

Having fun with Scheme

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Schemat

- Scheme code formatter
- Written in Rust unfortunately...
- Uses the same `mfmt` formatter library as Pen.
- Rust allocator API + `bumpalo` crate

Schemat

Some features are not supported yet.

- Range comments

- `#| This is a comment. |#`

- Multi-line strings

```
"foo \  
bar"
```

- Read flags 🙄

Implementing Scheme in Rust

- VM is mostly done.
 - Written in Rust
 - The core logic is around 700 lines.
 - Mostly re-implementation of [Ribbit](#)
 - No-std and no-alloc
 - Can be used as a library.
 - Copy GC
- Bytecode compiler
 - Written in Scheme
 - Global variable get/set
- But write codes in Scheme as much as possible.

Next tasks...

- Scheme in Rust
 - More language features in the bytecode compiler
 - Closures
 - Slot variables
- Pen
 - `sort` and `reverse` functions
 - Syntax extension for list pattern matching
 - Compiler improvements

Summary

- Building a VM is fun (again.)