

beginner

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Chapter 1

beginner

1.1 E Language Index

E Language Index

This index should be used to find detailed information about the keywords, functions, variables and constants which are part of the Amiga E language. There is a separate index which deals with concepts etc. (see Main Index).

Symbol, close curly brace	Finding addresses (making pointers)
Symbol, double-quote	Numeric Constants
Symbol, open curly brace	Finding addresses (making pointers)
Symbol, !	Floating-Point Calculations
Symbol, \$	Numeric Constants
Symbol, %	Numeric Constants
Symbol, ' .. ' (string)	Normal strings and E-strings
Symbol, *	Mathematics
Symbol, +	Mathematics
Symbol, + (strings)	Statements
Symbol, ++	Point to other elements
Symbol, -	Mathematics
Symbol, --	Point to other elements
Symbol, ->	Comments
Symbol, /	Mathematics
Symbol, /* .. */	Comments
Symbol, :	Labelling and the JUMP statement
Symbol, :=	Assignment
Symbol, ;	Statements
Symbol, <	Logic and comparison
Symbol, <=	Logic and comparison
Symbol, <=>	Unification
Symbol, <>	Logic and comparison
Symbol, =	Logic and comparison
Symbol, >	Logic and comparison
Symbol, >=	Logic and comparison
Symbol, [.. , ..] (list)	Lists and E-lists
Symbol, [.. , ..]:type (typed list)	Typed lists

Symbol, [..] (array)	Tables of data
Symbol, [] (array)	Accessing array data
Symbol, \0	String Constants Special Character ↔
Sequences	
Symbol, \a	String Constants Special Character ↔
Sequences	
Symbol, \b	String Constants Special Character ↔
Sequences	
Symbol, \c	Input and output functions
Symbol, \d	Input and output functions
Symbol, \d	Changing the example
Symbol, \e	String Constants Special Character ↔
Sequences	
Symbol, \h	Input and output functions
Symbol, \l	Input and output functions
Symbol, \n	String Constants Special Character ↔
Sequences	
Symbol, \n	Strings
Symbol, \q	String Constants Special Character ↔
Sequences	
Symbol, \r	Input and output functions
Symbol, \s	Input and output functions
Symbol, \t	String Constants Special Character ↔
Sequences	
Symbol, \z	Input and output functions
Symbol, \\	String Constants Special Character ↔
Sequences	
Symbol, ^	Extracting data (dereferencing pointers)
Symbol, ` (backquote)	Quoted Expressions
Abs	Maths and logic functions
ALL	Built-In Constants
And	Maths and logic functions
AND	Bitwise AND and OR
arg	Built-In Variables
ARRAY	Tables of data
ARRAY OF type	Tables of data
Bounds	Maths and logic functions
Box	Graphics functions
BUT	BUT expression
CASE	SELECT..OF block
CASE	SELECT block
CASE ..TO..	SELECT..OF block
CHAR	Indirect types
Char	Maths and logic functions
CHAR	Static memory
CleanUp	System support functions
CloseS	Intuition support functions
CloseW	Intuition support functions
Colour	Graphics functions
conout	Built-In Variables
CONST	Named Constants
CtrlC	System support functions
DEC	INC and DEC statements
DEF	Variable declaration
DEFAULT	SELECT..OF block
DEFAULT	SELECT block
Dispose	System support functions

DisposeLink	System support functions
Div	Maths and logic functions
DO, (FOR loop)	FOR loop
DO, (WHILE loop)	WHILE loop
dosbase	Built-In Variables
ELSE	IF block
ELSEIF	IF block
EMPTY	Inheritance in E
end	Methods in E
END	NEW and END Operators
ENDFOR	FOR loop
ENDIF	IF block
ENDLOOP	LOOP block
ENDOBJECT	Example object
ENDPROC	Procedure Definition
ENDPROC value	Functions
ENDSELECT	SELECT..OF block
ENDSELECT	SELECT block
ENDWHILE	WHILE loop
ENUM	Enumerations
Eor	Maths and logic functions
EstrLen	String functions
Eval	Evaluation
Even	Maths and logic functions
EXCEPT	Procedures with Exception Handlers
EXCEPT DO	Raising an Exception
exception	Raising an Exception
exceptioninfo	Raising an Exception
execbase	Built-In Variables
Exists	Lists and quoted expressions
EXIT	EXIT statement
Fabs	Floating-Point Functions
FALSE	Logic and comparison
FALSE	Built-In Constants
FastDispose	System support functions
FastDisposeList	List and typed list allocation
FastNew	System support functions
Fceil	Floating-Point Functions
Fcos	Floating-Point Functions
Fexp	Floating-Point Functions
Ffloor	Floating-Point Functions
FileLength	Input and output functions
Flog	Floating-Point Functions
Flog10	Floating-Point Functions
FOR	FOR loop
ForAll	Lists and quoted expressions
Forward	Linked Lists
Fpow	Floating-Point Functions
FreeStack	System support functions
Fsin	Floating-Point Functions
Fsqrt	Floating-Point Functions
Ftan	Floating-Point Functions
Gadget	Intuition support functions
GADGETSIZE	Built-In Constants
gfxbase	Built-In Variables
HANDLE	Procedures with Exception Handlers
IF	IF block

IF, (expression)	IF expression
INC	INC and DEC statements
INCBIN	Static memory
Inp	Input and output functions
InStr	String functions
Int	Maths and logic functions
INT	Static memory
INT	Indirect types
intuitionbase	Built-In Variables
IS	One-Line Functions
JUMP	Labelling and the JUMP statement
KickVersion	System support functions
LeftMouse	Intuition support functions
Line	Graphics functions
Link	Linked Lists
LIST	Lists and E-lists
List	List functions
ListAdd	List functions
ListCmp	List functions
ListCopy	List functions
ListItem	List functions
ListLen	List functions
ListMax	List functions
Long	Maths and logic functions
LONG	LONG Type
LONG	Static memory
LONG, preliminary	Variable types
LOOP	LOOP block
LowerStr	String functions
main	Procedures
MapList	Lists and quoted expressions
Max	Maths and logic functions
MidStr	String functions
Min	Maths and logic functions
Mod	Maths and logic functions
MODULE	Using Modules
Mouse	Intuition support functions
MouseX	Intuition support functions
MouseY	Intuition support functions
MsgCode	Intuition support functions
MsgIaddr	Intuition support functions
MsgQualifier	Intuition support functions
Mul	Maths and logic functions
NEW	NEW and END Operators
New	System support functions
NEWFILE	Built-In Constants
NewM	System support functions
NewR	System support functions
Next	Linked Lists
NIL	Built-In Constants
Not	Maths and logic functions
OBJECT	Example object
OBJECT..OF	Inheritance in E
Odd	Maths and logic functions
OLDFILE	Built-In Constants
OpenS	Intuition support functions
OpenW	Intuition support functions

OR	Bitwise AND and OR
Or	Maths and logic functions
Out	Input and output functions
Plot	Graphics functions
Printf	Input and output functions
PRIVATE	Data-Hiding in E
PROC	Procedure Definition
PROC..OF	Methods in E
PTR TO type	PTR Type
PUBLIC	Data-Hiding in E
PutChar	Maths and logic functions
PutInt	Maths and logic functions
PutLong	Maths and logic functions
Raise	Raising an Exception
RAISE	Automatic Exceptions
ReadStr	Input and output functions
RealF	Floating-Point Functions
RealVal	Floating-Point Functions
REPEAT	REPEAT..UNTIL loop
ReThrow	Raise within an Exception Handler
RETURN	Functions
RightStr	String functions
Rnd	Maths and logic functions
RndQ	Maths and logic functions
SELECT	SELECT block
SELECT	SELECT..OF block
SELECT..OF	SELECT..OF block
SelectList	Lists and quoted expressions
self	Methods in E
SET	Sets
SetColour	Graphics functions
SetList	List functions
SetStdIn	Input and output functions
SetStdOut	Input and output functions
SetStdRast	Graphics functions
SetStr	String functions
SetTopaz	Graphics functions
Shl	Maths and logic functions
Shr	Maths and logic functions
Sign	Maths and logic functions
SIZEOF	SIZEOF expression
stdin	Built-In Variables
stdout	Built-In Variables
stdrast	Built-In Variables
STEP	FOR loop
StrAdd	String functions
StrCmp	String functions
StrCopy	String functions
STRING	Normal strings and E-strings
String	String functions
StringF	Input and output functions
StrLen	String functions
STRLEN	Built-In Constants
StrMax	String functions
SUPER	Inheritance in E
TextF	Graphics functions
THEN	IF block

Throw	Raising an Exception
TO	FOR loop
TO, (CASE range)	SELECT..OF block
TO, (FOR loop)	FOR loop
TrimStr	String functions
TRUE	Logic and comparison
TRUE	Built-In Constants
UNTIL	REPEAT..UNTIL loop
UpperStr	String functions
Val	String functions
VOID	Turning an Expression into a Statement
WaitIMessage	Intuition support functions
WaitLeftMouse	Intuition support functions
wbmessage	Built-In Variables
WHILE	WHILE loop
WriteF	Input and output functions
