS SEQUENTIALLY
   <expr>   the expressions to evaluate
   returns   the value of the last expression (or nil)

DEBUGGING AND ERROR HANDLING

(error <emsg> [<arg>]) SIGNAL A NON-CORRECTABLE ERROR
    <emsg>   the error message string
    <arg>   the argument expression (printed after the message)
    returns   never returns

(cerror <cmsg> <emsg> [<arg>]) SIGNAL A CORRECTABLE ERROR
    <cmsg>   the continue message string
    <emsg>   the error message string
    <arg>   the argument expression (printed after the message)
    returns   nil when continued from the break loop

(break [<bmsg> [<arg>]]) ENTER A BREAK LOOP
    <bmsg>   the break message string (defaults to "**BREAK**")
    <arg>   the argument expression (printed after the message)
    returns   nil when continued from the break loop

(clean-up) CLEAN-UP AFTER AN ERROR
    returns   never returns

(continue) CONTINUE FROM A CORRECTABLE ERROR
    returns   never returns

(errset <expr> [<pflag>]) TRAP ERRORS
    <expr>   the expression to execute
    <pflag>   flag to control printing of the error message
    returns   the value of the last expression consed with nil
            or nil on error

(baktrace [<n>]) PRINT N LEVELS OF TRACE BACK INFORMATION
    <n>   the number of levels (defaults to all levels)
    returns   nil

(evalhook <expr> <ehook> <ahook> [<env>]) EVALUATE WITH HOOKS
   <expr>   the expression to evaluate
   <ehook>   the value for *evalhook*
   <ahook>   the value for *applyhook*
   <env>   the environment (default is nil)
   returns   the result of evaluating the expression

XLISP   ARITHMETIC FUNCTIONS   Page 32

ARITHMETIC FUNCTIONS

(truncate <expr>) TRUNCATES A FLOATING POINT NUMBER TO AN INTEGER
   <expr>   the number
   returns   the result of truncating the number

(float <expr>) CONVERTS AN INTEGER TO A FLOATING POINT NUMBER
   <expr>   the number
   returns   the result of floating the integer

(+ <expr>...) ADD A LIST OF NUMBERS
   <expr>   the numbers
   returns   the result of the addition

(- <expr>...) SUBTRACT A LIST OF NUMBERS OR NEGATE A SINGLE NUMBER

        `<expr>`   the numbers
        returns   the result of the subtraction

`(* <expr>...)` MULTIPLY A LIST OF NUMBERS
        `<expr>`   the numbers
        returns   the result of the multiplication

`(/ <expr>...)` DIVIDE A LIST OF NUMBERS
        `<expr>`   the numbers
        returns   the result of the division

`(1+ <expr>)` ADD ONE TO A NUMBER
        `<expr>`   the number
        returns   the number plus one

`(1- <expr>)` SUBTRACT ONE FROM A NUMBER
        `<expr>`   the number
        returns   the number minus one

`(rem <expr>...)` REMAINDER OF A LIST OF NUMBERS
        `<expr>`   the numbers
        returns   the result of the remainder operation

`(min <expr>...)` THE SMALLEST OF A LIST OF NUMBERS
        `<expr>`   the expressions to be checked
        returns   the smallest number in the list

`(max <expr>...)` THE LARGEST OF A LIST OF NUMBERS
        `<expr>`   the expressions to be checked
        returns   the largest number in the list

`(abs <expr>)` THE ABSOLUTE VALUE OF A NUMBER
        `<expr>`   the number
        returns   the absolute value of the number

`(random <n>)` COMPUTE A RANDOM NUMBER BETWEEN 1 and N-1
        `<n>`   the upper bound (integer)
        returns   a random number

XLISP   ARITHMETIC FUNCTIONS   Page 33

(sin <expr>) COMPUTE THE SINE OF A NUMBER
    <expr>   the floating point number
    returns   the sine of the number

(cos <expr>) COMPUTE THE COSINE OF A NUMBER
    <expr>   the floating point number
    returns   the cosine of the number

(tan <expr>) COMPUTE THE TANGENT OF A NUMBER
    <expr>   the floating point number
    returns   the tangent of the number

(expt <x-expr> <y-expr>) COMPUTE X TO THE Y POWER
    <x-expr>   the floating point number
    <y-expr>   the floating point exponent
    returns   x to the y power

(exp <x-expr>) COMPUTE E TO THE X POWER
    <x-expr>   the floating point number
    returns   e to the x power

(sqrt <expr>) COMPUTE THE SQUARE ROOT OF A NUMBER
    <expr>   the floating point number
    returns   the square root of the number

XLISP   BITWISE LOGICAL FUNCTIONS   Page 34

BITWISE LOGICAL FUNCTIONS

(bit-and <expr>...) THE BITWISE AND OF A LIST OF NUMBERS
    <expr>   the numbers
    returns   the result of the and operation

(bit-ior <expr>...) THE BITWISE INCLUSIVE OR OF A LIST OF NUMBERS
    <expr>   the numbers
    returns   the result of the inclusive or operation

(bit-xor <expr>...) THE BITWISE EXCLUSIVE OR OF A LIST OF NUMBERS
    <expr>   the numbers
    returns   the result of the exclusive or operation

(bit-not <expr>) THE BITWISE NOT OF A NUMBER
    <expr>   the number
    returns   the bitwise inversion of number

RELATIONAL FUNCTIONS

The relational functions can be used to compare integers,
floating point numbers or strings.

(< <e1> <e2>) TEST FOR LESS THAN

    <e1>   the left operand of the comparison

    <e2>   the right operand of the comparison

    returns   the result of comparing <e1> with <e2>

(<= <e1> <e2>) TEST FOR LESS THAN OR EQUAL TO

    <e1>   the left operand of the comparison

    <e2>   the right operand of the comparison

    returns   the result of comparing <e1> with <e2>

(= <e1> <e2>) TEST FOR EQUAL TO

    <e1>   the left operand of the comparison

    <e2>   the right operand of the comparison

    returns   the result of comparing <e1> with <e2>

(/= <e1> <e2>) TEST FOR NOT EQUAL TO

    <e1>   the left operand of the comparison

    <e2>   the right operand of the comparison

    returns   the result of comparing <e1> with <e2>

(>= <e1> <e2>) TEST FOR GREATER THAN OR EQUAL TO

    <e1>   the left operand of the comparison

    <e2>   the right operand of the comparison

    returns   the result of comparing <e1> with <e2>

(> <e1> <e2>) TEST FOR GREATER THAN

    <e1>   the left operand of the comparison

    <e2>   the right operand of the comparison

    returns   the result of comparing <e1> with <e2>

XLISP　　　　　　　　STRING FUNCTIONS　　　　　　Page 36

STRING FUNCTIONS

(char <string> <index>) EXTRACT A CHARACTER FROM A STRING
　　<string>　　the string
　　<index>　　　the string index (zero relative)
　　returns　　　the ascii code of the character

(string <expr>) MAKE A STRING FROM AN INTEGER ASCII VALUE
　　<expr>　　　the integer
　　returns　　　a one character string

(strcat [<expr>]...) CONCATENATE STRINGS
　　<expr>　　　the strings to concatenate
　　returns　　　the result of concatenating the strings

(substr <expr> <sexpr> [<lexpr>]) EXTRACT A SUBSTRING
　　<expr>　　　the string
　　<sexpr>　　　the starting position
　　<lexpr>　　　the length (default is rest of string)
　　returns　　　substring starting at <sexpr> for <lexpr>

XLISP　　　　　　INPUT/OUTPUT FUNCTIONS　　　　Page 37

INPUT/OUTPUT FUNCTIONS

(read [<source> [<eof> [<rflag>]]]) READ AN XLISP EXPRESSION
    <source>   the input source (default is standard input)
    <eof>   the value to return on end of file (default is nil)
    <rflag>   recursive read flag (default is nil)
    returns   the expression read

(print <expr> [<sink>]) PRINT A LIST OF VALUES ON A NEW LINE
    <expr>   the expressions to be printed
    <sink>   the output sink (default is standard output)
    returns   the expression

(prin1 <expr> [<sink>]) PRINT A LIST OF VALUES

      \<expr\>   the expressions to be printed

      \<sink\>   the output sink (default is standard output)

      returns   the expression

(princ \<expr\> [\<sink\>])   PRINT A LIST OF VALUES WITHOUT QUOTING

      \<expr\>   the expressions to be printed

      \<sink\>   the output sink (default is standard output)

      returns   the expression

(terpri [\<sink\>])   TERMINATE THE CURRENT PRINT LINE

      \<sink\>   the output sink (default is standard output)

      returns   nil

(flatsize \<expr\>)   LENGTH OF PRINTED REPRESENTATION USING PRIN1

      \<expr\>   the expression

      returns   the length

(flatc \<expr\>)   LENGTH OF PRINTED REPRESENTATION USING PRINC

      \<expr\>   the expression

      returns   the length

XLISP　　　　　　FILE I/O FUNCTIONS　　　　　Page 38

FILE I/O FUNCTIONS

(openi <fname>) OPEN AN INPUT FILE
　　<fname>　　the file name string or symbol
　　returns　　a file pointer

(openo <fname>) OPEN AN OUTPUT FILE
　　<fname>　　the file name string or symbol
　　returns　　a file pointer

(close <fp>) CLOSE A FILE
　　<fp>　　　the file pointer
　　returns　　nil

(read-char [<source>]) READ A CHARACTER FROM A FILE OR STREAM
　　<source>　　the input source (default is standard input)
　　returns　　the character (integer)

(peek-char [<flag> [<source>]]) PEEK AT THE NEXT CHARACTER
　　<flag>　　flag for skipping white space (default is nil)
　　<source>　　the input source (default is standard input)
　　returns　　the character (integer)

(write-char <ch> [<sink>]) WRITE A CHARACTER TO A FILE OR STREAM
　　<ch>　　　the character to put (integer)
　　<sink>　　the output sink (default is standard output)
　　returns　　the character (integer)

(read-line [<source>]) READ A LINE FROM A FILE OR STREAM
　　<source>　　the input source (default is standard input)
　　returns　　the input string

XLISP   SYSTEM FUNCTIONS   Page 39

SYSTEM FUNCTIONS

(load <fname> [<vflag> [<pflag>]]) LOAD AN XLISP SOURCE FILE
   <fname>   the filename string or symbol
   <vflag>   the verbose flag (default is t)
   <pflag>   the print flag (default is nil)
   returns   the filename

(gc) FORCE GARBAGE COLLECTION
   returns   nil

(expand <num>) EXPAND MEMORY BY ADDING SEGMENTS
   <num>   the number of segments to add
   returns   the number of segments added

(alloc <num>) CHANGE NUMBER OF NODES TO ALLOCATE IN EACH SEGMENT
   <num>   the number of nodes to allocate
   returns   the old number of nodes to allocate

(mem) SHOW MEMORY ALLOCATION STATISTICS
   returns   nil

(type-of <expr>) RETURNS THE TYPE OF THE EXPRESSION

<expr>   the expression to return the type of

returns   nil if the value is nil otherwise one of the symbols:

:SYMBOL for symbols

:OBJECT for objects

:CONS   for conses

:SUBR   for built-ins with evaluated arguments

:FSUBR for built-ins with unevaluated arguments

:STRING for strings

:FIXNUM for integers

:FLONUM for floating point numbers

:FILE   for file pointers

:ARRAY for arrays

(exit) EXIT XLISP

returns   never returns

댓글 등록순 최신순 ⟳   🔔 관심글 댓글 알림 ⬭

구경꾼 3
프로그래밍언어 수집을 좀 하긴 했는데 xlisp 는 웬지 처음 보는 느낌이 드네요...
2024.02.05. 04:31   답글쓰기

> **moonlord** 3 (작성자)
> 저도 도스 LISP는 처음입니다
> 2024.02.05. 07:58   답글쓰기

고전겜 3
오 이런것도 있었네요. 궁금궁금
2024.02.05. 09:06   답글쓰기

또자쿨쿨9 1
설마 이게 Autocad lisp의 초기 버전일까 살짝 궁금해지네요.
기본형태는 비슷한거 같습니다.
2024.02.05. 10:27   답글쓰기

cfg7am 🌱
대단합니다!
2024.02.05. 12:52   답글쓰기

Greatpsycho 3
xcheck 함수는 아래와 같이 작성하시면 됩니다. 참고로 msstuff.c에서 등장하는 bdos함수는 CP/M의 CALL 5 형식의 시스템 콜을 수행하는 함수입니다.

static int xcheck(void)
{
return kbhit() ? getch() : 0;
}
2024.02.06. 23:09   답글쓰기

> **moonlord** 3 (작성자)
> 좋은 정보 감사합니다 !!!

2024.02.07. 02:48   답글쓰기

pldworld 2

집에 DOS용 Lisp compiler software가 있었던거 같은데, 한번 찾아봐야 겠습니다~

2024.02.08. 10:21   답글쓰기

pldworld

댓글을 남겨보세요

📷 ☺   등록