

Lists

```
iex> list = [ 1, 2, 3 ]      [1, 2, 3]
iex> [a, b, c] = list      [1, 2, 3]
```

The pin operator

```
iex> a = 1 #=> 1
iex> [^a, 2, 3] = [ 1, 2, 3 ] #=> [1, 2, 3]
iex> a = 2 #=> 2
iex> [ ^a, 2 ] = [ 1, 2 ] #=> ** (MatchError) no match ...
```

Value types

Integers 1234 / 0xcafe / 0o765 / 0b1010 / 1_000_000

Floating--point numbers 1.0 / 0.2456 / 0.314159e1 / 314159.0e-5

Atoms :fred / is_binary? / :var@2 / :<> / :=== / :func/3 / :long john silver"

Ranges start..end / 1..9

Regular expressions ~r{regexp} / ~r{regexp}opts / ~r/.../

Ignoring a value with _

```
iex> [1, _, _] = [1, 2, 3]      [1, 2, 3]
iex> [1, _, _] = [1, "cat", "-dog"] [1, "cat", "-dog"]
```

System types

PIDs and ports The PID of the current process is available by calling **self**. A new PID is created when we spawn a new process.

References The function **make_ref** creates a globally unique reference. No other reference will be equal to it.

List operators

```
iex> [1,2,3]++[4,5,6]      [1, 2, 3, 4, 5, 6]
iex> [1, 2, 3, 4] -- [2, 4] [1, 3]
iex> 1 in [1,2,3,4]      true
```

Variable binding

```
iex> [a, a] = [1, 1] #=> [1, 1]
iex> [b, b] = [1, 2] #=> ** (MatchError) no match ...
iex> a = 1 #=> 1
iex> [1, a, 3] = [1, 2, 3] #=> [1, 2, 3]
iex> a #=> 2
```

Tuples

```
{ 1, 2 } / {ok, 42, "next"} / {:error, :none}
iex> {status, count, action} = {:ok, 42, "next"} #=> {:ok, 42, "next"}
iex> status #=> :ok
iex> count #=> 42
```



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