

A Perl 6 trek for Perl 5 pilgrims

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A crash course in Perl 6

Object orientation

Regular expressions and grammars

Perl 6 is still Perl, but different

```
say 'Hello, Perl 5 people!';
```

New operators

```
# bitwise operators
5  +| 3;          # 7          # ternary op
6  +^ 3          # 6          $a == $b ?? 2 * $a !! $b - $a
5  +& 3;         # 1
"b" ~| "d"       # 'f'

# string concatenation
'a' ~ 'b'        # 'ab'

# file tests
if '/etc/passwd' ~~ :e { say "exists" }

# repetition
'a' x 3          # 'aaa'
'a' xx 3         # 'a', 'a', 'a'
```

Equality operators

```
"ab"      eq      "ab"      # True
"1.0"     eq      "1"       # False
"a"       ==      "b"       # True
"1"       ==      1.0      # True
1         ===     1        # True
[1, 2]    ===     [1, 2]    # False
$x = [1, 2];
$x        ===     $x       # True
$x        eqv     $x       # True
[1, 2]    eqv     [1, 2]   # True
1.0       eqv     1        # False

'abc'     ~~      m/a/    # True
1         ~~      0..4    # True
-3        ~~      0..4    # False
```

Deref arrow is a dot nowadays

```
# $obj->method() # Perl 5
```

```
$obj.method() # Perl 6
```

```
for @parcels {  
    .address;  
    .weigh;  
    .ship;  
    while .shipping {  
        .fold;  
        .spindle;  
        .mutilate;  
    }  
    .deliver;  
}
```

Product and zipping operators

```
<a b> X 1..3 # ('a', 1), ('a', 2), ('a', 3),  
              # ('b', 1), ('b', 2), ('b', 3)
```

```
<a b c> Z 1..3 # 'a', 1, 'b', 2, 'c', 3
```

Two dots and three dots

```
my $range = 1..1000;
say $range.max;      # 1000
$range = 1..*;
say $range.max;     # Whatever()<0xcba660>

@fib = 1,1 ... &[+] # The entire Fibonacci sequence

sub foo() { ... }
```


Foreach loops rolled into operators

```
say [+] 1...5;      # sum
say [*] 1...5;     # product
say [<] @list;     # is @list in strict ascending order?
say [!=] @list;    # are no two consecutive items equal?
say [eq] @list;    # are all items string-equal?
say [max] @list;   # largest element

say @a >>+<< @b;  # element-wise sum
say [+] @a >>*<< @b; # dot product from linear algebra
```

No parentheses

```
if $percent > 100 {  
    say "weird mathematics";  
}
```

```
for 1..3 {  
    # using $_ as loop variable  
    say 2 * $_;  
}
```

```
while $stuff.is_wrong {  
    $stuff.try_to_make_right;  
}
```

Powerful looping constructs

```
for 1..10 -> $x {  
  say $x;  
}
```

```
for 0..5 -> $even, $odd {  
  say "Even: $even \t Odd: $odd";  
}
```

```
my %h = a => 1, b => 2, c => 3;  
for %h.kv -> $key, $value {  
  say "$key: $value";  
}
```

```
for (1..1000).pick(50).kv -> $index, $value {  
  say "Number $index is $value";  
}
```

Gradual typing

```
my Int $x = 3;
$x = "foo";           # error
say $x.WHAT;         # 'Int'

# check for a type:
if $x ~~ Int {
    say '$x contains an Int'
}

'a string'           # Str
2                    # Int
3.14                 # Num
(1, 2, 3)            # List
```

Sigil invariance

```
my $five = 5;
print "an interpolating string, just as in perl $five\n";

my @array = 1, 2, 3, 'foo';
my $sum = @array[0] + @array[1];
if $sum > @array[2] {
    say "not executed";
}

my $number_of_elems = @array.elems;      # or +@array
my $last_item = @array[*-1];

my %hash = foo => 1, bar => 2, baz => 3;
say %hash{'bar'};                        # 2
say %hash<bar>;                          # this is auto-quoting
```

More no parens, .perl, and .invert

```
my %comments =
    perl6 => <Amazing Revolutionary>,
    perl5 => <Essential Amazing>,
    perl4 => <Classic>,
    perl1 => <Classic>;

my %epithets;
%epithets.push(%comments.invert);

say %comments.perl;
# {"perl6" => ["Amazing", "Revolutionary"],
#"perl5" => ["Essential", "Amazing"], "perl4" =>
# "Classic", "perl1" => "Classic"}
say %epithets.perl;
# {"Amazing" => ["perl6", "perl5"], "Revolutionary"
# => "perl6", "Essential" => "perl5", "Classic" =>
# ["perl4", "perl1"]}
```

Junctions

```
if $dice_sum == 7 | 11 {  
    say 'Natural!'  
}  
elsif $dice_sum == 2 | 3 | 12 {  
    say 'Craps!'  
}
```

Chained comparisons

```
if 20 < $bob.age < 30 {  
    say 'Bob is a twenty-something.';  
}
```

```
if 0 <= $angle < 2 * pi { ... }
```

```
if 0 < all(@coefficients) <= 1 {  
    say 'Coefficients are already normalized.';  
}
```


Signatures

```
# sub without a signature - perl 5 like
sub print_arguments {
    say "Arguments:";
    for @_ {
        say "\t$_";
    }
}
```

```
# Signature with fixed arity and type:
sub distance(Num $x1, Num $y1, Num $x2, Num $y2) {
    return sqrt ($x2-$x1)**2 + ($y2-$y1)**2;
}
say distance(3, 5, 0, 1);
```

Signatures

```
# Default arguments
sub logarithm($num, $base = 2.7183) {
    return log($num) / log($base)
}
say logarithm(4);           # uses default second argument
say logarithm(4, 2);       # explicit second argument

# named arguments

sub doit(:$when, :$what) {
    say "doing $what at $when";
}
doit(what => 'stuff', when => 'once');
doit(:when<noon>, :what('more stuff'));
```

Multisubs

```
multi sub fib (Int $n where 0|1) { return $n }  
multi sub fib (Int $n) { return fib($n-1) + fib($n-2) }
```

or simply...

```
multi sub fib (0) { return 0 }  
multi sub fib (1) { return 1 }  
multi sub fib (Int $n) { return fib($n-1) + fib($n-2) }
```

Operator overloading

```
sub postfix:<!>(Int $x) {  
    [*] 1..$x  
}
```

```
say 5!;           # 120
```

Unicode!

Classes

```
class Foo {  
}
```

```
class Bar is Foo {  
    # class Bar inherits from class Foo  
    ...  
}
```

Methods

```
class SomeClass {  
  # these two methods do nothing but return  
  # the invocant (self)  
  method foo {  
    return self;  
  }  
  method bar($s: ) {  
    return $s;  
  }  
}
```

```
my SomeClass $x .= new;  
$x.foo.bar # same as $x
```

Submethods

```
class BaseClass {  
  method foo { ... }  
  submethod bar { ... }  
  sub baz { ... }  
}
```

```
class DerivingClass is BaseClass {  
}
```

```
my DerivingClass $d .= new;  
$d.foo();      # works  
$d.bar();      # nope, submethod  
$d.baz();      # nope, sub
```


Attributes

```
class SomeClass {
  has !$a;
  has $.b;
  has $.c is rw;

  method do_stuff {
    return !$a + !$b + !$c;
  }
}

my $x = SomeClass.new;
say $x.a;          # ERROR!
say $x.b;          # ok
$x.b = 2;          # ERROR!
$x.c = 3;          # ok
```

Roles

```
role Paintable {  
  has $.colour is rw;  
  method paint { ... }  
}
```

```
class Shape {  
  method area { ... }  
}
```

```
class Rectangle is Shape does Paintable {  
  has $.width;  
  has $.height;  
  method area {  
    $!width * $!height;  
  }  
}
```

Enums

```
enum Day <Mon Tue Wed Thu Fri Sat Sun>;  
if custom_get_date().Day == Day::Sat | Day::Sun {  
    say "Weekend";  
}
```

Subset types

```
subset Even of Int where { $_ % 2 == 0 }  
# Even can now be used like every other type name
```

```
my Even $x = 2;  
my Even $y = 3; # type mismatch error
```

Subset types

```
sub foo (Int where { ... } $x) { ... }  
# or with the variable at the front:  
sub foo ($x of Int where { ... } ) { ... }
```

New regex syntax

```
# These things work the same:  
# * Capturing (...)  
# * Repetition quantifiers: *, +, and ?  
# * Alternatives: |  
# * Backslash escape: \  
# * Minimal matching suffix: ??, *?, +?  
  
# You have to quote all non-alphanumerics.  
  
# A dot . matches _any_ character.  
# ^ and $ match start/end of string.  
# Use ^^ and $$ for start/end of line. (/s is gone)  
# \n now matches a logical newline.  
# \N matches anything except a newline. (/m is gone)
```

Bracket rationalization

```
# (...) delimits capturing groups
# [...] delimits non-capturing groups
# {...} delimits code blocks

# <...> is used for extensible metasyntax:
#   * subrule:
#     / <sign>? <mantissa> <exponent>? /
#   * code assertion:
#     / (\d**1..3) <?{ $0 < 256 }> /
#   * character classes:
#     / <[ a..z _ ]>* /
#     / <-[a..z_]> <-alpha> /
#   * zero-width assertions:
#     <?alpha>      # match null before a letter, don't capture
#     / <?before pattern> /      # lookahead
#     / <?after pattern> /      # lookbehind
```

Repetition

```
. ** 42                # match exactly 42 times
<item> ** 3..*         # match 3 or more times

<alt> ** '|'           # separator is character
<addend> ** <addop>    # separator is subrule
<item> ** [ \!?'==' ]  # separator is operator
<file>**\h+           # separator is whitespace
```


Backtracking

```
# :          make preceding atom not backtrack
# ::       fail surrounding group instead of backtracking
# :::      fail current regex      instead of backtracking
# commit   fail entire match      instead of backtracking
# cut      continue, but delete everything up to here
```

Regex, token, rule

```
regex { pattern }      # always {...} as delimiters
rx    / pattern /     # (almost) any chars as delimiters
```

```
token ident { [ <alpha> | _ ] \w* }      # same as...
regex ident { [ <alpha>: | _: ]: \w*: } # ...this
```

```
rule quux { next cmd '=' <condition> } # same as...
token quux { <.ws> next <.ws> cmd <.ws> '=' # ...this
             <.ws> <condition> }
```

Grammars

```
grammar XML {
  token TOP    { ^ <xml> $ };
  token xml    { <text> [ <tag> <text> ]* };
  token text   { <-[<>&]>* };
  rule tag     {
    '<'(\w+) <attributes>*
    [
      | '>'                                     # a single tag
      | '>'<xml>'</' $0 '>'                 # an opening
                                           # and a closing tag
    ]
  };
  token attributes { \w+ '=' <-["<>"]>* '"' };
};
```

Grammar inheritance

```
grammar Letter {  
    rule text { <greet> <body> <close> }  
    rule greet { [Hi|Hey|Yo] $<to>=(\S+?) , $$}  
    rule body { <line>+? }  
    rule close { Later dude, $<from>=(.+) }  
    # etc.  
}
```

```
grammar FormalLetter is Letter {  
    rule greet { Dear $<to>=(\S+?) , $$}  
    rule close { Yours sincerely, $<from>=(.+) }  
}
```

Actions

```
grammar Integer {
  token TOP {
    | 0b<[01]>+ {*}   #= binary
    | \d+           {*}   #= decimal
  }
}

class Twice {
  multi method TOP($match, $tag) {
    my $text = ~$match;
    $text = :2($text) if $tag eq 'binary'
    make $text;
  }

  multi method TOP($match) {
    make 2 * $match.ast;
  }
}

Integer.parse('21', :action(Twice.new)).ast      # 42
```

And more...

```
given $source_code {  
    $parsetree = m:keepall/<Perl::prog>/;  
}
```

```
grammar LolPerl is STD { ... }
```

```
$~MAIN = LolPerl;
```

```
# LOL!
```

Bibliography

The material in this talk has been nicked^Wadapted from a number of sources.



Moritz Lentz' "Perl 5 to Perl 6" tutorial.



An email from Damian Conway to perl6-language.



The synopses.

```
# Questions?
```

```
# ("When will Perl 6 be released?")
```