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Lisp programming, and includes a unique, practical collection of Lisp programming techniques that shows how to take advantage of the language's design for efficient programming in a wide variety of applications.

**Build Your Own Lisp** - Daniel Holden 2014-10-22 If you've ever wondered how to build your own programming language or wanted to learn C but weren't sure where to start, this is the book for you. In under 1000 lines of code you'll start building your very own programming language, and in doing so learn how to program in C, one of the world's most important programming languages. Along the way we'll learn about the weird and wonderful nature of Lisps, the unique techniques behind function programming; the methods used to concisely solve problems, and the art of writing beautiful code. Build Your Own Lisp is a fun and creative journey through a fascinating area of computer science, and an essential read for any programmer, new or old!

**LISP 1.5 Programmer's Manual** - John McCarthy 1962-08-15 The manual describes LISP, a formal mathematical language. LISP differs from most programming languages in three important ways. The first way is in the nature of the data. The LISP language is designed primarily for symbolic data processing used for symbolic calculations in differential and integral calculus, electronic circuit theory, mathematical logic, game playing, and other fields of artificial intelligence. The manual describes LISP, a formal mathematical language. LISP differs from most programming languages in three important ways. The first way is in the nature of the data. In the LISP language, all data are in the form of symbolic expressions usually referred to as S-expressions, of indefinite length, and which have a branching tree-type of structure, so that significant subexpressions can be readily isolated. In the LISP system, the bulk of the available memory is used for storing S-expressions in the form of list structures. The second distinction is that the LISP language is the source language itself which specifies in what way the S-expressions are to be processed. Third, LISP can interpret and execute programs written in the form of S-expressions. Thus, like machine language, and unlike most high level languages, it can be used to generate programs for further executions.

**Common Lisp Recipes** - Edmund Weitz 2016-01-01 Find solutions to problems and answers to questions you are likely to encounter when writing real-world applications in Common Lisp. This book covers areas as diverse as web programming, databases, graphical user interfaces, integration with other programming languages, multi-threading, and mobile devices as well as debugging techniques and optimization, to name just a few. Written by an author who has used Common Lisp in many successful commercial projects over more than a decade, Common Lisp Recipes is also the first Common Lisp book to tackle such advanced topics as environment access, logical pathnames, Gray streams, delivery of executables, pretty printing, self expansions, or changing the syntax of Common Lisp. The book is organized around specific problems or questions each followed by ready-to-use example solutions and clear explanations of the concepts involved, plus pointers to alternatives and more information. Each recipe can be read independently of the others and thus the book will earn a special place on your bookshelf as a reference work you always want to have within reach. Common Lisp Recipes is aimed at programmers who are already familiar with Common Lisp to a certain extent but do not yet have the experience you typically only get from years of hacking in a specific computer language. It is written in a style that mixes hands-on no-frills pragmatism with precise information and prudent mentorship. If you feel attracted to Common Lisp's mix of breathtaking features and down-to-earth utilitarianism, you'll also like this book.

**AutoCAD Developer's Guide to Visual LISP** - Nikolai Poleschuk 2001 Dealing mainly with means of creating automated workstations (or CAD systems) based on the AutoCAD system this text analyzes the problem of adapting a workplace to fit the concrete plans of the designer from a number of angles, and provides a detailed description of the AutoLISP language. Methods for working in a Visual LISP environment, which allows you to compile and debug programs written in AutoLISP, are provided. And methods for creating user menues including pull-down menus, context menues, on-screen menus, and toolbars and for planning dialog boxes in applications are thoroughly examined. Key features include: a discussion of typical designing and programming tasks of AutoCAD Lisp's mix of breathtaking features and down-to-earth utilitarianism, you'll also like this book.

**Let Over Lambda** - Doug Hoyte 2008 Let Over Lambda is one of the most hardcore computer programming books out there. Starting with the fundamentals, it describes the most advanced features of the most advanced language: Common Lisp. Only the top percentile of programmers use lisp and if you can understand this book you are in the top percentile of Lisp programmers. If you are looking for a dry coding manual that re-hashes common-sense techniques in whatever langue du jour; this book is not for you. This book is about pushing the boundaries of what we know about programming. While this book teaches useful skills that can help solve your programming problems today and now, it has also been designed to be entertaining and inspiring. If you have ever wondered what lisp or even programming itself is really about, this is the book you have been looking for.

**Realm of Racket** - Matthias Felleisen 2013-06-13 Racket is a descendant of Lisp, a programming language renowned for its elegance, power, and challenging learning curve. But while Racket retains the functional goodness of Lisp, it was designed with beginning programmers in mind. Realm of Racket is your introduction to the Racket language. In Realm of Racket, you'll learn to program by creating increasingly complex games. Your journey begins with the Guess My Number game and coverage of some basic Racket etiquette. Next you'll dig into syntax and semantics, lists, structures, and conditionals, and learn to work with recursion and the GUI as you build the Robot Snake game. After that it's on to lambda and mutant structs (and an Orc Battle), and fancy loops and the Dice of Doom. Finally, you'll explore laziness, AI, distributed games, and the Hungry Henry game. As you progress through the games, chapter checkpoints and challenges help reinforce what you've learned. Offbeat comics keep things fun along the way. As you travel through the Racket realm, you'll: -Master the quirks of Racket's syntax and semantics -Learn to write concise and elegant functional programs -Create a graphical user interface using the 2htdp/image library -Create a server to handle true multiplayer games Racket is a lighthearted guide to some serious programming. Read it to see why Racketeers have so much fun!

**Writing GNU Emacs Extensions** - Bob Glickstein 1997 "This book introduces Emacs Lisp and tells you how to make the editor do whatever you want, whether it's altering the way text scrolls or inventing a whole new "major mode." Topics progress from simple to complex, from lists, symbols, and keyboard commands to syntax tables, macro templates, and error recovery" - Resource description page.


**Object-oriented Programming in COMMON LISP** - Sonya E. Keene 1988

**Programming in Emacs Lisp** - Robert J. Chassell 1999

**Essentials of Programming Languages, third edition** - Daniel P. Friedman 2008-04-18 A new edition of a textbook that provides students with a deep, working understanding of the essential concepts of programming languages, completely revised, with significant new material. This book provides students with a deep, working understanding of the essential concepts of programming languages. Most of these essentials relate to the semantics, or meaning, of program elements, and the text uses interpreters (short programs that directly analyze an abstract representation of the program text) to express the semantics of many essential language elements in a way that is both clear and executable. The approach is both analytical and hands-on. The book provides views of programming languages using widely varying levels of abstraction, maintaining a clear connection between the high-level and low-level views. Exercises are a vital part of the text and are scattered throughout; the text explains the key concepts, and the exercises explore alternative designs and other issues. The complete Scheme code for all the interpreters and analyzers in the book can be found online through The MIT Press web site. For this new edition, each chapter has been revised and many new exercises have been added. Significant additions have been made to the text, including completely new chapters on modules and continuation-passing style. Essentials of
Programming Languages can be used for both graduate and undergraduate courses, and for continuing education courses for programmers.

A Practical Introduction to Fuzzy Logic using LISP-Luis Argüelles Mendez 2015-09-11 This book makes use of the LISP programming language to provide readers with the necessary background to understand and use fuzzy logic to solve simple to medium-complexity real-world problems. It introduces the basics of LISP required to use a Fuzzy LISP programming toolbox, which was specifically implemented by the author to “teach” the theory behind fuzzy logic and at the same time equip readers to use their newly-acquired knowledge to build fuzzy models of increasing complexity. The book fills an important gap in the literature, providing readers with a practice-oriented reference guide to fuzzy logic that offers more complexity than popular books yet is more accessible than other mathematical treatises on the topic. As such, students in first-year university courses with a basic tertiary mathematical background and no previous experience with programming should be able to easily follow the content. The book is intended for students and professionals in the fields of computer science and engineering, as well as disciplines including astronomy, biology, medicine and earth sciences. Software developers may also benefit from this book, which is intended as both an introductory textbook and self-study reference guide to fuzzy logic and its applications. The complete set of functions that make up the Fuzzy LISP programming toolbox can be downloaded from a companion book’s website.

Common LISP-Guy Steele 1990-06-15 The defacto standard - a must-have for all LISP programmers. In this greatly expanded edition of the defacto standard, you’ll learn about the nearly 200 changes already made since original publication - and find out about gray areas likely to be revised later. Written by the Vice- Chairman of X3J13 (the ANSI committee responsible for the standardization of Common Lisp) and co-developer of the language itself, the new edition contains the entire text of the first edition plus six completely new chapters. They cover- CLOS, the Common Lisp Object System, with new features to support function overloading and object-oriented programming, plus complete technical specifications * Loops, a powerful control structure for multiple variables * Conditions, a generalization of the error signaling mechanism * Series and generators * Plus other subjects not part of the ANSI standards but of interest to professional programmers. Throughout, you’ll find fresh examples, additional clarifications, warnings, and tips - all presented with the author’s customary vigor and wit.

Successful Lisp: How to Understand and Use Common Lisp-David B. Lamlkins 2005

Learning LISP- 1984


An Introduction to Programming in Emacs Lisp-Robert J. Chassell 2009-10-28 Most of the GNU Emacs integrated environment is written in the programming language called Emacs Lisp. The code written in this programming language is the software (the sets of instructions) that tell the computer what to do when you give it commands. Emacs is designed so that you can write new code in Emacs Lisp and easily install it as an extension to the editor. This introduction to Emacs Lisp is designed to get you started: to guide you in learning the fundamentals of programming, and more importantly, to show you how you can teach yourself to go further. This manual is available online for free at gnu.org. This manual is printed in grayscale.

Clojure Programming-Chas Emerick 2012-03-30 *Clojure programming ... This functional programming language not only lets you take advantage of Java libraries, services, and other JVM resources, it rivals other dynamic languages such as Ruby and Python. With this comprehensive guide, you'll learn Clojure fundamentals with examples that relate it to languages you already know" -P. [4] of cover.

Clojure in Action-Amit Rathore 2015-12-16 Summary A fully revised edition that covers the new features available in Clojure 1.6. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Clojure is a modern Lisp for the JVM. It has the strengths you expect: first-class functions, macros, and Lisp's clean programming style. It supports functional programming, making it ideal for concurrent programming and for creating domain-specific languages. Clojure lets you solve harder problems, make faster changes, and end up with a smaller code base. It's no wonder that there are so many Clojure success stories. About the Book Clojure in Action, Second Edition is an expanded and improved version that's been updated to cover the new features of Clojure 1.6. The book gives you a rapid introduction to the Clojure language, moving from abstract theory to practical examples. You’ll start by learning how to use Clojure as a general-purpose language. Next, you’ll explore Clojure's efficient concurrency model, based on the database concept of Software Transactional Memory (STM). You'll gain a new level of productivity through Clojure DSLs that can run on the JVM. Along the way, you'll learn countless tips, tricks, and techniques for writing smaller, safer, and faster code. What’s Inside Functional programming basics Metaprogramming with Clojure’s macros Interoperating with Java Covers Clojure 1.6 About the Reader Assumes readers are familiar with a programming language like C, Java, Ruby, or Python. Table of Contents Introducing Clojure Clojure elements Data structures and functions Building blocks of Clojure Multithreaded polymorphism Exploring Clojure and Java interoper State and the concurrent world Evolving Clojure through macros More on functional programming Protocols, records, and types Test-driven development and more More macros and DSL

Your Code as a Crime Scene-Adam Tornhill 2015-03-30 Jack the Ripper and legacy codebases have more in common than you’d think. Inspired by forensic psychology methods, you’ll learn strategies to predict the future of your codebase, assess refactoring direction, and understand how your team influences the design. With its unique blend of forensic psychology and code analysis, this book arms you with the strategies you need, no matter what programming language you use. Software is a living entity that’s constantly changing. To understand software systems, we need to know where they came from and how they evolved. By mining commit data and analyzing the history of your code, you can start fixing ahead of time to eliminate broken designs, maintenance issues, and team productivity bottlenecks. In this book, you’ll learn forensic psychology techniques to successfully maintain your software. You’ll create a geographic profile from your commit data to find hotspots, and apply temporal coupling concepts to uncover hidden relationships between unrelated areas in your code. You’ll also measure the effectiveness of your code improvements. You’ll learn how to apply these techniques on projects both large and small. For small projects, you’ll get new insights into your design and how well the code fits your ideas. For large projects, you’ll identify the good and the fragile parts. Large-scale development is also a social activity, and the team’s dynamics influence code quality. That’s why this book shows you how to uncover social biases when analyzing the evolution of your system. You’ll use commit messages as eyewitness accounts to what is really happening in your code. Finally, you’ll put it all together by tracking organizational problems in the code and finding out how to fix them. Come join the hunt for better code! What You Need: You need Java 6 and Python 2.7 to run the accompanying analysis tools. You also need Git to follow along with the examples.

Common LISP-Stuart Charles Shapiro 1992 The text uses a tutorial style that focuses on learning by interaction and experimentation.


AutoLISP in Plain English-George O. Head 1990 Here is the only book that teaches the non-expert how to use AutoCAD’s powerful internal programmer to solve common drawing problems. AutoCAD users will save hours of work—and countless headaches—on the strength of the advice offered in this expert guide.

LISP (Programming Language) Complete Self-Assessment Guide-Gerardus Blokdijk 2018-04-05 Will team members perform Lisp (programming language) work when assigned and in a timely fashion? Are there Lisp (programming language) Models? Is the Lisp (programming language) process severely broken such that a redesign is necessary? Have you identified your Lisp (programming language) key performance indicators? How will
we insure seamless interoperability of Lisp (programming language) moving forward? This exclusive Lisp (programming language) self-assessment will make you the principal Lisp (programming language) domain leader by revealing just what you need to know to be fluent and ready for any Lisp (programming language) challenge. How do I reduce the effort in the Lisp (programming language) work to be done to get problems solved? How can I ensure that plans of action include every Lisp (programming language) task and that every Lisp (programming language) outcome is in place? How will I save time investigating strategic and tactical options and ensuring Lisp (programming language) costs are low? How can I deliver tailored Lisp (programming language) advice instantly with structured going-forward plans? There’s no better guide through these mind-expanding questions than acclaimed best-selling author Gerard Blokdyk. Blokdyk ensures all Lisp (programming language) essentials are covered, from every angle: the Lisp (programming language) self-assessment shows succinctly and clearly that what needs to be clarified to organize the required activities and processes so that Lisp (programming language) outcomes are achieved. Contains extensive criteria grounded in past and current successful projects and activities by experienced Lisp (programming language) practitioners. Their mastery, combined with the easy elegance of the self-assessment, provides its superior value to you in knowing how to ensure the outcome of any efforts in Lisp (programming language) are maximized with professional results. Your purchase includes access details to the Lisp (programming language) self-assessment dashboard download which gives you your dynamically prioritized projects-ready tool and shows you exactly what to do next. Your exclusive instant access details can be found in your book.

Common LISP-Guy Steele 1990 The defacto standard - a must-have for all LISP programmers. In this greatly expanded edition of the defacto standard, you’ll learn about the nearly 200 changes already made since original publication - and find out about gray areas likely to be revised later. Written by the Vice-Chairman of X3J13 (the ANSI committee responsible for the standardization of Common Lisp) and co-developer of the language itself, the new edition contains the entire text of the first edition plus six completely new chapters. They cover: - CLOS, the Common Lisp Object System, with new features to support function overloading and object-oriented programming, plus complete technical specifications * Loops, a powerful control structure for multiple variables * Conditions, a generalization of the error signaling mechanism * Series and generators * Plus other subjects not part of the ANSI standards but of interest to professional programmers. Throughout, you’ll find fresh examples, additional clarifications, warnings, and tips - all presented with the author's customary vigor and wit.

The Little LISPer-Daniel P. Friedman 1989

VAX LISP/VMS-Digital Equipment Corporation 1986

The Scheme Programming Language-R. Kent Dybvig 1996 Basic, no nonsense introduction to the programming language Scheme