

KlammerScript Language Reference

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1 KlammerScript Language Reference

This chapters describes the core constructs of KlammerScript, as well as its compilation model. This chapter is aimed to be a comprehensive reference for KlammerScript developers. Programmers looking for how to tweak the KlammerScript compiler itself should turn to the KlammerScript Internals chapter.

2 Statements and Expressions

In contrast to Lisp, where everything is an expression, JavaScript makes the difference between an expression, which evaluates to a value, and a statement, which has no value. Examples for JavaScript statements are `for`, `with` and `while`. Most KlammerScript forms are expression, but certain special forms are not (the forms which are transformed to a JavaScript statement). All KlammerScript expressions are statements though. Certain forms, like `IF` and `PROGN`, generate different JavaScript constructs whether they are used in an expression context or a statement context. For example:

```
(+ i (if 1 2 3)) => i + (1 ? 2 : 3)

(if 1 2 3)
=> if (1) {
  2;
} else {
  3;
}
```

3 Symbol conversion

Lisp symbols are converted to JavaScript symbols by following a few simple rules. Special characters `!`, `?`, `#`, `$`, `@`, `%`, `'/'`, `*` and `+` get replaced by their written-out equivalents "bang", "what", "hash", "dollar", "at", "percent", "slash", "start" and "plus" respectively.

```
!?$@% => bangwhathashdollaratpercent
```

The `-` is an indication that the following character should be converted to uppercase. Thus, `-` separated symbols are converted to camelcase. The `_` character however is left untouched.

```
| bla-foo-bar => blaFooBar
```

If you want a JavaScript symbol beginning with an uppercase, you can either use a leading -, which can be misleading in a mathematical context, or a leading *.

```
| *array => Array
```

The . character is left as is in symbols. This allows the KlammerScript programmer to use a practical shortcut when accessing slots or methods of JavaScript objects. Instead of writing

```
| (slot-value foobar 'slot)
```

we can write

```
| foobar.slot
```

A symbol beginning and ending with + or * is converted to all uppercase, to signify that this is a constant or a global variable.

```
| *global-array*          => GLOBALARRAY
| *global-array*.length => GLOBALARRAY.length
```

3.1 Reserved Keywords

The following keywords and symbols are reserved in KlammerScript, and should not be used as variable names.

```
| ! ~ ++ -- * / % + - << >> >>> < > <= >= == != ===== !=& ^ | && ||
| *= /= %= += -= <<= >>= >>>= &= ^= |= 1- 1+
| ABSTRACT AND AREF ARRAY BOOLEAN BREAK BYTE CASE CATCH CC-IF CHAR CLASS
| COMMA CONST CONTINUE CREATE DEBUGGER DECF DEFAULT DEFUN DEFVAR DELETE
| DO DOEACH DOLIST DOTIMES DOUBLE ELSE ENUM EQL EXPORT EXTENDS FALSE
| FINAL FINALLY FLOAT FLOOR FOR FUNCTION GOTO IF IMPLEMENTS IMPORT IN INCF
| INSTANCEOF INT INTERFACE JS LAMBDA LET LISP LIST LONG MAKE-ARRAY NATIVE NEW
| NIL NOT OR PACKAGE PRIVATE PROGN PROTECTED PUBLIC RANDOM REGEX RETURN
| SETF SHORT SLOT-VALUE STATIC SUPER SWITCH SYMBOL-MACROLET SYNCHRONIZED T
| THIS THROW THROWS TRANSIENT TRY TYPEOF UNDEFINED UNLESS VAR VOID VOLATILE
| WHEN WHILE WITH WITH-SLOTS
```

4 Literal values

4.1 Number literals

```
| ; number ::= a Lisp number
```

KlammerScript supports the standard JavaScript literal values. Numbers are compiled into JavaScript numbers.

```
| 1          => 1
| 123.123   => 123.123
```

Note that the base is not conserved between Lisp and JavaScript.

```
| #x10      => 16
```

4.2 String literals

```
| ; string ::= a Lisp string
```

Lisp strings are converted into JavaScript literals.

```
| "foobar"      => "foobar"  
| "bratzen bub" => "bratzen bub"
```

Escapes in Lisp are not converted to JavaScript escapes. However, to avoid having to use double backslashes when constructing a string, you can use the CL-INTERPOL library by Edi Weitz.

4.3 Array literals

```
| ; (ARRAY {values}*)  
| ; (MAKE-ARRAY {values}*)  
| ; (AREF array index)  
| ;  
| ; values ::= a KlammerScript expression  
| ; array  ::= a KlammerScript expression  
| ; index  ::= a KlammerScript expression
```

Array literals can be created using the ARRAY form.

```
| (array)      => [ ]  
| (array 1 2 3) => [ 1, 2, 3 ]  
| (array (array 2 3)  
|   (array "foobar" "bratzen bub"))  
|   => [ [ 2, 3 ], [ "foobar", "bratzen bub" ] ]
```

Arrays can also be created with a call to the `Array` function using the `MAKE-ARRAY`. The two forms have the exact same semantic on the JavaScript side.

```
| (make-array)      => new Array()  
| (make-array 1 2 3) => new Array(1, 2, 3)  
| (make-array  
|   (make-array 2 3)  
|   (make-array "foobar" "bratzen bub"))  
|   => new Array(new Array(2, 3), new Array("foobar", "bratzen bub"))
```

Indexing arrays in KlammerScript is done using the form `AREF`. Note that JavaScript knows of no such thing as an array. Subscripting an array is in fact reading a property from an object. So in a semantic sense, there is no real difference between `AREF` and `SLOT-VALUE`.

4.4 Object literals

```
| ; (CREATE {name value}*)  
| ; (SLOT-VALUE object slot-name)  
| ; (WITH-SLOTS ({slot-name}*) object body)  
| ;  
| ; name      ::= a KlammerScript symbol or a Lisp keyword  
| ; value     ::= a KlammerScript expression  
| ; object    ::= a KlammerScript object expression  
| ; slot-name ::= a quoted Lisp symbol  
| ; body     ::= a list of KlammerScript statements
```

Object literals can be create using the CREATE form. Arguments to the CREATE form is a list of property names and values. To be more “lisp”, the property names can be keywords.

```
| (create :foo "bar" :blorg 1)  
|   => { foo : "bar",  
|       blorg : 1 }  
  
| (create :foo "hihi"  
|       :blorg (array 1 2 3)  
|       :another-object (create :schtrunz 1))  
|   => { foo : "hihi",  
|       blorg : [ 1, 2, 3 ],  
|       anotherObject : { schtrunz : 1 } }
```

Object properties can be accessed using the SLOT-VALUE form, which takes an object and a slot-name.

```
| (slot-value an-object 'foo) => anObject.foo
```

A programmer can also use the “.” symbol notation explained above.

```
| an-object.foo => anObject.foo
```

The form WITH-SLOTS can be used to bind the given slot-name symbols to a macro that will expand into a SLOT-VALUE form at expansion time.

```
| (with-slots (a b c) this  
|   (+ a b c))  
|   => this.a + this.b + this.c
```

4.5 Regular Expression literals

```
| ; (REGEX regex)  
| ;  
| ; regex ::= a Lisp string
```

Regular expressions can be created by using the REGEX form. The regex form actually does nothing at all to its argument, and prints it as is.

```
| (regex "/foobar/i") => /foobar/i
```

Here CL-INTERPOL proves really useful.

```
| (regex #?r"/([\s]+)foobar/i") => /([\s]+)foobar/i
```

4.6 Literal symbols

```
| ; T, FALSE, NIL, UNDEFINED, THIS
```

The Lisp symbols `T` and `FALSE` are converted to their JavaScript boolean equivalents `true` and `false`.

```
| T      => true
| FALSE => false
```

The Lisp symbol `NIL` is converted to the JavaScript keyword `null`.

```
| NIL => null
```

The Lisp symbol `UNDEFINED` is converted to the JavaScript keyword `undefined`.

```
| UNDEFINED => undefined
```

The Lisp symbol `THIS` is converted to the JavaScript keyword `this`.

```
| THIS => this
```

5 Variables

```
| ; variable ::= a Lisp symbol
```

All the other literal Lisp values that are not recognized as special forms or symbol macros are converted to JavaScript variables. This extreme freedom is actually quite useful, as it allows the KlammerScript programmer to be flexible, as flexible as JavaScript itself.

```
| variable      => variable
|
| a-variable    => aVariable
|
| *math         => Math
|
| *math.floor  => Math.floor
```

6 Function calls and method calls

```
| ; (function {argument}*)
| ; (method  object {argument}*)
| ;
| ; function ::= a KlammerScript expression or a Lisp symbol
| ; method  ::= a Lisp symbol beginning with .
| ; object   ::= a KlammerScript expression
| ; argument ::= a KlammerScript expression
```

Any list passed to the JavaScript that is not recognized as a macro or a special form (see “Macro Expansion” below) is interpreted as a function call. The function call is converted to the normal JavaScript function call representation, with the arguments given in paren after the function name.

```
(blorg 1 2) => blorg(1, 2)

(foobar (blorg 1 2) (blabla 3 4) (array 2 3 4))
=> foobar(blorg(1, 2), blabla(3, 4), [ 2, 3, 4 ])

((aref foo i) 1 2) => foo[i](1, 2)
```

A method call is a function call where the function name is a symbol and begins with a "." . In a method call, the name of the function is append to its first argument, thus reflecting the method call syntax of JavaScript. Please note that most method calls can be abbreviated using the "." trick in symbol names (see "Symbol Conversion" above).

```
(.blorg this 1 2) => this.blorg(1, 2)

(this.blorg 1 2) => this.blorg(1, 2)

(.blorg (aref foobar 1) NIL T)
=> foobar[1].blorg(null, true)
```

7 Operator Expressions

```
; (operator {argument}*)
; (single-operator argument)
;
; operator ::= one of *, /, %, +, -, <<, >>, >>>, < >, EQL,
;           ==, !=, =, ===, !==, &, ^, |, &&, AND, ||, OR.
; single-operator ::= one of INCF, DECF, ++, --, NOT, !
; argument ::= a KlammerScript expression
```

Operator forms are similar to function call forms, but have an operator as function name.

Please note that = is converted to == in JavaScript. The = KlammerScript operator is not the assignment operator. Unlike JavaScript, KlammerScript supports multiple arguments to the operators.

```
(* 1 2) => 1 * 2

(= 1 2) => 1 == 2

(eql 1 2) => 1 == 2
```

Note that the resulting expression is correctly parenthesized, according to the JavaScript operator precedence that can be found in table form at:

```
http://www.codehouse.com/javascript/precedence/

(* 1 (+ 2 3 4) 4 (/ 6 7))
=> 1 * (2 + 3 + 4) * 4 * (6 / 7)
```

The pre/post increment and decrement operators are also available. INCF and DECF are the pre-incrementing and pre-decrementing operators, and ++ and -- are the post-decrementing version of the operators. These operators can take only one argument.

```

(++ i) => i++

(-- i) => i--

(incf i) => ++i

(decf i) => --i

```

The 1+ and 1- operators are shortforms for adding and subtracting 1.

```

(1- i) => i - 1

(1+ i) => i + 1

```

The not operator actually optimizes the code a bit. If not is used on another boolean-returning operator, the operator is reversed.

```

(not (< i 2)) => i >= 2

(not (eql i 2)) => i != 2

```

8 Body forms

```

; (PROGN {statement}*) in statement context
; (PROGN {expression}*) in expression context
;
; statement ::= a KlammerScript statement
; expression ::= a KlammerScript expression

```

The PROGN special form defines a sequence of statements when used in a statement context, or sequence of expression when used in an expression context. The PROGN special form is added implicitly around the branches of conditional executions forms, function declarations and iteration constructs. For example, in a statement context:

```

(progn (blorg i) (blafoo i))
=> blorg(i);
    blafoo(i);

```

In an expression context:

```

(+ i (progn (blorg i) (blafoo i)))
=> i + (blorg(i), blafoo(i))

```

A PROGN form doesn't lead to additional indentation or additional braces around it's body.

9 Function Definition

```

; (DEFUN name ({argument}*) body)
; (LAMBDA ({argument}*) body)
;
; name ::= a Lisp Symbol
; argument ::= a Lisp symbol
; body ::= a list of KlammerScript statements

```


As in Lisp, functions are defined using the `DEFUN` form, which takes a name, a list of arguments, and a function body. An implicit `PROGN` is added around the body statements.

```
(defun a-function (a b)
  (return (+ a b)))
=> function aFunction(a, b) {
  return a + b;
}
```

Anonymous functions can be created using the `LAMBDA` form, which is the same as `DEFUN`, but without function name. In fact, `LAMBDA` creates a `DEFUN` with an empty function name.

```
(lambda (a b) (return (+ a b)))
=> function (a, b) {
  return a + b;
}
```

10 Assignment

```
; (SETF {lhs rhs}*)
;
; lhs ::= a KlammerScript left hand side expression
; rhs ::= a KlammerScript expression
```

Assignment is done using the `SETF` form, which is transformed into a series of assignments using the JavaScript `=` operator.

```
(setf a 1) => a = 1

(setf a 2 b 3 c 4 x (+ a b c))
=> a = 2;
   b = 3;
   c = 4;
   x = a + b + c;
```

The `SETF` form can transform assignments of a variable with an operator expression using this variable into a more “efficient” assignment operator form. For example:

```
(setf a (1+ a))           => a++

(setf a (* 2 3 4 a 4 a)) => a *= 2 * 3 * 4 * 4 * a

(setf a (- 1 a))          => a = 1 - a
```

11 Single argument statements

```
; (RETURN {value}?)
; (THROW {value}?)
;
; value ::= a KlammerScript expression
```

The single argument statements `return` and `throw` are generated by the form `RETURN` and `THROW`. `THROW` has to be used inside a `TRY` form. `RETURN` is used to return a value from a function call.

```
(return 1)      => return 1
(throw "foobar") => throw "foobar"
```

12 Single argument expression

```
; (DELETE      {value})
; (VOID        {value})
; (TYPEOF      {value})
; (INSTANCEOF {value})
; (NEW         {value})
;
; value ::= a KlammerScript expression
```

The single argument expressions `delete`, `void`, `typeof`, `instanceof` and `new` are generated by the forms `DELETE`, `VOID`, `TYPEOF`, `INSTANCEOF` and `NEW`. They all take a `KlammerScript` expression.

```
(delete (new (*foobar 2 3 4))) => delete new Foobar(2, 3, 4)

(if (= (typeof blorg) *string)
    (alert (+ "blorg is a string: " blorg))
    (alert "blorg is not a string"))
=> if (typeof blorg == String) {
    alert("blorg is a string: " + blorg);
} else {
    alert("blorg is not a string");
}
```

13 Conditional Statements

```
; (IF conditional then {else})
; (WHEN condition then)
; (UNLESS condition then)
;
; condition ::= a KlammerScript expression
; then      ::= a KlammerScript statement in statement context, a
;              KlammerScript expression in expression context
; else      ::= a KlammerScript statement in statement context, a
;              KlammerScript expression in expression context
```

The `IF` form compiles to the `if` javascript construct. An explicit `PROGN` around the `then` branch and the `else` branch is needed if they consist of more than one statement. When the `IF` form is used in an expression context, a JavaScript `?:` operator form is generated.

```
(if (blorg.is-correct)
    (progn (carry-on) (return i)))
```

```

(alert "blorg is not correct!")
=> if (blorg.isCorrect()) {
    carryOn();
    return i;
  } else {
    alert("blorg is not correct!");
  }

(+ i (if (blorg.add-one) 1 2))
=> i + (blorg.addOne() ? 1 : 2)

```

The WHEN and UNLESS forms can be used as shortcuts for the IF form.

```

(when (blorg.is-correct)
  (carry-on)
  (return i))
=> if (blorg.isCorrect()) {
    carryOn();
    return i;
  }

(unless (blorg.is-correct)
  (alert "blorg is not correct!"))
=> if (!blorg.isCorrect()) {
    alert("blorg is not correct!");
  }

```

14 Variable declaration

```

; (DEFVAR var {value}?)
; (LET ({var | (var value)} body)
;
; var ::= a Lisp symbol
; value ::= a KlammerScript expression
; body ::= a list of KlammerScript statements

```

Variables (either local or global) can be declared using the DEFVAR form, which is similar to its equivalent form in Lisp. The DEFVAR is converted to “var ... = ...” form in JavaScript.

```

(defvar *a* (array 1 2 3)) => var A = [ 1, 2, 3 ]

(if (= i 1)
  (progn (defvar blorg "hallo")
    (alert blorg))
  (progn (defvar blorg "blitzel")
    (alert blorg)))
=> if (i == 1) {
    var blorg = "hallo";
    alert(blorg);
  } else {
    var blorg = "blitzel";
    alert(blorg);
  }

```

A more lisp-y way to declare local variable is to use the LET form, which is similar to its Lisp form.

```
(if (= i 1)
  (let ((blorg "hallo"))
    (alert blorg))
  (let ((blorg "blitzel"))
    (alert blorg)))
=> if (i == 1) {
  var blorg = "hallo";
  alert(blorg);
} else {
  var blorg = "blitzel";
  alert(blorg);
}
```

However, beware that scoping in Lisp and JavaScript are quite different. For example, don't rely on closures capturing local variables in the way you'd think they would.

15 Iteration constructs

```
; (DO ({var | (var {init}? {step}?)})*) (end-test) body)
; (DOTIMES (var numeric-form) body)
; (DOLIST (var list-form) body)
; (DOEACH (var object) body)
; (WHILE end-test body)
;
; var          ::= a Lisp symbol
; numeric-form ::= a KlammerScript expression resulting in a number
; list-form    ::= a KlammerScript expression resulting in an array
; object       ::= a KlammerScript expression resulting in an object
; init         ::= a KlammerScript expression
; step         ::= a KlammerScript expression
; end-test     ::= a KlammerScript expression
; body        ::= a list of KlammerScript statements
```

The DO form, which is similar to its Lisp form, is transformed into a JavaScript for statement. Note that the KlammerScript DO form does not have a return value, that is because for is a statement and not an expression in JavaScript.

```
(do ((i 0 (1+ i))
     (l (aref blorg i) (aref blorg i)))
  ((or (= i blorg.length)
       (eql l "Fumitastic")))
  (document.write (+ "L is " l)))
=> for (var i = 0, l = blorg[i];
      !(i == blorg.length || l == "Fumitastic");
      i = i + 1, l = blorg[i]) {
  document.write("L is " + l);
}
```

The DOTIMES form, which lets a variable iterate from 0 upto an end value, is a shortcut for DO.

```

(dotimes (i blorg.length)
  (document.write (+ "L is " (aref blorg i))))
=> for (var i = 0; i != blorg.length; i = i++) {
    document.write("L is " + blorg[i]);
  }

```

The `DOLIST` form is a shortcut for iterating over an array. Note that this form creates temporary variables using a function called `JS-GENSYM`, which is similar to its Lisp counterpart `GENSYM`.

```

(dolist (l blorg)
  (document.write (+ "L is " l)))
=> var tmpArr1 = blorg;
   for (var tmpI2 = 0; tmpI2 < tmpArr1.length;
        tmpI2 = tmpI2++) {
     var l = tmpArr1[tmpI2];
     document.write("L is " + l);
   }

```

The `DOEACH` form is converted to a `for (var ... in ...)` form in JavaScript. It is used to iterate over the enumerable properties of an object.

```

(doeach (i object)
  (document.write (+ i " is " (aref object i))))
=> for (var i in object) {
    document.write(i + " is " + object[i]);
  }

```

The `WHILE` form is transformed to the JavaScript form `while`, and loops until a termination test evaluates to false.

```

(while (film.is-not-finished)
  (this.eat (new *popcorn)))
=> while (film.isNotFinished()) {
    this.eat(new Popcorn);
  }

```

16 The 'CASE' statement

```

; (CASE case-value clause*)
;
; clause      ::= (value body)
; case-value ::= a KlammerScript expression
; value      ::= a KlammerScript expression
; body       ::= a list of KlammerScript statements

```

The Lisp `CASE` form is transformed to a `switch` statement in JavaScript. Note that `CASE` is not an expression in `KlammerScript`. The default case is not named `T` in `KlammerScript`, but `DEFAULT` instead.

```

(case (aref blorg i)
  (1 (alert "one"))
  (2 (alert "two")))

```

```
(default (alert "default clause")))
=> switch (blorg[i]) {
  case 1:  alert("one");
  case 2:  alert("two");
  default: alert("default clause");
}
```

17 The 'WITH' statement

```
; (WITH (object) body)
;
; object ::= a KlammerScript expression evaluating to an object
; body   ::= a list of KlammerScript statements
```

The WITH form is compiled to a JavaScript with statements, and adds the object object as an intermediary scope objects when executing the body.

```
(with ((create :foo "foo" :i "i"))
  (alert (+ "i is now intermediary scoped: " i)))
=> with ({ foo : "foo",
         i : "i" }) {
  alert("i is now intermediary scoped: " + i);
}
```

18 The 'TRY' statement

```
; (TRY body {(:CATCH (var) body)}? {(:FINALLY body)}?)
;
; body ::= a list of KlammerScript statements
; var  ::= a Lisp symbol
```

The TRY form is converted to a JavaScript try statement, and can be used to catch expressions thrown by the THROW form. The body of the catch clause is invoked when an exception is caught, and the body of the finally is always invoked when leaving the body of the TRY form.

```
(try (throw "i")
  (:catch (error)
    (alert (+ "an error happened: " error)))
  (:finally
    (alert "Leaving the try form")))
=> try {
  throw "i";
} catch (error) {
  alert("an error happened: " + error);
} finally {
  alert("Leaving the try form");
}
```

19 The HTML Generator

```
| ; (HTML html-expression)
```

The HTML generator of KlammerScript is very similar to the HTML generator included in AllegroServe. It accepts the same input forms as the AllegroServer HTML generator. However, non-HTML constructs are compiled to JavaScript by the KlammerScript compiler. The resulting expression is a JavaScript expression.

```
| (html ((:a :href "foobar") "blorg"))  
| => "<a href=\"foobar\">blorg</a>"  
  
| (html ((:a :href (generate-a-link)) "blorg"))  
| => "<a href=\"\" + generateALink() + \"\">blorg</a>"
```

We can recursively call the JS compiler in a HTML expression.

```
| (document.write  
| (html ((:a :href "#"  
| :onclick (js-inline (transport))) "link")))  
| => document.write("<a href=\"#\" onclick=\""  
| + "javascript:transport();"  
| + "\">link</a>")
```

20 Macrology

```
| ; (DEFJSMACRO name lambda-list macro-body)  
| ; (MACROLET ({name lambda-list macro-body}*) body)  
| ; (SYMBOL-MACROLET ({name macro-body}*) body)  
| ; (JS-GENSYM {string}?)  
| ;  
| ; name ::= a Lisp symbol  
| ; lambda-list ::= a lambda list  
| ; macro-body ::= a Lisp body evaluating to KlammerScript code  
| ; body ::= a list of KlammerScript statements  
| ; string ::= a string
```

KlammerScript can be extended using macros, just like Lisp can be extended using Lisp macros. Using the special Lisp form `DEFJSMACRO`, the KlammerScript language can be extended. `DEFJSMACRO` adds the new macro to the toplevel macro environment, which is always accessible during KlammerScript compilation. For example, the `1+` and `1-` operators are implemented using macros.

```
| (defjsmacro 1- (form)  
| '(- ,form 1))  
  
| (defjsmacro 1+ (form)  
| '(+ ,form 1))
```

A more complicated KlammerScript macro example is the implementation of the `DOLIST` form (note how `JS-GENSYM`, the KlammerScript of `GENSYM`, is used to generate new KlammerScript variable names):

```

(defjsmacro dolist (i-array &rest body)
  (let ((var (first i-array))
        (array (second i-array))
        (arrvar (js-gensym "arr"))
        (idx (js-gensym "i")))
    `(let ((,arrvar ,array))
      (do ((,idx 0 (+ ,idx))
          ((>= ,idx (slot-value ,arrvar 'length)))
          (let ((,var (aref ,arrvar ,idx)))
              ,@body))))))

```

Macros can be added dynamically to the macro environment by using the KlammerScript `MACROLET` form (note that while `DEFJSMACRO` is a Lisp form, `MACROLET` and `SYMBOL-MACROLET` are KlammerScript forms). KlammerScript also supports symbol macros, which can be introduced using the KlammerScript form `SYMBOL-MACROLET`. A new macro environment is created and added to the current macro environment list while compiling the body of the `SYMBOL-MACROLET` form. For example, the KlammerScript `WITH-SLOTS` is implemented using symbol macros.

```

(defjsmacro with-slots (slots object &rest body)
  `(symbol-macrolet ,(mapcar #'(lambda (slot)
                                `(',slot '(slot-value ,object ',slot)))
                            slots)
    ,@body))

```

21 The KlammerScript Compiler

```

; (JS-COMPILE expr)
; (JS-TO-STRINGS compiled-expr position)
; (JS-TO-STATEMENT-STRINGS compiled-expr position)
;
; compiled-expr ::= a compiled KlammerScript expression
; position      ::= a column number
;
; (JS-TO-STRING expression)
; (JS-TO-LINE expression)
;
; expression ::= a Lisp list of KlammerScript code
;
; (JS body)
; (JS-INLINE body)
; (JS-FILE body)
; (JS-SCRIPT body)
;
; body ::= a list of KlammerScript statements

```

The KlammerScript compiler can be invoked from within Lisp and from within KlammerScript itself. The primary API function is `JS-COMPILE`, which takes a list of KlammerScript, and returns an internal object representing the compiled KlammerScript.


```
(js-compile '(foobar 1 2))  
=> #<JS::FUNCTION-CALL {584AA5DD}>
```

This internal object can be transformed to a string using the methods `JS-TO-STRINGS` and `JS-TO-STATEMENT-STRINGS`, which interpret the `KlammerScript` in expression and in statement context respectively. They take an additional parameter indicating the start-position on a line (please note that the indentation code is not perfect, and this string interface will likely be changed). They return a list of strings, where each string represents a new line of JavaScript code. They can be joined together to form a single string.

```
(js-to-strings (js-compile '(foobar 1 2)) 0)  
=> ("foobar(1, 2)")
```

As a shortcut, `KlammerScript` provides the functions `JS-TO-STRING` and `JS-TO-LINE`, which return the JavaScript string of the compiled expression passed as an argument.

```
(js-to-string '(foobar 1 2))  
=> "foobar(1, 2)"
```

For static `KlammerScript` code, the macros `JS`, `JS-INLINE`, `JS-FILE` and `JS-SCRIPT` avoid the need to quote the `KlammerScript` expression. All these forms add an implicit `PROGN` form around the body. `JS` returns a string of the compiled body, where the other expression return an expression that can be embedded in a HTML generation construct using the `AllegroServe HTML` generator. `JS-SCRIPT` generates a "SCRIPT" node, `JS-INLINE` generates a string to be used in node attributes, and `JS-FILE` prints the compiled `KlammerScript` code to the HTML stream. These macros are also available inside `KlammerScript` itself, and generate strings that can be used inside `KlammerScript` code. Note that `JS-INLINE` in `KlammerScript` is not the same `JS-INLINE` form as in Lisp, for example. The same goes for the other compilation macros.

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