

# The Programming Language EGA Reference Manual Version 13

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## What is EGA?

EGA is a small programming language of a simple grammar, written in C++11. It is very tiny (< 500 KiB). You can extend its functions easily.

The source code of EGA will be found at <https://github.com/katahiromz/EGA>.

## How to use

Please start up EGA. The following text will be displayed:

```

@ EGA Version 11 by katahiromz @
@ Type 'exit' to exit. Type 'help' to see help. @

```

EGA>

Enter an EGA expression (for example, `print(+(1, 2));`) and press **Enter** key. 3 will be shown.

```

@ EGA Version 11 by katahiromz @
@ Type 'exit' to exit. Type 'help' to see help. @

```

```

EGA> print(+(1, 2));
3
EGA>

```

To quit EGA, please enter “**exit**”.

The syntax of the EGA is similar to one or more function call(s) of C language. But, every operator in EGA is a function.

Enter “**help**” to see all the EGA functions:

```

EGA> help;
EGA has the following functions:
!
!=
%
```

```
&
&&
...
and
array
...
```

EGA>

To see brief usage of `print` function, enter “`help print`”.

```
EGA> help print;
EGA function 'print':
  arity: 0..32767
  usage: print(value, ...)
```

EGA>

The detailed descriptions of the EGA functions will be described later.

## What's New

Change in Version 11:

- Removed EGA `input` function.
- Modified design of `input` function.

Change in Version 10:

- Added `RES_str_get` and `RES_str_set` functions.
- Added `RES_get_text` and `RES_set_text` functions.

Change in Version 9:

- Improved `binary` function.
- Added `RES_set_binary` function.
- Added `RES_const` function.

Change in Version 8:

- Improved `or` function in evaluation way.
- Improved `and` function in evaluation way.

## Comments

The comment of EGA begins with the first atmark (`@`) of a line, and ends with newline. The comments are ignored in execution of EGA program.

For example:

```
@ This is a comment.
```

## Values

The EGA values are integers, strings, and/or arrays.

An EGA integer literal is a sequence of digit(s) (0, ..., 9).

An EGA string literal is a string wrapped by double quotations (" "). If the string value contains a double quotation, it will be doubled in the string literal.

The EGA array literal is a list of the EGA values it contains, separated by commas (,), and wrapped by braces { and }.

## Variables

You can set a value into a variable by using the **set** special function. For example, **set(A, 123);** will create a variable named **A** whose value is 123.

The **define** special function can store the unevaluated expression into a variable.

## Integers

Expression **+(1, 2)** is the sum of two integers 1 and 2. Expression **\*(3, 4)** is the multiplication of two integers 3 and 4.

You can compare two integers by **==**, **!=**, **<**, **<=**, **>**, **>=** functions.

To specify a negative value, use **minus (-)** function: **-(123)**.

## Strings

Expression **"This is a string."** is a string literal of length 17.

Expression **"This is a \"string\"."** is a string literal of length 19.

You can compare two strings by **==**, **!=**, **<**, **<=**, **>**, **>=** functions.

See also **left**, **len**, **mid**, **right**, **replace**, **remove** and **str** functions.

## Binarys

In EGA, a binary data is a string. See **binary** function.

## Arrays

Expression **{1, 2, "string"}** is an array literal of length 3.

Expression **set(ary, {1, 2, "string"})**; can store the array to the **ary** variable.

To get the 2nd element of **ary**, use **at(ary, 1)**. To set 999 to the 2nd element of **ary**, use **at(ary, 1, 999)**.

See also **left**, **len**, **mid**, **right**, **replace**, **remove** and **array** functions.

## Booleans

In EGA, the boolean value is an integer value. Zero means false. Non-zero means true.

See `not`, `and`, `or` functions.

## Conditional execution

The special function `if` can switch the execution by condition.

For example:

```
if(==(+(1, 1), 2), println("1 + 1 == 2"), println("1 + 1 != 2"))
```

## Loops

The special functions `for`, `foreach` and `while` can make an execution loop. The `break` special function can break the loop.

For example:

```
for(i, 1, 10, println(i));
```

## Normal Functions vs. Special Functions

In a call of the normal function, the parameters will be evaluated in the order of parameters. The special functions can change the order of expression evaluations and can ignore some parameters.

## Output

The `print`, `println`, `dump` and `dumpln` functions shows text of the specified values to the user.

Unlike `print` and `println`, the `dump` and `dumpln` functions add quotes and commas to the string values. `println` and `dumpln` add a newline at the end of the output text.

## Samples

### Sample `break.ega`

```
for(i, 1, 10000, (println(i), if(>=(i, 10), break())));
```

This EGA program will outputs 0-to-10. Output:

```
1
2
3
4
```

```
5
6
7
8
9
10
```

The `break` special function cut the `for` loop.

#### Sample `fact.ega`

```
define(fact, do(set(prod, 1), for(i, 2, n, set(prod, *(prod, i)))));

for(k, 1, 12, (
    set(n, k),
    fact,
    println("n = ", n, ": fact == ", prod)
)
)
```

This EGA program will outputs the factorial numbers of 1-to-12. Output:

```
n = 1: fact == 1
n = 2: fact == 2
n = 3: fact == 6
n = 4: fact == 24
n = 5: fact == 120
n = 6: fact == 720
n = 7: fact == 5040
n = 8: fact == 40320
n = 9: fact == 362880
n = 10: fact == 3628800
n = 11: fact == 39916800
n = 12: fact == 479001600
```

The `define` special function defines a macro variable. This program is same as:

```
for(k, 1, 12, (
    set(n, k),
    do(set(prod, 1), for(i, 2, n, set(prod, *(prod, i)))),
    println("n = ", n, ": fact == ", prod)
)
)
```

#### Sample `input.ega`

```
set(s, input("Type a string"));
for(i, 1, +(len(s), 4), print("#"));
println();
```

```
println(cat("# ", s, " #"));
for(i, 1, +(len(s), 4), print("#"));
println();
```

This program wraps the input string by #. Output:

```
Type a string? This is a test.
#####
# This is a test. #
#####
```

The cat function concatenates strings.

### Sample plus.ega

```
set(A, input("A="));
set(B, input("B="));
set(C, +(int(A), int(B)));
println(C);
```

This program calculates the sum of input A and B. Output:

```
A=? 3
B=? 5
8
```

## The EGA Functions

The following sections are a list of the EGA functions.

### EGA and Function

```
EGA function 'and':
  arity: 2
  usage: and(value1, value2)
```

Calculates logical AND of two integers. Returns an integer.

Same as &&.

### EGA array Function

```
EGA function 'array':
  arity: 0..32767
  usage: array(value1[, ...])
```

Creates an array from specified parameters. Returns an array.

### **EGA at Function**

EGA function 'at':  
arity: 2..3  
usage: at(ary\_or\_str, index[, value])

Gets or sets the item at the specified index.

ary\_or\_str must be an array or a string.

If the value is not specified, the function gets the value at the position of the specified index.

If the value is specified, the function sets the value at the position of the specified index.

Returns the value.

Same as [].

### **EGA binary Function**

EGA function 'binary':  
arity: 0..32767  
usage: binary(string\_or\_byte[, ...])

Creates a binary string of the specified parameters. Each parameter is an integer or a string. Returns a binary string.

### **EGA bitand Function**

EGA function 'bitand':  
arity: 2  
usage: bitand(value1, value2)

Calculates bitwise AND of two integers. Returns an integer.

Same as &.

### **EGA bitor Function**

EGA function 'bitor':  
arity: 2  
usage: bitor(value1, value2)

Calculates bitwise OR of two integers. Returns an integer.

Same as |.

### **EGA break Function**

EGA function 'break':  
arity: 0  
usage: break()

Goes out of an EGA loop.

### **EGA cat Function**

EGA function 'cat':  
arity: 1..32767  
usage: cat(ary\_or\_str\_1, ary\_or\_str\_2, ...)

Concatnates the specified arrays and/or strings. Returns an array or a string.

### **EGA compare Function**

EGA function 'compare':  
arity: 2  
usage: compare(value1, value2)

Compares two values. Returns 0 if **value1** and **value2** are equal, -1 if **value1** was less, or 1 if **value1** was greater.

### **EGA compl Function**

EGA function 'compl':  
arity: 1  
usage: compl(value)

Calculates bitwise NOT. Returns an integer.

Same as ~.

### **EGA define Function**

EGA function 'define':  
arity: 1..2  
usage: define(var[, expr])

Defines an EGA macro variable. **var** is a variable. Unlike the **set** function, the **expr** argument will be not evaluated. If **expr** is omitted, **var** will be reset. Returns **expr**.

Same as :=.

### **EGA div Function**

EGA function 'div':  
arity: 2



usage: div(int1, int2)

Divides an integer value `int1` by another integer value `int2`. Returns an integer.

Same as `/`.

### **EGA do Function**

EGA function 'do':

arity: 0..32767

usage: do(expr, ...)

Does loop while `expr` is non-zero. The arguments will be evaluated in order. Returns the last argument. You can break the execution by `break` function.

### **EGA dump Function**

EGA function 'dump':

arity: 0..32767

usage: dump(value, ...)

Outputs the values with quotations and commas if necessary. No return value.

### **EGA dumpln Function**

EGA function 'dumpln':

arity: 0..32767

usage: dumpln(value, ...)

Same as `dump` except `dumpln` adds a newline.

Same as `?`.

### **EGA equal Function**

EGA function 'equal':

arity: 2

usage: equal(value1, value2)

Compares two values. Returns 1 if two values are equal. zero if not equal.

Same as `==`.

### **EGA exit Function**

EGA function 'exit':

arity: 0..1

usage: exit([value])

Ends the program with a value.

### **EGA find Function**

EGA function 'find':  
arity: 2  
usage: find(ary\_or\_str, target)

Finds a target value from an array or a string. Returns the zero-based offset of the found target. Returns -1 if not found.

### **EGA for Function**

EGA function 'for':  
arity: 4  
usage: for(var, min, max, expr)

Does loop from min and max.

The **expr** argument will be evaluated repeatedly. The **min** and **max** values must be integers. The **var** is the name of a loop variable.

1. At first, **min** will be stored into the **var** variable.
2. Then, **expr** will be evaluated.
3. **var** will be incremented upto **max**.
4. If **var** is less than **max**, then back to 2.

You can break the loop by **break** function.

### **EGA foreach Function**

EGA function 'foreach':  
arity: 3  
usage: foreach(var, ary, expr)

Does loop using an array. **ary** is an array. The item in the **ary** array will be evaluated and stored into variable **var** repeatedly. You can break the loop by **break** function.

### **EGA greater Function**

EGA function 'greater':  
arity: 2  
usage: greater(value1, value2)

Compares two values. Returns 1 if **value1** was greater than **value2**. zero if not greater.

Same as >.

### **EGA greater\_equal Function**

```
EGA function 'greater_equal':  
  arity: 2  
  usage: greater_equal(value1, value2)
```

Compares two values. Returns 1 if `value1` was greater than `value2` or equal. Otherwise returns zero.

Same as `>=`.

### **EGA hex Function**

```
EGA function 'hex':  
  arity: 1  
  usage: hex(value)
```

Converts an integer value to a hexadecimal string. Returns a string.

### **EGA if Function**

```
EGA function 'if':  
  arity: 2..3  
  usage: if(cond, true_case[, false_case])
```

Chooses the execution by the condition.

If the integer value `cond` was non-zero, then `true_case` will be evaluated. If `cond` was zero, then `false_case` will be evaluated if any. Returns the evaluated value of `true_case` or `false_case`.

### **EGA int Function**

```
EGA function 'int':  
  arity: 1  
  usage: int(value)
```

Converts a value to an integer value. Returns an integer.

### **EGA left Function**

```
EGA function 'left':  
  arity: 2  
  usage: left(ary_or_str, count)
```

Returns an array or a string of `count` items at the left side of an array or a string.

### **EGA len Function**

EGA function 'len':  
arity: 1  
usage: len(ary\_or\_str)

Returns the length of an array or a string.

### **EGA less Function**

EGA function 'less':  
arity: 2  
usage: less(value1, value2)

Compares two values. Returns 1 if **value1** was less than **value2**. zero if not less.

Same as <.

### **EGA less\_equal Function**

EGA function 'less':  
arity: 2  
usage: less\_equal(value1, value2)

Compares two values. Returns 1 if **value1** was less than **value2** or equal. Otherwise returns zero.

Same as <=.

### **EGA mid Function**

EGA function 'mid':  
arity: 3..4  
usage: mid(ary\_or\_str, index, count[, value])

Returns the sequence of the specified range of an array or a string. **ary\_or\_str** must be an array or a string. The range starts from offset **index**. The length of the range is **count**. If **value** is specified, the range will be replaced with a value of **value**.

### **EGA minus Function**

EGA function 'minus':  
arity: 1..2  
usage: minus(int1[, int2])

Negates or subtract. **int1** and **int2** must be integers. Returns an integer.

Same as -.

### **EGA mod Function**

```
EGA function 'mod':  
  arity: 2  
  usage: mod(int1, int2)
```

Calculates the remainder of division of two integers. `int2` must be non-zero.  
Returns an integer. Same as %.

### **EGA mul Function**

```
EGA function 'mul':  
  arity: 2  
  usage: mul(int1, int2)
```

Calculates multiplication of two integers. Returns an integer.  
Same as \*.

### **EGA not Function**

```
EGA function 'not':  
  arity: 1  
  usage: not(value)
```

Calculates logical NOT of the value. Returns an integer. Same as !.

### **EGA not\_equal Function**

```
EGA function 'not_equal':  
  arity: 2  
  usage: not_equal(value1, value2)
```

Compares two values. Returns 1 if `value1` was different from `value2`. Otherwise returns zero. Same as !=.

### **EGA or Function**

```
EGA function 'or':  
  arity: 2  
  usage: or(value1, value2)
```

Calculates logical OR of two values. Returns an integer.  
Same as ||.

### **EGA plus Function**

```
EGA function 'plus':  
  arity: 2  
  usage: plus(int1, int2)
```

Calculates sum of two integer values. Returns an integer.

Same as +.

### **EGA print Function**

```
EGA function 'print':  
  arity: 0..32767  
  usage: print(value, ...)
```

Outputs the values without quotation. No return value.

### **EGA println Function**

```
EGA function 'println':  
  arity: 0..32767  
  usage: println(value, ...)
```

Outputs the values without quotation with a newline. No return value.

### **EGA remove Function**

```
EGA function 'remove':  
  arity: 2  
  usage: remove(ary_or_str, target)
```

Returns an array or a string, whose parts are removed.

If **ary\_or\_str** is an array, the items with the same value as **target** are removed.

If **ary\_or\_str** is a string, the substrings **target** are removed. Returns the array or the string of the results. This function doesn't change **ary\_or\_str**.

### **EGA replace Function**

```
EGA function 'replace':  
  arity: 3  
  usage: replace(ary_or_str, from, to)
```

If **ary\_or\_str** is an array, every item with the same value as the **from** value are replaced with the **to** value. If **ary\_or\_str** is a string, the substrings **from** are replaced with the **to** string. Returns the array or the string of the results. This function doesn't change **ary\_or\_str**.

### **EGA right Function**

```
EGA function 'right':  
  arity: 2  
  usage: right(ary_or_str, count)
```

Returns an array or a string of **count** items at the right side of an array or a string.

### **EGA set Function**

EGA function 'set':  
    arity: 1..2  
    usage: set(var[, value])

Creates a variable whose value is **value**. If **value** is not specified, the variable is cleared. Returns the value.

Same as =.

### **EGA str Function**

EGA function 'str':  
    arity: 1  
    usage: str(value)

Converts the value to a string. Returns a string.

### **EGA typeid Function**

EGA function 'typeid':  
    arity: 1  
    usage: typeid(value)

Returns the type ID of the value.

If the value is NULL, then returns -1. If the value is an integer, then returns zero. If the value is a string, then returns 1. If the value is an array, then returns 2.

### **EGA u8fromu16 Function**

EGA function 'u8fromu16':  
    arity: 1  
    usage: u8fromu16(utf16str)

Converts a UTF-16 string to a UTF-8 string.

NOTE: The EGA standard string is UTF-8. You can convert a UTF-8 string into a UTF-16 binary string by this function.

### **EGA u16fromu8 Function**

EGA function 'u16fromu8':  
    arity: 1  
    usage: u16fromu8(utf8str)

Converts a UTF-8 string to a UTF-16 string.

### EGA while Function

EGA function 'while':  
arity: 2  
usage: while(cond, expr)

Does loop while the specified condition is non-zero. The **expr** argument will be evaluated repeatedly. The **cond** is the condition.

1. At first **cond** will be evaluated. If it was zero, then loop will be ended.
2. **expr** will be evaluated. Back to 1.

You can break the loop by **break** function.

### EGA xor Function

EGA function 'xor':  
arity: 2  
usage: xor(value1, value2)

Calculates bitwise XOR of two integers. Returns an integer.

Same as  $\wedge$ .

### RisohEditor EGA extension

RisohEditor EGA has the following functions as EGA extension:

- RES\_load
- RES\_save
- RES\_clone\_by\_lang
- RES\_clone\_by\_name
- RES\_const
- RES\_delete
- RES\_get\_binary
- RES\_search
- RES\_select
- RES\_set\_binary
- RES\_unload\_res
- RES\_str\_get
- RES\_str\_set

### EGA RES\_load Function

EGA function 'RES\_load':  
arity: 1..2  
usage: RES\_load(filename[, options])

RES\_load loads the resource file.

options is an empty string or "(no-load-res-h)";



### EGA RES\_save Function

```
EGA function 'RES_load':  
    arity: 1..2  
    usage: RES_save(filename[, options])
```

RES\_save saves the resource file.

options is an empty string or the combinations of the following strings.

- "(idc-static)"
- "(compress)"
- "(sep-lang)"
- "(no-res-folder)"
- "(lang-macro)"
- "(less-comments)"
- "(wrap-manifest)"
- "(begin-end)"
- "(utf-16)"
- "(backup)"
- "(ms-msgtbl)"

For example: RES\_save("C:\Users\katahiromz\Desktop\a.res", "(sep-lang)(compress)");

### EGA RES\_clone\_by\_lang Function

```
EGA function 'RES_clone_by_lang':  
    arity: 4  
    usage: RES_clone_by_name(type, name, src_lang, dest_lang)
```

RES\_clone\_by\_name clones the resource data as another resource language.

**type** must be an integer or a string of a resource type. If **type** is zero, then search all resource types. **name** must be an integer or a string of a resource name. If **name** is zero, then search all resource names. **src\_lang** must be an integer that specifies the source language ID. If **lang** is -1, then search all resource languages. **dest\_lang** must be an integer that specifies the destination language ID.

Returns 1 if cloned. Otherwise returns zero.

### EGA RES\_clone\_by\_name Function

```
EGA function 'RES_clone_by_name':  
    arity: 3  
    usage: RES_clone_by_name(type, src_name, dest_name)
```

RES\_clone\_by\_name clones the resource data as another resource name.

**type** must be an integer or a string of a resource type. If **type** is zero, then search all resource types. **src\_name** must be an integer or a string of a resource

name. If `src_name` is zero, then search all resource names. `dest_name` must be an integer or a string of a new resource name.

Returns 1 if cloned. Otherwise returns zero.

#### **EGA RES\_const Function**

```
EGA function 'RES_const':  
    arity: 1  
    usage: usage: RES_const(name)
```

The `RES_const` function queries the database for the value of a constant.

`name` must be a constant name. Returns the value if successful, otherwise zero.

#### **EGA RES\_delete Function**

```
EGA function 'RES_delete':  
    arity: 0..3  
    usage: RES_delete([type[, name[, lang]])
```

`RES_delete` deletes the resource items.

`type` must be an integer or a string of a resource type. If `type` is zero or omitted, then search all resource types. `name` must be an integer or a string of a resource name. If `name` is zero or omitted, then search all resource names. `lang` must be an integer that specifies the language ID. If `lang` is -1 or omitted, then search all resource languages.

Returns 1 if deleted. Otherwise returns zero.

#### **EGA RES\_get\_binary Function**

```
EGA function 'RES_get_binary':  
    arity: 0..3  
    usage: RES_get_binary([type[, name[, lang]])
```

`RES_get_binary` gets the binary data of the specified resource data. Returns the binary string.

#### **EGA RES\_search Function**

```
EGA function 'RES_search':  
    arity: 0..3  
    usage: RES_search([type[, name[, lang]])
```

`RES_search` returns an array of the resource items.

`type` must be an integer or a string of a resource type. If `type` is zero or omitted, then search all resource types. `name` must be an integer or a string of a resource name. If `name` is zero or omitted, then search all resource names. `lang` must be

an integer that specifies the language ID. If `lang` is -1 or omitted, then search all resource languages.

#### **EGA RES\_select Function**

EGA function 'RES\_select':  
arity: 0..3  
usage: RES\_select([type[, name[, lang]]])

RES\_select selects an item on the RisohEditor treeview. Returns 1 if successful, zero if failed.

#### **EGA RES\_set\_binary Function**

EGA function 'RES\_set\_binary':  
arity: 4  
usage: RES\_set\_binary(type, name, lang, binary)

RES\_set\_binary sets the binary data as the specified resource type, resource name, and language. Returns 1 if successful, zero if failed.

#### **EGA RES\_unload\_res Function**

EGA function 'RES\_unload\_res':  
arity: 0  
usage: RES\_unload\_res()

RES\_unload\_res unloads the “resource.h” file. Always returns 1.

#### **EGA RES\_str\_get Function**

EGA function 'RES\_str\_get':  
arity: 1..2  
usage: RES\_str\_get(lang[, str\_id])

RES\_str\_get reads the resource string table. If `str_id` specified, then returns a UTF-8 string. If `str_id` not specified, then returns an array of pairs of string ID and text. If failed, returns an empty string or an empty array.

#### **EGA RES\_str\_set Function**

EGA function 'RES\_str\_set':  
arity: 2..3  
usage: RES\_str\_set(lang, str\_id, str) or RES\_str\_set(lang, ary)

RES\_str\_set writes the resource string table. If `str_id` specified, then write a UTF-8 string to the string table. If the string was empty, then the resource string will be cleared. If `str_id` not specified, then set an array of pairs of string ID and text to the string table. Returns one if successful. Returns zero if failed.

### **EGA RES\_get\_text Function**

EGA function 'RES\_get\_text':

arity: 3..3

usage: RES\_get\_text(type, name, lang)

RES\_get\_text gets the text of the resource. If failed, returns an empty string.

### **EGA RES\_set\_text Function**

EGA function 'RES\_set\_text':

arity: 4..4

usage: RES\_set\_text(type, name, lang, text)

RES\_set\_text sets the text of the resource item and compile the text. Returns one if successful. Returns zero if failed.

### **How can I extend EGA?**

1. Import libega.
2. Include ega.hpp.
3. Call the following EGA C++ functions: EGA\_init, EGA\_set\_input\_fn and EGA\_set\_print\_fn.
4. Add your EGA functions by EGA\_add\_fn C++ function.