

This file is called SMSEMANTICS.DC and contains a semantic description of SMALLTALK written in itself.
 This version was last changed on June 10, 1973.
 Use font SMDELEG.FD

SMALLTALK and its Semantics
 by
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W A R N I N G ! ! This is an unchecked version done simply to try it out for basic taste and compactness.

```

.To ← class .Do ← .name actions.
      ↑ Find (name) in CALLER ← class .Do ← activity

```

```

To .name ← ⇒ :exp.
      Find (name) in CALLER ← exp.
      !name

```

```

To Find :name in ⇒ :context
      .context ← CALLER
      Repeat
        context.table name OR context.table.global.empty?
          ⇒ .context.table name ← exp. Done
        .context ← context.table.global
      ↑ context.table name

```

```

To List ← ⇒ :first :rest. ↑self
      .first ⇒ .first. ↑self
      !first
      .rest ⇒ .rest. ↑self
      !rest
      .length ⇒ ! first=NIL ⇒ 0
      ! 1+rest.length
      .print ⇒ ! "(" ; first.print ; " " ; rest.print ; ")"
      .list? ⇒ !self
      .eval ⇒ Repeat
        first = ")" ⇒ Done
        first = "." ⇒ .value ← rest.eval
        .value ← first.eval
      !value

```

```

To Repeat :program.
      CODEFOR Repeat clause .eval global message self

```

To Again | 0 EMPTY CALLER,CALLER

To Done | :value. 0 value CALLER,CALLER,CALLER

To If | :exp => | 0 then :exp | else => | 1. ↑exp
 | ↑exp
 | error "I can't find a "then""
 | then 0. | else => | :exp. ↑exp
 | ↑EMPTY

To User | Repeat
 | Display Read,eval,print

To 0 | self.table.name ← message.table.pc.first.
 | message.table.pc ← message.table.PC.rest.
 | message.table.name ← message.table.message.table.PC.first.
 | message.table.message.table.PC ← message.table.message.table.PC.rest.
 | !name.

To : | 0 name.
 | !message.table.name ←
 | message.table.message.table.PC.first .eval message.message

To 0 | 0 token ≠ message.table.PC.first => !!EMPTY
 | message.table.PC ← message.table.PC.rest

To => | :clause. 0 clause CALLER,CALLER,CALLER

To EMPTY | 0 => | 1. 0 self CALLER,CALLER
 | empty? => !! TRUE
 | ! self

To Apply | :t :g :c :m.
 | (t ← .global g .caller c .message m).eval

To 0 | :value :destination.
 | Apply value destination destination destination.

To Remember | 0 ← => | Repeat
 | 0 EMPTY => | ↑self
 | self :name ← :value
 | copy => !! CODEFOR "somehow copy the table"
 | eval => | "Do something or other"
 | name 0 ← => | :value.
 | CODEFOR "associate name and value somehow"
 | ↑value
 | !CODEFOR "Get the value associated with the name"

```

To class bindings.
↑ instantiate Remember ← .class .class
                    .global global
                    .caller self
                    .PC bindings
                    .message message
                    .eval

```

```

To instantiate :classdef.
Repeat
  Pause.
  classdef.copy ← .class classdef
                  .global global
                  .caller caller
                  .message message
                  .PC classdef.DO
  .eval

```

```

To Word
  .← ⇒ :first :rest.
        .rest ← Word ← first.butfirst rest.
        .first ← first.first.
        ↑ self

  .first ⇒ .← ⇒ :first.character ⇒ ↑first
            error"input is not a character"
            !first

  .rest ⇒ .← ⇒ :rest.character ⇒ ↑rest
           Error"Input is not a word"
           !rest

  .length ⇒ ! rest = NULL ⇒ 1
            1 + rest.length

  .print ⇒ ↑ first.print. rest.print

  .word? ⇒ ! self

  .= ⇒ :value. ↑ (first = value.first) AND next = value.next

  .eval ⇒ .env ← global.
          Repeat
            env.empty? ⇒ ↑EMPTY
            .temp ← env.table self ⇒ ↑ apply temp global caller
                                   message
            .env ← global.table.global

```