DrRacket Tools

Version 7.5

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This manual describes portions of DrRacket's functionality that are exposed via Racket APIs to be used with other editors.

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1 Accessing Check Syntax Programmatically

```
(require drracket/check-syntax)
package: drracket-tool-lib
(show-content file-or-stx) \rightarrow (listof vector?)
file-or-stx : (or/c path-string?
(and/c syntax?
(\lambda (x) (path-string? (syntax-source x)))))
```

This procedure composes the other pieces of this library together in a way that can be used for REPL-style experimentation with the results from Check Syntax, as shown in the example below. The list it returns has one vector for each call that would be made to the object in current-annotations. Each vector's first element is a symbol naming a method in syncheck-annotations<%> and the other elements of the vector are the arguments passed to the method.

This doesn't work as well for use in a real tool, however, because it doesn't account for the callback procedures present in syncheck:add-arrow/name-dup/pxpy and syncheck:add-id-set and the resulting vectors are probably less convenient to work with than direct method calls for most uses of this library. Nevertheless, it gives a quick feel for the results that can come back from Check Syntax.

See annotations-mixin for some example code to use the other parts of this library.

Note that the paths in the example below have been replaced via make-paths-be-module-paths in order to make the results be platform independent.

```
> (define (make-paths-be-module-paths x)
    (let loop ([x x])
      (cond
        [(pair? x) (cons (loop (car x)) (loop (cdr x)))]
        [(vector? x) (for/vector ([x (in-vector x)])
                        (loop x))]
        [(path? x) (path->relative-string/library x)]
        [else x])))
> (let ([example-module
         '(module m racket (\lambda (x) x))])
    (make-paths-be-module-paths
     (show-content
      (read-syntax
       (build-path (current-directory) "dummy-file.rkt")
       (open-input-string (format "~s" example-module))))))
'(#(syncheck:add-require-open-menu 10 16 "<collects>/racket/main.rkt")
  #(syncheck:add-tail-arrow 17 25)
  #(syncheck:add-arrow/name-dup/pxpy
```

```
22
 23
 0.5
 0.5
 25
 26
 0.5
 0.5
 #t
 0
 #f
 #procedure:name-dup?>)
#(syncheck:add-text-type 19 20 document-identifier)
#(syncheck:add-docs-menu
 19
 20
 "View documentation for "\lambda" from racket/base, racket"
 "<doc>/reference/lambda.html"
  (form ((lib "racket/private/base.rkt") \lambda))
  "(form._((lib._racket/private/base..rkt)._~ce~bb))")
#(syncheck:add-jump-to-definition
 19
 20
 \mathtt{new-}\lambda
 "<collects>/racket/private/kw.rkt"
#(syncheck:add-mouse-over-status 19 20 "imported from "racket")
#(syncheck:add-arrow/name-dup/pxpy
 10
 16
 0.5
 0.5
 19
 20
 0.5
 0.5
 #t
 module-lang
 #procedure:name-dup?>)
#(syncheck:add-text-type 19 20 document-identifier)
#(syncheck:add-docs-menu
 19
 20
 \lambda
```

```
"View documentation for "\lambda" from racket/base, racket"
    "<doc>/reference/lambda.html"
    (form ((lib "racket/private/base.rkt") \lambda))
    "(form._((lib._racket/private/base..rkt)._~ce~bb))")
  #(syncheck:add-jump-to-definition
    19
    20
    \text{new-}\lambda
    "<collects>/racket/private/kw.rkt"
    ())
  #(syncheck:add-mouse-over-status 19 20 "imported from 'racket'")
  #(syncheck:add-arrow/name-dup/pxpy
    10
    16
    0.5
    0.5
    19
    20
    0.5
    0.5
    #t
    module-lang
    #procedure:name-dup?>)
  #(syncheck:add-text-type 1 7 document-identifier)
  #(syncheck:add-docs-menu
    1
    7
    module
    "View documentation for 'module' from racket/base, racket"
    "<doc>/reference/module.html"
    (form ('#%kernel module))
    "(form._((quote._~23~25kernel)._module))")
  #(syncheck:add-mouse-over-status 10 16 "1 bound occurrence")
  #(syncheck:add-mouse-over-status 22 23 "1 bound occurrence"))
                                   (->* (syntax?)
(make-traversal namespace path) →
                                       ((-> any/c void?))
                                         void?)
                                    (-> void?)
 namespace : namespace?
 path : (or/c #f path-string?)
```

This function creates some local state about a traversal of syntax objects and returns two functions. The first one should be called with each of the (fully expanded) syntax objects

that make up a program (there will be only one if the program is a module) and then the second one should be called to indicate there are no more.

The optional argument to the first function is ignored. It is left there for historical reasons. In the past it was called for each sequence of binding identifiers encountered in define-values, define-syntaxes, and define-values-for-syntax.

During the dynamic extent of the call to the two result functions, the value of the current-annotations parameter is consulted and various methods are invoked in the corresponding object (if any), to indicate what has been found in the syntax object. These methods will only be called if the syntax objects have source locations.

```
(current-annotations)
  → (or/c #f (is-a?/c syncheck-annotations<%>))
(current-annotations ca) → void?
  ca : (or/c #f (is-a?/c syncheck-annotations<%>))
```

The methods of the value of this parameter are invoked by the functions returned from make-traversal.

```
(current-max-to-send-at-once)
  → (or/c +inf.0 (and/c exact-integer? (>=/c 2)))
(current-max-to-send-at-once m) → void?
  m : (or/c +inf.0 (and/c exact-integer? (>=/c 2)))
```

No longer used.

```
syncheck-annotations<%> : interface?
```

Classes implementing this interface are acceptors of information about a traversal of syntax objects. See make-traversal.

Do not implement this interface directly, as it is liable to change without warning. Instead, use the annotations-mixin and override the methods you're interested in. The annotations-mixin will keep in sync with this interface, providing methods that ignore their arguments.

```
(send a-syncheck-annotations syncheck:find-source-
object stx)
  → (or/c #f (not/c #f))
  stx : syntax?
```

This should return #f if the source of this syntax object is uninteresting for annotations (if, for example, the only interesting annotations are those in the original file and this is a syntax object introduced by a macro and thus has a source location from some other file).

Otherwise, it should return some (non-#f) value that will then be passed to one of the other methods below as a *source-obj* argument.

Called to indicate that the color associated with the text type text-type should be drawn on the background of the given range in the editor, when the mouse moves over it.

This method is usually called by Check Syntax to add background colors to an identifier based on its lexical information. The types 'matching-identifiers, 'unused-identifier and 'document-identifier correspond to the color 'drracket:syncheck:matching-identifiers, 'drracket:syncheck:unused-identifier and 'drracket:syncheck:document-identifier in color scheme specifications, respectively. See §1.10 "Color Schemes".

Added in version 1.8 of package drracket-tool-lib.

```
(send a-syncheck-annotations syncheck:add-background-color
    source-obj
    start
    end
    color)
    → void?
    source-obj : (not/c #f)
    start : exact-nonnegative-integer?
    end : exact-nonnegative-integer?
    color : string?
```

Called to indicate that the color *color* should be drawn on the background of the given range in the editor, when the mouse moves over it.

This method is not directly called by Check Syntax anymore. Instead see syncheck:add-text-type.

```
(send a-syncheck-annotations syncheck:add-require-open-menu
  source-obj
  start
  end
  file)
  → void?
  source-obj : (not/c #f)
  start : exact-nonnegative-integer?
  end : exact-nonnegative-integer?
  file : path-string?
```

Called to indicate that there is a require at the location from *start* to *end*, and that it corresponds to *file*. Check Syntax adds a popup menu.

```
(send a-syncheck-annotations syncheck:add-docs-menu
source-obj
start
end
id
label
definition-tag
path
tag)
→ void?
source-obj : (not/c #f)
start : exact-nonnegative-integer?
end : exact-nonnegative-integer?
id : symbol?
label : any/c
definition-tag: definition-tag?
path : any/c
tag : any/c
```

Called to indicate that there is something that has documentation between the range <code>start</code> and <code>end</code>. The documented identifier's name is given by <code>id</code> and the docs are found in the html file <code>path</code> at the html tag <code>tag</code>. The <code>definition-tag</code> argument matches the documented definition. The <code>label</code> argument describes the binding for use in the menu item (although it may be longer than 200 characters).

```
new-name-interferes? : (-> symbol boolean?)
```

This method is no longer called by Check Syntax. It is here for backwards compatibility only. The information it provided must now be synthesized from the information supplied to syncheck:add-arrow/name-dup/pxpy.

```
(send a-syncheck-annotations syncheck:add-arrow
start-source-obj
start-left
start-right
end-source-obj
end-left
end-right
actual?
phase-level)
→ void?
start-source-obj : (not/c #f)
start-left : exact-nonnegative-integer?
start-right : exact-nonnegative-integer?
end-source-obj : (not/c #f)
end-left : exact-nonnegative-integer?
end-right : exact-nonnegative-integer?
actual? : boolean?
phase-level : (or/c exact-nonnegative-integer? #f)
```

This function is not called directly anymore by Check Syntax. Instead syncheck:add-arrow/name-dup/pxpy is.

This method is invoked by the default implementation of syncheck:add-arrow/name-dup in annotations-mixin.

```
(send a-syncheck-annotations syncheck:add-arrow/name-dup
start-source-obj
start-left
start-right
end-source-obj
end-left
end-right
actual?
phase-level
require-arrow?
name-dup?)
→ void?
start-source-obj : (not/c #f)
start-left : exact-nonnegative-integer?
start-right : exact-nonnegative-integer?
end-source-obj : (not/c #f)
```

```
end-left : exact-nonnegative-integer?
end-right : exact-nonnegative-integer?
actual? : boolean?
phase-level : (or/c exact-nonnegative-integer? #f)
require-arrow? : boolean?
name-dup? : (-> string? boolean?)
```

This function is not called directly anymore by Check Syntax. Instead syncheck:add-arrow/name-dup/pxpy is.

The default implementation of syncheck:add-arrow/name-dup/pxpy discards the start-px start-py end-px end-py arguments and calls this method

```
(send a-syncheck-annotations syncheck:add-arrow/name-dup/pxpy
 start-source-obj
 start-left
start-right
start-px
 start-py
 end-source-obj
 end-left
 end-right
 end-px
end-py
 actual?
phase-level
 require-arrow
name-dup?)
→ void?
start-source-obj : (not/c #f)
 start-left : exact-nonnegative-integer?
start-right : exact-nonnegative-integer?
start-px : (real-in 0 1)
start-py : (real-in 0 1)
 end-source-obj : (not/c #f)
 end-left : exact-nonnegative-integer?
 end-right : exact-nonnegative-integer?
 end-px : (real-in 0 1)
 end-py : (real-in 0 1)
 actual? : boolean?
 phase-level : (or/c exact-nonnegative-integer? #f)
 require-arrow : (or/c boolean? 'module-lang-require)
 name-dup? : (-> string? boolean?)
```

Called to indicate that there should be an arrow between the locations described by the first ten arguments. The start-px and start-py indicate how far along

the diagonal between the upper-left coordinate of the editor position start-left and the bottom-right of the editor position start-right to draw the foot of the arrow. The end-px and end-py indicate the same things for the head of the arrow.

The *phase-level* argument indicates the phase of the binding and the *actual?* argument indicates if the binding is a real one, or a predicted one from a syntax template (predicted bindings are drawn with question marks in Check Syntax).

The require-arrow argument indicates if this arrow points from an imported identifier to its corresponding require. Any true value means that it points to an import via require; #t means it was a normal require and 'module-lang-require means it comes from the implicit require that a module language provides.

The name-dup? predicate returns #t in case that this variable (either the start or end), when replaced with the given string, would shadow some other binding (or otherwise interfere with the binding structure of the program at the time the program was expanded).

Changed in version 1.1 of package drracket-tool-lib: Changed require-arrow to sometimes be 'module-lang-require.

```
(send a-syncheck-annotations syncheck:add-tail-arrow
  from-source-obj
  from-pos
  to-source-obj
  to-pos)
  → void?
  from-source-obj: (not/c #f)
  from-pos: exact-nonnegative-integer?
  to-source-obj: (not/c #f)
  to-pos: exact-nonnegative-integer?
```

Called to indicate that there are two expressions, beginning at *from-pos* and *to-pos* that are in tail position with respect to each other.

```
(send a-syncheck-annotations syncheck:add-mouse-over-status
  source-obj
  pos-left
  pos-right
  str)
  → void?
  source-obj : (not/c #f)
  pos-left : exact-nonnegative-integer?
  pos-right : exact-nonnegative-integer?
  str : string?
```

Called to indicate that the message in *str* should be shown when the mouse passes over the given position.

```
(send a-syncheck-annotations syncheck:add-prefixed-require-reference
req-src
req-pos-left
req-pos-right
prefix
prefix-src
prefix-left
prefix-right)
→ void?
req-src : (not/c #f)
req-pos-left : exact-nonnegative-integer?
req-pos-right : exact-nonnegative-integer?
prefix : symbol?
prefix-src : any/c
prefix-left : (or/c #f exact-nonnegative-integer?)
prefix-right : (or/c #f exact-nonnegative-integer?)
```

This method is called for each require in the program that has a *prefix* or *prefix-all-except* around it in fully expanded form (i.e., it seems to come from a prefix-in or a similar form).

The method is passed the location of the require in the original program, as well as the prefix (as a symbol) and the source locations of the prefix (if they are available).

```
(send a-syncheck-annotations syncheck:add-unused-require
  req-src
  req-pos-left
  req-pos-right)
  → void?
  req-src: (not/c #f)
  req-pos-left: exact-nonnegative-integer?
  req-pos-right: exact-nonnegative-integer?
```

This method is called for each require that Check Syntax determines to be unused. The method is passed the location of the name of the required module in the original program.

```
(send a-syncheck-annotations syncheck:add-jump-to-definition
source-obj
start
end
id
filename
submods)
```

```
→ void?
source-obj : (not/c #f)
start : exact-nonnegative-integer?
end : exact-nonnegative-integer?
id : any/c
filename : path-string?
submods : (listof symbol?)
```

Called to indicate that there is some identifier at the given location (named *id*) that is defined in the *submods* of the file *filename* (where an empty list in *submods* means that the identifier is defined at the top-level module).

```
(send a-syncheck-annotations syncheck:add-definition-target
 source-obj
 start
 finish
style-name)
→ void?
 source-obj : (not/c #f)
 start : exact-nonnegative-integer?
 finish : exact-nonnegative-integer?
 style-name : any/c
(send a-syncheck-annotations syncheck:color-range source-obj
                                                  start
                                                  finish
                                                  style-name
                                                  mode)
→ void?
 source-obj : (not/c #f)
 start : exact-nonnegative-integer?
finish : exact-nonnegative-integer?
 style-name : any/c
 mode : any/c
```

Called to indicate that the given location should be colored according to the style <code>style-name</code> when in <code>mode</code>. The mode either indicates regular check syntax or is used indicate blame for potential contract violations (and still experimental).

```
(send a-syncheck-annotations syncheck:add-rename-menu
id
all-ids
new-name-interferes?)
→ void?
id : symbol?
```

This method is listed only for backwards compatibility. It is not called by Check Syntax anymore.

```
annotations-mixin: (class?..-> . class?)
result implements: syncheck-annotations<%>
```

Supplies all of the methods in syncheck-annotations<%> with default behavior. Be sure to use this mixin to future-proof your code and then override the methods you're interested in.

By default:

- The syncheck:find-source-object method ignores its arguments and returns #f;
- the syncheck:add-arrow/name-dup method drops the require-arrow? and name-dup? arguments and calls syncheck:add-arrow;
- the syncheck:add-arrow/name-dup/pxpy method drops the from-px, from-py, to-px, and to-py arguments and calls syncheck:add-arrow/name-dup; and
- all of the other methods ignore their arguments and return (void).

Here is an example showing how use this library to extract all of the arrows that Check Syntax would draw from various expressions. One subtle point: arrows are only included when the corresponding identifiers are syntax-original?; the code below manages this by copying the properties from an identifier that is syntax-original? in the call to datum->syntax.

```
(cons (list start-source-obj end-source-obj)
                     arrows)))
      (define arrows '())
      (define/public (get-collected-arrows) arrows)))
> (define (arrows form)
    (define base-namespace (make-base-namespace))
    (define-values (add-syntax done)
      (make-traversal base-namespace #f))
    (define collector (new arrows-collector%))
    (parameterize ([current-annotations collector]
                    [current-namespace base-namespace])
      (add-syntax (expand form))
      (done))
    (send collector get-collected-arrows))
> (define (make-id name pos orig?)
    (datum->syntax
     #f
     name
     (list #f #f #f pos (string-length (symbol->string name)))
     (and orig? #'is-orig)))
> (arrows `(\lambda (,(make-id 'x 1 #t)) ,(make-id 'x 2 #t)))
'((#<syntax x> #<syntax x>))
> (arrows `(\lambda (x) x))
'()
> (arrows (\lambda (,(make-id x 1 #f)),(make-id x 2 #t)))
> (arrows (\lambda (,(make-id x 1 #t)) x))
'()
```

syncheck:find-source-object

Bound to an identifier created with define-local-member-name that is used in syncheck-annotations<%>.

```
syncheck:add-text-type
```

Bound to an identifier created with define-local-member-name that is used in syncheck-annotations<%>.

```
syncheck:add-background-color
```

Bound to an identifier created with define-local-member-name that is used in syncheck-annotations<%>.

syncheck:add-require-open-menu

Bound to an identifier created with define-local-member-name that is used in syncheck-annotations<%>.

syncheck:add-docs-menu

Bound to an identifier created with define-local-member-name that is used in syncheck-annotations<%>.

syncheck:add-rename-menu

Bound to an identifier created with define-local-member-name that is used in syncheck-annotations<%>.

syncheck:add-arrow

Bound to an identifier created with define-local-member-name that is used in syncheck-annotations<%>.

syncheck:add-arrow/name-dup

Bound to an identifier created with define-local-member-name that is used in syncheck-annotations<%>.

syncheck:add-arrow/name-dup/pxpy

Bound to an identifier created with define-local-member-name that is used in syncheck-annotations < %>.

syncheck:add-tail-arrow

Bound to an identifier created with define-local-member-name that is used in syncheck-annotations<%>.

syncheck:add-mouse-over-status

Bound to an identifier created with define-local-member-name that is used in syncheck-annotations<%>.

syncheck:add-jump-to-definition

Bound to an identifier created with define-local-member-name that is used in syncheck-annotations<%>.

syncheck:add-id-set

Bound to an identifier created with define-local-member-name that is used in syncheck-annotations<%>.

syncheck:color-range

Bound to an identifier created with define-local-member-name that is used in syncheck-annotations<%>.

syncheck:add-prefixed-require-reference

Bound to an identifier created with define-local-member-name that is used in syncheck-annotations<%>.

syncheck:add-unused-require

Bound to an identifier created with define-local-member-name that is used in syncheck-annotations<%>.

2 Module Browser

Opens a window containing the module browser for path.

3 Module Path Selection

DrRacket provides two APIs for prompting the user to select a module path. One that uses the racket/gui library with a dialog box and one, lower-level, for use with another UI that provides just the information needed for completions.

3.1 GUI Module Path Selection

Opens a dialog box that facilitates choosing a path in the file system accessible via a module.

The user types a partial require path into the dialog and is shown completions of the require path and which paths they correspond to. (The initial content of the field where the user types is <code>init</code>.) Selecting one of the completions causes this function to return with the path of the selected one. If the <code>dir?</code> argument is <code>#t</code>, then the require path might not be complete, in which case the result is a list of directory paths corresponding to the directories where the partial require paths points. If the result is <code>#f</code>, then the user canceled the dialog.

The dialog also has an optional field where the path to some different racket binary than the one currently running. If that is filled in, then the dialog shows completions corresponding to how require would behave in that other racket binary. When that text field is edited, the *pref* is used with preferences: set and preferences: get to record its value so it persists across calls to get-module-path-from-user.

3.2 Module Path Selection Completion Computation

```
(find-module-path-completions dir)
  → (-> string? (listof (list/c string? path?)))
  dir : path-string?
```

This is the completion computing function for get-module-path-from-user.

The dir argument specifies a directory for relative require paths.

The result is a function that closes over some local state that is used to cache information to speed up repeated queries. (This cache should not be used across interactions with the user as it captures details about the current file system's directory and file layout.)

The result function's argument is the string the user has typed and the the result function's result is a new set of completions. Each element of the list corresponds to a completion. The string? portion of each element is the complete require and the path? portion is the path it matches in the filesystem. The get-module-path-from-user function shows the strings to the user and uses the paths to decide how to handle "return" keystrokes (and clicking on the "OK" button). If the path is a directory, then a "return" keystroke with descend into that directory (replacing the place where the user typed with the string portion of that element). If the path is not a directory, then return closes the dialog and returns the path.

Use path->relative-string/library to turn the paths into strings to show the user as potential completions.

This is a version of find-module-path-completions that explicates the *pkg-dirs-cache* argument and supports using a different racket binary (as discussed in get-module-path-from-user).

The pkg-dirs-cache argument should initially be (box #f); it is filled in with the cached

information and then the filled in box can be used on subsequent calls.

Use alternate-racket-clcl/clcp to get the values for the alternate-racket argument in the case that an alternate racket is used. Pass #f for the current racket.

Computes the information needed for completions by calling out to the external racket binary alternate-racket. Use the same pkg-dirs-cache argument as with find-module-path-completions/explicit-cache.

```
current-library-collection-links-info/c : contract?
```

A contract specifying what information used by this library relevant to the current library links.

```
current-library-collection-paths-info/c : contract?
```

A contract specifying what information used by this library relevant to the current library collections.

```
pkg-dirs-info/c : contract?
```

A contract specifying what information used by this library relevant to the pkg directories.