

Primitive types

bool	8 bits, boolean
string	An immutable array of bytes. All Unicode characters are UTF-8. Indexing a string produces a byte, not a rune nor another string. Indexes correspond to bytes in the string, not Unicode code points. Use single or double quotes to denote strings.
rune	32 bits, unicode code point (~character), alias for u32. To denote runes, use ` (backticks).
i8	8 bits, signed integer
i16	16 bits, signed integer
int	32 bits, signed integer (the default int type)
i64	64 bits, signed integer
u8	8 bits, unsigned integer (alias for byte?)
u16	16 bits, unsigned integer
u32	32 bits, unsigned integer
u64	64 bits, signed integer
isize	System-dependent signed integer, 64 bits on x64
usize	System-dependent unsigned integer, 64 bits on x64
f32	32 bits, floating-point number
f64	64 bits, floating-point number (the default float type)

Runes

Can be converted to a UTF-8 string by using the **.str()** method:

```
rocket := `🚀`
assert rocket.str() == '🚀'
```

Can be converted to UTF-8 bytes by using the **.bytes()** method:

```
rkt := `🚀`
assert rkt.bytes() == [u8(0x f0) ,0x 9f, 0x9 a,0x8 0]
```

Hex, Octal, and Unicode escape sequences work in rune literals:

```
assert `\x61` == `a`
assert `\141` == `a`
assert `\u0061` == `a`
```

Multibyte literals work too:

```
assert `\u2605` == `★`
assert `\u260 5`.bytes() == [u8(0xe2), 0x98, 0x85]
assert `\xe2 \x98`.bytes() == [u8(0xe2),0x98]
assert `\342 \230`.bytes() == [u8(0x e2) ,0x98]
```

String interpolation

String interpolation (cont)

Format specifier pattern

`${var name :[f lag s][width][.p rec isi on] [type]}`
 * flags: - to left-align output within the field, + to right-align (default), 0 (zero) as the padding character instead of the default space
 * width: integer value - minimum width of total field to output
 * precision: an integer value preceded by a . Guarantees the number of the decimal point, if the input is a float. Ignored if integer.
 * type: **f** or **F** - float, rendered as float; **e** or **E** - float, rendered as exponential, small values rendered as float, large values as exponent; **d** - integer as decimal; **x** or **X** - integer, rendered as hexadecimal; **o** - integer, rendered as decimal; **b** - integer, rendered as binary; **s** - string (almost never used).

Format strings are parsed at compile time, specifying type can help detect

```
x := 123.4567
'${int(x):010}' // left-pad with 0 => [0000000123]
'${10.0000:.2}' // strip insignificant 0s at the end
println(' ${1 0.1 234 :.2}') // => 10.12
println('${10.0000:.2f}') // show 0s at the end
```

Arrays

A collection of data elements of the same type:

```
mut nums := [1, 2, 3]
println(nums[0]) // `1` - zero-indexed
nums << 4 // appending element, [1, 2, 3, 4]
nums << [5, 6] // appending array, [1, .., 5, 6]
1 in nums // true
x := nums[999] // panic, use or { default value }
```

Arrays: Fields (read-only)

len: length - the number of pre-allocated and initialized elements in the array;

cap: capacity - the amount of memory space which has been reserved for elements, but not initialized or counted as elements.

The array can grow up to this size without being reallocated.

```
mut nums := [1, 2, 3]
println(nums.len) // "3"
println(nums.cap) // "3" or greater
nums = [] // The array is now empty
println(nums.len) // "0"
```

data is a field (of type voidptr) with the address of the first element.

This is for low-level unsafe code.

Arrays: Initialization

Use **\$** before a variable name. The variable will be converted to a string and embedded into the literal:

```
name := 'Bob'
```

```
println('Hello, $name!') // Hello, Bob!
```

Works with fields: 'age = \$user.age'

And with expressions: 'can register = \${user.age > 13}'

Array type is determined by the first element:

[1, 2, 3] is an array of ints ([]int)

['a', 'b'] is an array of strings ([]string)

[u8(16), 32, 64] is an array of u8 ([]u8)

Second initialization syntax:

```
mut a := []int{len: 10000, cap: 30000, init: 3}
```

len (default 0), **cap** and **init** (type default) are optional

```
users := []int{} // empty array
```

```
c := []int{len: 3, init: it} // [0, 1, 2] - it=index
```



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Not published yet.

Last updated 29th June, 2022.

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Structs are allocated on the stack.

```
struct Point {
    x int // immutable
    y int // immutable
}

mut p := Point {
    x: 10
    y: 20
}

println(p.x) // Struct fields access
p = Point{10, 20} // Alt syntax when <= 3 fields
```

Struct fields are private (accessible within the module) and immutable by default. This can be changed with **pub** and **mut** modifiers. There are 5 options in total:

```
struct Foo {
    a int // private immutable (default)
mut:
    b int // private mutable
    c int // another one
pub:
    d int // public immutable (readonly)
pub mut:
    e int // public, mutable only in parent module
__global: // Not recommended
    f int // public and mutable everywhere
}
```

Structs: Default field values

```
struct Foo { // fields are zeroed by default
    n int // n is 0 by default
    s string // s is '' by default
    a []int // a is allocated ([]int t{}) by default
t
    p int = -1 // custom default value
    r int [required] // must be initialized by hand
}
_ = Foo{} // Error, r must be initialized explicitly
```

```
struct Size {
mut:
    width int
    height int
}

fn (s &Size) area() int { return s.width * s.height }

struct Button {
    Size // Size fields /methods embedded in Button
    title string
}

mut button := Button {
    title: 'Click me'
    height: 2
}

button.width = 3
assert button.area() == 6 // Use explicit struct name
assert button.Size.area() == 6 // ambiguous fields
```

Initialize embedded struct:

```
mut button := Button {
    Size: Size {
        width: 3
        height: 2
    }
}
```

Or assign values:

```
button.Size = Size {
    width: 4
    height: 5
}
```

Numbers

```
a := 123 // Declare a new int variable, assigning 123
a := 0x7B // Same int variable in hexadecimal notation
b := 0b01111011 // Same in binary notation
c := 0o173 // Same in octal notation
_ can be used as a separator: 1_000_000 0b0_11_3_122.55 0xF_0o17_3
```



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Last updated 29th June, 2022.

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Numbers (cont)

To declare variables of types other than int, use casting:

```
a := i64(123)
b := u8(42)
c := i16(12345)
f := 1.0 // f64 is the default float type
f1 := f64(3.14) // f64 is the default float type
f2 := f32(3.14)
f3 := 42e1 // 420
f4 := 123e-2 // 1.23
f5 := 456e2 // 45600
```

Strings

```
name := 'Bob'
assert name.len == 3 // number of bytes
name[0] == u8(66) // indexing gives a byte
name[1..3] == 'ob' // slicing -> string 'ob'
cr_lf := '\r\n' // escape special chars like in C
assert '\xc0'[0] == u8(0xc0) // `x##` hex number
aardvark := '\141a rdvark' // `###` octal
star_str := '\u2605' // ★ Unicode as hex `u####`
assert star_str == '\xe2 \x98 \x85' // UTF-8
```

For **raw strings**, prepend **r**. Escape handling is skipped:

```
s := r'hell o\n world' // the '\n' is two character
s
```

String operators

```
bobby := 'Bob' + 'by' // "Bobby"
mut s := 'hello '
s += 'world' // "hello world"
println('age = ' + 10.str()) // must be same type
```

Converting strings to integers

```
'42'.int() == 42 // all
'0xc3'.int() == 195 // int
'0o10'.int() == 8 // literals
'0b1111_0000_1010'.int() == 3850 // are
'-0b1111_0000_1010'.int() == -3850 // supported
```

Converting strings to runes

```
'Bob'.r unes() // == ['B', 'o', 'b']
```

Converting strings to bytes

```
'Bob'.b ytes() // == [u8(66), 111, 98]
```

Array methods (cont)

a.map(it.to_upper()) produces a new array, each element is the value of the expression in parentheses (**it** refers to every element of the original array, consecutively). Can accept anonymous function:

```
a.map(fn (w string) string
      { return w.to_u pper() })
```

a.repeat(n)	concatenates the array elements n times
a.insert(i, val)	inserts a new element val at index i and shifts all following elements to the right
a.insert(i, [3, 4, 5])	inserts several elements
a.prepend(val)	inserts a value at the beginning, equivalent to a.insert(0, val)
a.prepend(arr)	inserts elements of array arr at the beginning
a.trim(new_len)	truncates the length (if new_length < a.len, otherwise does nothing)
a.clear()	empties the array without changing cap (equivalent to a.trim(0))
a.delete_many(start, size)	removes size consecutive elements from index start – triggers reallocation
a.delete(index)	a.delete_many(index, 1)
a.delete_last()	removes the last element
a.first()	equivalent to a[0]
a.last()	equivalent to a[a.len - 1]
a.pop()	removes the last element and returns it
a.reverse()	makes a new array with the elements of a in reverse order
a.reverse_in_place()	reverses the order of elements in a
a.join(joiner)	concatenates an array of strings into one string using joiner string as a separator

Array methods

<code>a.str()</code>	converts a to string
<code>a.clone()</code>	produces a new array, containing a copy of data in the original array
<code>a.filter(it % 2 == 0)</code>	produces a new array, containing a copy of elements of the original, that make the expression evaluate to true (it refers to every element of the original array, consecutively). Can accept anonymous function: <pre>a.filter(fn (x int) bool { return x % 2 == 0 })</pre>



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A slice is a part of a parent array. Initially it refers to the elements between two indices separated by a `..` operator. If a right-side index is absent, it is assumed to be the array length. If a left-side index is absent, it is assumed to be 0.

Slices are arrays themselves (they are not distinct types).

```
nums := [0, 10, 20, 30, 40]
nums[1..4] // [10, 20, 30]
nums[..4] // [0, 10, 20, 30]
nums[1..] // [10, 20, 30, 40]
```

A slice is always created with the smallest possible capacity `cap == len`. Because of this, when the size of the slice increases, it is immediately reallocated and copied to another memory location, becoming independent from the parent array (copy on grow). In particular pushing elements to a slice does not alter the parent:

```
mut a := [0, 1, 2, 3, 4, 5]
mut b := a[2..4]
b[0] = 7 // `b[0]` is referring to `a[2]`
println(a) // [0, 1, 7, 3, 4, 5]
b << 9 // b is reallocated
println(a) // [0, 1, 7, 3, 4, 5] no change
println(b) // [7, 3, 9]
```

Appending to the parent array may or may not make it independent from its child slices. The behaviour depends on the parent's capacity and is predictable:

```
mut a := []int{len: 5, cap: 6, init: 2}
mut b := a[1..4]
a << 3 // no realloc - fits in cap
b[2] = 13 // a[3] is modified
a << 4 // cap exceeded, reallocated
b[1] = 3 // no change in a
println(a) // [2, 2, 2, 13, 2, 3, 4]
println(b) // [2, 3, 13]
```

Call `.clone()` on the slice, if you want an independent copy right away:

```
mut a := [0, 1, 2, 3, 4, 5]
mut b := a[2..4].clone()
b[0] = 7 // NOT referring to a[2]
println(a) // [0, 1, 2, 3, 4, 5]
println(b) // [7, 3]
```

Just like structs, unions support embedding.

```
struct Rgba32 _Component {
    r byte
    b byte
    g byte
    a byte
}
union Rgba32 {
    Rgba32_Component
    value u32
}
clr1 := Rgba32 { value: 0x008811FF }
clr2 := Rgba32 {
    Rgba32_Component: Rgba32 _Component { a: 128 }
}
sz := sizeof(Rgba32)
unsafe { // Union member access must be in unsafe block
    println('Size: ${sz}B, clr1.b: $clr1.b, clr2.b: $clr2.b')
}
```

Note that the embedded struct arguments are not necessarily stored in listed.



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