

Common Lisp Sequences

Creating Collections

(vector elements ...) Generic vector of args.

(make-array size [opts]) Returns empty n-dimensional array.

(list elements ...) Creates a singly-linked list of args.

Operating on Sequences

General

(length sequence) Returns length of sequence.

(elt sequence index) Returns the corresponding element of sequence.

Vectors

(vector-pop array) Destructively removes the last element of array.

(vector-push new-el array) Destructively appends new-el to array.
(If the array fill-pointer indicates full, nothing occurs)

(vector-push-extend new-el array [opts]) Destructively appends new-el to array.
(will extend an array with a fill-pointer if necessary)

Search and Sort

(count item sequence [opts]) Returns number of times item appears.

(position item sequence [opts]) Returns index of item or nil.

(sort sequence predicate [opts]) Sorts sequence by predicate function. (i.e. #'<)

Common Lisp Sequences (cont)

i.e. (sort '(1 4 3 2) #'<) => '(1 2 3 4)

Filters

(count-if predicate sequence) Returns number of elements that satisfy predicate

(remove-if predicate sequence) Removes all elements that satisfy predicate. (non-destructive)

These functions have 'if-not' variants.

Iteration

(map result-type func sequences ...) Returns the result of applying an n-arg function to the current element of n sequences.

(mapcar function sequences) Same as above, but for lists.

(map-into result-sequence func sequences ...) Places results into 'result-sequence' rather than creating a new sequence.

(reduce func sequence [opts]) Applies func to elements in twos to return a single value.

i.e. (reduce #'+'(1 2 3)) => (+ (+ 1 2) 3) => 6

(loop ...) <http://cl-cookbook.sourceforge.net/loop.html>

Assignment and Binding

(setf place val &rest args)

Sets value of 'place' to val. Works in pairs.

i.e. (setf 'a 1

'b 2)

Sets 'a to 1 and 'b to 2.

(let ((var-a value)

(var-b value))

Creates a context where var-a and var-b are bound to their respective values.

(let* ((var-a value)

(var-b value))

Same as above, but bound sequentially.

i.e. Bindings can refer to previous bindings.

(defparameter var-name value) Creates a global variable.

