

# Contents

<b>1</b>	<b>Getting Started</b>	<b>1</b>
1.1	Why Learn Snobol	1
1.2	Preparing a Program	1
1.2.1	Algorithms	1
1.2.2	A Simple Program	1
1.2.3	Program Syntax	2
1.2.4	Execution of the Program	2
1.3	Variables	2
1.3.1	Names of Variables	2
1.3.2	Lower Case Letters in Variable Names	3
1.4	Assignment Statements	3
1.5	More About Strings	4
1.5.1	Lower Case Letters in Strings	4
1.5.2	Null String	4
1.6	Significance of Spaces in the Syntax	5
1.7	Order of Execution of Statements	5
1.8	Simple Pattern Matching	5
1.9	Match and Replace Statements	6
1.9.1	Deletion Using Match and Replace Statements	6
1.10	The Anchor	6
1.11	Gotos and Labels	7
1.11.1	Conditional Goto	7
1.11.2	Statement Labels	8
1.11.3	Unconditional Goto	8
1.12	Concatenation	9
1.12.1	Appending Information to Variables	9
1.13	INPUT	10
1.13.1	Trimming Input	10
1.14	OUTPUT	11
1.15	&STLIMIT	11
1.16	Layout of a Snobol Program	11
1.17	Comments	12
	<i>Example Programs</i>	13
	<i>Exercises</i>	15

<b>2</b>	<b>More About Patterns</b>	16
2.1	Patterns	16
2.1.1	Uses of Patterns	16
2.2	LEN	16
2.3	Assignment in a Pattern	16
2.4	BREAK	17
2.4.1	BREAK and the Anchored Mode	18
2.5	SPAN	18
2.6	Complex Patterns	19
2.6.1	&ANCHOR in Complex Patterns	20
2.7	REM	21
2.8	Using BREAK and SPAN to Find Words	21
2.9	Conditional Value Assignment	23
2.10	Alternation	23
2.11	Assignment of a Pattern to a Variable	24
2.11.1	Building up Pattern Variables	24
2.11.2	Pattern Variables with Assignment	25
	<i>Example Programs</i>	25
	<i>Exercises</i>	29
<b>3</b>	<b>Arithmetic</b>	31
3.1	Arithmetic Operations	31
3.2	Counting Features in the Data	31
3.3	Integers and Reals	32
3.4	More Arithmetic Statements	32
3.4.1	Calculating Percentages	33
3.5	Arithmetic Functions	33
3.6	Strings and Numbers	34
3.7	Loops Controlled by Numeric Variables	34
	<i>Example Programs</i>	36
	<i>Exercises</i>	39
<b>4</b>	<b>More Functions</b>	40
4.1	Pattern Functions	40
4.1.1	ANY	40
4.1.2	NOTANY	40
4.1.3	TAB	41
4.1.4	RTAB	41
4.1.5	POS	42
4.1.6	RPOS	42
4.1.7	Difference Between LEN, POS and TAB	43

4.2	Predicate Functions	43
4.2.1	DIFFER	43
4.2.2	IDENT	43
4.2.3	LGT	44
4.3	Functions Which Return a Value	45
4.3.1	DUPL	45
4.3.2	REMDR	45
4.3.3	REPLACE	46
4.3.4	SIZE	46
4.3.5	TRIM	47
	<i>Example Programs</i>	47
	<i>Exercises</i>	50
<b>5</b>	<b>Arrays and Tables</b>	<b>51</b>
5.1	Multiple Data Objects	51
5.2	Arrays	51
5.2.1	Array Subscripts	51
5.2.2	Initialising Arrays	54
5.2.3	Multi-Dimensional Arrays	54
5.2.4	Unusual Arrays	55
5.2.5	Size of Arrays	55
5.2.6	Printing Arrays	56
5.3	Tables	56
5.3.1	Table Subscripts	57
5.3.2	Storing Data in Tables	57
5.4	Converting a Table to an Array	59
5.5	Use of Tables in Expanding Abbreviations	62
	<i>Example Programs</i>	64
	<i>Exercises</i>	67
<b>6</b>	<b>User-Defined Functions</b>	<b>68</b>
6.1	Organising a Program	68
6.1.1	A Program Needing a Function	68
6.2	Outline of a Program with a Function	70
6.3	Calling a Function	70
6.4	Function Code	71
6.4.1	Position of the Function Code within the Program	71
6.4.2	Function Arguments	72
6.4.3	Missing Arguments	72
6.4.4	Local Variables	72
6.4.5	Labels within a Function	72
6.4.6	Getting Out of a Function	73
6.5	Function Definition	73

6.6	Example of a Program with a Function	73
6.7	Local and Global Variables	75
6.8	Functions Which Return a Value	76
6.9	Functions Which Ask a Question	77
6.10	User-Defined Pattern Functions	79
6.11	Writing Larger Programs	81
	<i>Exercises</i>	81
<b>7</b>	<b>More Operators</b>	82
7.1	Operators	82
7.2	Cursor Position Operator	82
7.3	Immediate Value Assignment	83
7.4	Unevaluated Expressions	84
7.5	Uses of Pattern Operators	84
7.6	Indirect Referencing	85
7.6.1	Indirect Reference in Gotos	86
7.7	Name Operator	86
	<i>Example Programs</i>	87
	<i>Exercises</i>	92
<b>8</b>	<b>User-Defined Datatypes</b>	93
8.1	Defining Datatypes	93
8.2	Using Datatypes	93
8.3	Datatypes in Arrays and Tables	94
8.4	List Processing	94
	<i>Example Programs</i>	100
	<i>Exercises</i>	101
<b>9</b>	<b>Spitbol</b>	102
9.1	Multiple Assignments	102
9.2	Spitbol Functions	102
9.2.1	BREAKX	102
9.2.2	LPAD	103
9.2.3	RPAD	104
9.2.4	REVERSE	105
9.3	Sorting	105
9.3.1	SORT	105
9.3.2	RSORT	106
9.3.3	Sorting by Endings	106
9.3.4	User-Defined Datatypes and Sorting	106

9.4	Lexical Predicate Functions	106
9.4.1	LGE	106
9.4.2	LLE	107
9.4.3	LLT	107
9.4.4	LEQ	107
9.4.5	LNE	107
	<i>Example Programs</i>	108
	<i>Exercises</i>	116
<b>10</b>	<b>Diagnosing Errors</b>	117
10.1	Dumping	117
10.1.1	&DUMP	117
10.1.2	DUMP Function	119
10.2	TRACE	120
10.3	&ERRLIMIT	122
10.3.1	SETEXIT and &ERRLIMIT	122
<b>11</b>	<b>Using SNOBOL</b>	125
11.1	Some Applications for Snobol	125
11.1.1	Word Counts and Concordances	125
11.1.2	Preparing Text for Concordances	125
11.1.3	Bibliographies	125
11.1.4	Typesetting and Text Formatting	126
11.1.5	Data Validation and Preparation	126
11.1.6	Metrical Analysis	126
11.1.7	Drawing Diagrams	127
11.1.8	Syntax Analysers and Parsers	127
11.2	Snobol on Different Computers	127
11.2.1	Mainframe Computers	127
11.2.2	Implementation Specific Features	127
11.2.3	Snobol on a Microcomputer	128
	<b>Solutions to the Exercises</b>	130
	<b>Bibliography</b>	172
	<b>Index</b>	173