

Contents

1	Introduction	1
1.1	Common Lisp Object System	1
1.2	Contents of the book	1
1.3	Intended Audience	2
I	Preliminaries	3
2	Conventions	5
2.1	How is CLOS different	5
3	Idiomatic programming	7
3.1	Grammatical and idiomatic phrases	7
3.2	Why using idioms is important	10
3.3	Example of Common Lisp idioms	12
3.3.1	Indentation and spacing	12
3.3.2	Naming conventions	15
3.3.3	Comments	18
3.3.4	Documentation strings	19
3.3.5	Signaling conditions	20
3.3.6	Reporting conditions	21
3.3.7	Intervals	21
3.3.8	Use the most specific construct	22
3.3.9	Different versions of <code>nil</code>	23
3.3.10	Most specific case first	24
3.3.11	Slots vs accessors	24
3.3.12	Scopes of variables	24
3.3.13	Using <code>assert</code>	24
3.3.14	Make intention explicit	24

4	Guide to coding style	27
4.1	Numbers	27
4.2	Identifiers	27
4.3	Spacing	28
4.4	Indentation	28
4.5	Line width	28
4.6	Alignment of arguments	29
4.7	Use of loop	29
4.8	Documentation strings	29
4.9	Slots and slot accessors	29
4.10	Conditions	30
4.11	Reader macros	30
4.12	Packages	30
4.13	Misc	30
4.14	Conditionals	30
4.15	Type checking	31
5	The concept of a protocol	33
5.1	Modules, interface, and implementation	33
5.2	Definition of protocol	34
5.3	Relation to traditional classes	35
5.4	Examples of protocols	35
5.5	Completeness	35
5.6	Minimality	36
5.7	Protocol classes	36
5.8	Description of operations	36
II	Basic object-oriented techniques	39
6	Defining generic functions	41
7	Defining classes and instances	49
8	Encapsulation obtained with the package system	57
III	The standard method combination	61
9	Standard method combination	63

<i>CONTENTS</i>	v
10 Software project management	67
11 Music engraving	71
12 Case study: tree editor	75
13 Editor Buffer	77
13.1 Requirements	77
13.2 Protocols	78
13.2.1 Item Access Protocol	78
13.2.2 Line Access Protocol	80
13.2.3 Paragraph Access Protocol	82
IV Other standardized method combinations	85
14 Other built-in method combinations	87
15 Simple serialization library	89
15.1 External syntax	89
15.2 Package definition	89
15.3 Reader programming	90
15.4 Conditions	90
V Appendices	93
A Common Lisp implementations	95
A.1 Commercial: Allegro	95
A.2 Commercial: LispWorks	95
A.3 Scieneer	95
A.4 FLOSS: CMUCL	95
A.5 FLOSS: SBCL	95
A.6 FLOSS: CLisp	95
A.7 FLOSS: GCL	95
A.8 MCL	96
A.9 Historic: Gold Hill Common Lisp	96
B Using SLIME	97
B.1 What SLIME is	97
B.2 Installing SLIME	98

B.3	Starting SLIME	98
B.4	The interaction buffer	99
B.5	Indentation	99
B.6	SLIME debugger	99
B.6.1	Buffer	99
B.7	Inspector	101
B.7.1	Invoking the inspector	101
B.7.2	Commands inside the inspector	102
B.8	Commands for ASDF	102
C	Quicklisp	103
C.1	General description	103
C.2	Functionality	103
C.2.1	Package	103
C.2.2	Functions	103
C.2.3	Directories	104
D	ASDF	105
D.1	General description	105
D.2	Creating a simple system definition	106
E	Lisp History	107
E.1	MacLisp	107
E.2	Portable Standard Lisp	107
E.3	Interlisp	107
F	The defclass macro	109
F.1	Syntax	109
F.2	List of superclasses	109
F.3	List of slot specifiers	110
F.3.1	The <code>:initform</code> slot option	110
F.3.2	The <code>:initarg</code> slot option	111
G	The defgeneric macro	113
G.1	Syntax	113
G.2	Options	113
G.2.1	Specifying the argument precedence order	114
G.2.2	Optimize declaration specifiers	114
G.2.3	Documentation string	114
G.2.4	Method combination	114

G.2.5	Generic-function class	114
G.2.6	Method class	114
G.3	Method descriptions	114
G.4	Examples	114
H	The defmethod macro	115
I	Inheritance details	117
I.1	Terminology	117
I.2	The class precedence list	118
J	Instance creation and initialization	119
J.1	allocate-instance	119
J.2	initialize-instance	119
K	Community resources	121
K.1	Usenet groups	121
K.2	Blogs	121
K.3	IRC channels	121
K.3.1	#lisp	121
K.3.2	##lisp	122
K.3.3	##lispcafe	122
K.3.4	##lispnoobs	122
L	Selected Common Lisp libraries	123
M	How CLOS is able to get good performance	125
	Index	128
	Bibliography	129