Syntax Color: Utilities

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The "syntax-color" collection provides the underlying data structures and some helpful utilities for the color:text<%> class of framework.

1 Parenthesis Matching

Parenthesis matching code built on top of token-tree%.

2 Lexer Contract & the Don't Stop struct

Checks to be sure a lexing function is well-behaved. For more details, see start-colorer in color:text<%>.

A struct used to indicate to the lexer that it should not allow itself to be interrupted. For more details, see start-colorer in color: text<%>.

3 Racket Lexer

A lexer for Racket, including reader extensions (§13.7 "Reader Extension"), built specifically for color:text<%>.

The racket-lexer function returns 5 values:

- Either a string containing the matching text or the eof object. Block comments and specials currently return an empty string. This may change in the future to other string or non-string data.
- A symbol in '(error comment sexp-comment white-space constant string no-color parenthesis hash-colon-keyword symbol eof other).
- A symbol in '(|(| |)| |[| |]| |{| |}|) or #f.
- A number representing the starting position of the match (or #f if eof).
- A number representing the ending position of the match (or #f if eof).

```
(\text{or/c string? eof-object?}) \\ \text{symbol?} \\ (\text{racket-lexer/status } in) \rightarrow \\ \begin{array}{c} (\text{or/c symbol? #f}) \\ (\text{or/c number? #f}) \\ (\text{or/c number? #f}) \\ (\text{or/c 'datum 'open 'close 'continue}) \\ \\ \text{in : input-port?} \end{array}
```

Like racket-lexer, but returns an extra value. The last return value indicates whether the consumed token should count as a datum, an opening parenthesis (or similar starting token to group other tokens), a closing parenthesis (or similar), or a prefix (such as whitespace) on a datum.

```
(racket-nobar-lexer/status in)
```

```
(or/c string? eof-object?)
   symbol?

   (or/c symbol? #f)
   (or/c number? #f)
   (or/c number? #f)
   (or/c 'datum 'open 'close 'continue)
   in : input-port?
```

Like racket-lexer/status, except it treats || as a delimiter instead of quoting syntax for a symbol. This function is used by scribble-lexer.

4 Default lexer

A lexer that only identifies $(,), [,], \{,\}$ and $\}$ built specifically for color: text<%.

default-lexer returns 5 values:

- Either a string containing the matching text or the eof object. Block specials currently return an empty string. This may change in the future to other string or non-string data.
- A symbol in '(comment white-space no-color eof).
- A symbol in '(|(| |)| |[| |]| |{| |}|) or #f.
- A number representing the starting position of the match (or #f if eof).
- A number representing the ending position of the match (or #f if eof).

5 Module Lexer

```
(require syntax-color/module-lexer)
               package: syntax-color-lib
(module-lexer in offset mode)
   (or/c string? eof-object?)
   symbol?
   (or/c symbol? #f)
   (or/c number? #f)
\rightarrow (or/c number? #f)
   exact-nonnegative-integer?
   (or/c #f
          (-> input-port? any)
          (cons/c (-> input-port? any/c any) any/c))
 in : input-port?
 offset: exact-nonnegative-integer?
        (or/c #f
               (-> input-port? any)
 mode :
               (cons/c (-> input-port? any/c any) any/c))
```

Like racket-lexer, but with several differences:

- The module-lexer function accepts an offset and lexer mode, instead of just an input port.
- In addition to the results of racket-lexer, module-lexer returns a backup distance and a new lexer mode.
- When mode is #f (indicating the start of the stream), the lexer checks in for a #lang specification.

If a #lang line is present but the specified language does not exist, the entire *in* input is consumed and colored as 'error.

If the language exists and the language provides a get-info function, then it is called with 'color-lexer. If the result is not #f, then it should be a lexer function for use with color:text<%>. The result mode is the lexer—paired with #f if the lexer is a procedure arity 3—so that future calls will dispatch to the language-supplied lexer.

If the language is specified but it provides no get-info or 'color-lexer result, then racket-lexer is returned as the mode.

- When mode is a lexer procedure, the lexer is applied to in. The lexer's results are returned, plus the lexer again as the mode.
- When mode is a pair, then the lexer procedure in the car is applied to in, offset, and the mode in the cdr. The lexer's results are returned, except that its mode result is paired back with the lexer procedure.

6 Scribble Lexer

Like racket-lexer, but for Racket extended with Scribble's @ notation (see §2 "@ Syntax").

```
(scribble-inside-lexer in offset mode)
      (or/c string? eof-object?)
      symbol?
      (or/c symbol? #f)
      → (or/c number? #f)
      (or/c number? #f)
      exact-nonnegative-integer?
      any/c
    in : input-port?
    offset : exact-nonnegative-integer?
    mode : any/c
```

Like scribble-lexer, but starting in "text" mode instead of Racket mode.

7 Splay Tree for Tokenization

A splay-tree class specifically geared for the task of on-the-fly tokenization. Instead of keying nodes on values, each node has a length, and they are found by finding a node that follows a certain total length of preceding nodes.

FIXME: many methods are not yet documented.

```
(new token-tree% [len len] [data data])
  → (is-a?/c token-tree%)
  len : (or/c exact-nonnegative-integer? fasle/c)
  data : any/c
```

Creates a token tree with a single element.

```
(send a-token-tree get-root) \rightarrow (or/c node? #f)
```

Returns the root node in the tree.

```
(send a-token-tree search! key-position) → void?
  key-position : natural-number/c
```

Splays, setting the root node to be the closest node to offset key-position (i.e., making the total length of the left tree at least key-position, if possible).

```
(node? v) → boolean?
  v : any/c
(node-token-length n) → natural-number/c
  n : node?
(node-token-data n) → any/c
  n : node?
(node-left-subtree-length n) → natural-number/c
  n : node?
(node-left n) → (or/c node? #f)
  n : node?
(node-right n) → (or/c node? #f)
  n : node?
```

Functions for working with nodes in a token-tree%.

```
(insert-first! tree1 tree2) → void?
  tree1 : (is-a?/c token-tree%)
  tree2 : (is-a?/c token-tree%)
```

Inserts tree1 into tree2 as the first thing, setting tree2's root to #f.

```
(insert-last! tree1 tree2) → void?
  tree1 : (is-a?/c token-tree%)
  tree2 : (is-a?/c token-tree%)
```

Inserts tree1 into tree2 as the last thing, setting tree2's root to #f.

```
(insert-last-spec! tree n v) → void?
  tree : (is-a?/c token-tree%)
  n : natural-number/c
  v : any/c
```

Same as

This optimization is important for the colorer.