D Programming Language Specification
This is the specification for the D Programming Language. For more information see dlang.org.

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</tr>
</tbody>
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Chapter 1

Introduction

The D programming language is a general purpose systems programming language. To that end, a D program is a collection of modules that can be compiled separately to native code that is combined with libraries and compiled C code by a linker to create a native executable.

1.1 Phases of Compilation

The process of compiling is divided into multiple phases. Each phase has no dependence on subsequent phases. For example, the scanner is not perturbed by the semantic analyzer. This separation of the passes makes language tools like syntax directed editors relatively easy to produce. It also is possible to compress D source by storing it in ‘tokenized’ form.

1. **source character set**
   The source file is checked to see what character set it is, and the appropriate scanner is loaded. ASCII and UTF formats are accepted.
2. **script line**
   If the first line starts with "#!", then that line is ignored.
3. **lexical analysis**
   The source file is divided up into a sequence of tokens. Special tokens are replaced with other tokens. *SpecialTokenSequences* are processed and removed.
4. **syntax analysis**
   The sequence of tokens is parsed to form syntax trees.
5. **semantic analysis**
   The syntax trees are traversed to declare variables, load symbol tables, assign types, and in general determine the meaning of the program.
6. **optimization**
Optimization is an optional pass that tries to rewrite the program in a semantically equivalent, but faster executing, version.

7. **code generation**

Instructions are selected from the target architecture to implement the semantics of the program. The typical result will be an object file, suitable for input to a linker.
Chapter 2

Lexical

The lexical analysis is independent of the syntax parsing and the semantic analysis. The lexical analyzer splits the source text up into tokens. The lexical grammar describes the syntax of those tokens. The grammar is designed to be suitable for high speed scanning and to make it easy to write a correct scanner for it. It has a minimum of special case rules and there is only one phase of translation.

2.1 Source Text

Source text can be in one of the following formats:

- ASCII
- UTF-8
- UTF-16BE
- UTF-16LE
- UTF-32BE
- UTF-32LE

One of the following UTF BOMs (Byte Order Marks) can be present at the beginning of the source text:
## UTF Byte Order Marks

<table>
<thead>
<tr>
<th>Format</th>
<th>BOM</th>
</tr>
</thead>
<tbody>
<tr>
<td>UTF-8</td>
<td>EF BB BF</td>
</tr>
<tr>
<td>UTF-16BE</td>
<td>FE FF</td>
</tr>
<tr>
<td>UTF-16LE</td>
<td>FF FE</td>
</tr>
<tr>
<td>UTF-32BE</td>
<td>00 00 FE FF</td>
</tr>
<tr>
<td>UTF-32LE</td>
<td>FF FE 00 00</td>
</tr>
<tr>
<td>ASCII</td>
<td>no BOM</td>
</tr>
</tbody>
</table>

If the source file does not start with a BOM, then the first character must be less than or equal to U+0000007F.

The source text is decoded from its source representation into Unicode Characters. The Characters are further divided into: WhiteSpace, EndOfFile, Comments, SpecialTokenSequences, Tokens, all followed by EndOfFile.

The source text is split into tokens using the maximal munch technique, i.e., the lexical analyzer makes the longest token it can. For example `>>` is a right shift token, not two greater than tokens. There are two exceptions to this rule:

- A `. ` embedded inside what looks like two floating point literals, as in `1 . 2`, is interpreted as if the `. ` was separated by a space from the first integer.
- A `1. a` is interpreted as the three tokens `1`, `. `, and `a`, whereas `1. a` is interpreted as the two tokens `1. ` and `a`.

### 2.2 Character Set

*Character:* any Unicode character

### 2.3 End of File

*EndOfFile:*  
physical end of the file  
\u0000  
\u001A

The source text is terminated by whichever comes first.
2.4 End of Line

EndOfLine:
  \u000D
  \u000A
  \u000D \u000A
  \u2028
  \u2029
  EndOfFile

2.5 White Space

WhiteSpace:
  Space
  Space WhiteSpace

  Space:
    \u0020
    \u0009
    \u000B
    \u000C

2.6 Comments

Comment:
  BlockComment
  LineComment
  NestingBlockComment

  BlockComment:
    /* Characters */

  LineComment:
    // Characters EndOfFile
There are three kinds of comments:

1. Block comments can span multiple lines, but do not nest.
2. Line comments terminate at the end of the line.
3. Nesting block comments can span multiple lines and can nest.

The contents of strings and comments are not tokenized. Consequently, comment openings occurring within a string do not begin a comment, and string delimiters within a comment do not affect the recognition of comment closings and nested /* comment openings. With the exception of /* occurring within a /* comment, comment openings within a comment are ignored.

```plaintext
a = /* // */ 1;  // parses as if 'a = 1;'
a = /* "+\l+/\l1"; // parses as if 'a = " +/ 1";
```

Comments cannot be used as token concatenators, for example, abc/**/def is two tokens, abc and def, not one abcdef token.

### 2.7 Tokens

Token:
2.8 Identifiers

Identifier:
  IdentifierStart
  IdentifierStart IdentifierChars

IdentifierChars:
  IdentifierChar
  IdentifierChar IdentifierChars

IdentifierStart:
  _
  Letter

Identifier:
-=
!=
=
StringLiteral
--
!<>=
==
CharacterLiteral
+
!<>=
*
IntegerLiteral
+=
!<
*=
FloatLiteral
++
!<=
%
Keyword
<
!>
%= /
<=
!>=
^=
/= <<
( ^= . <= ) ^= ..
<> [ ^= ...
>= ] ^= &
> { ^= &=
>= } ^= &&
>>= ^= ||
>>> ^= -!
$
Identifiers start with a letter, _, or universal alpha, and are followed by any number of letters, _, digits, or universal alphas. Universal alphas are as defined in ISO/IEC 9899:1999(E) Appendix D of the C99 Standard. Identifiers can be arbitrarily long, and are case sensitive.

**Implementation Defined**: Identifiers starting with _ (two underscores) are reserved.

### 2.9 String Literals

**StringLiteral**:  
- WysiwygString  
- AlternateWysiwygString  
- DoubleQuotedString  
- HexString  
- DelimitedString  
- TokenString

**WysiwygString**:  
- r" WysiwygCharacters " StringPostfix_opt

**AlternateWysiwygString**:  
- ' WysiwygCharacters ' StringPostfix_opt

**WysiwygCharacters**:  
- WysiwygCharacter  
- WysiwygCharacter WysiwygCharacters
WysiwygCharacter:  
    Character  
    EndOfLine

DoubleQuotedString:  
    " DoubleQuotedCharacters " StringPostfix opt

DoubleQuotedCharacters:  
    DoubleQuotedCharacter  
    DoubleQuotedCharacter DoubleQuotedCharacters

DoubleQuotedCharacter:  
    Character  
    EscapeSequence  
    EndOfLine

EscapeSequence:  
    \  
    "  
    ?  
    \  
    \0  
    \a  
    \b  
    \f  
    \n  
    \r  
    \t  
    \v  
    \x HexDigit HexDigit  
    \ OctalDigit  
    \ OctalDigit OctalDigit  
    \ OctalDigit OctalDigit OctalDigit  
    \u HexDigit HexDigit HexDigit HexDigit  
    \U HexDigit HexDigit HexDigit HexDigit HexDigit HexDigit HexDigit HexDigit  
    \ NamedCharacterEntity
2.9. STRING LITERALS

HexString:
   x" HexStringChars " StringPostfix opt

HexStringChars:
   HexStringChar
   HexStringChar HexStringChars

HexStringChar:
   HexDigit
   WhiteSpace
   EndOfLine

StringPostfix:
   c
   w
   d

DelimitedString:
   q" Delimiter WysiwygCharacters MatchingDelimiter "

TokenString:
   q{ Tokens }

A string literal is either a double quoted string, a wysiwyg quoted string, a delimited string, a
token string, or a hex string.
In all string literal forms, an EndOfLine is regarded as a single \n character.
String literals are read only.

Undefined Behavior: Writes to string literals cannot always be detected, but cause undefined
behavior.
Wysiwyg Strings

Wysiwyg ("what you see is what you get") quoted strings are enclosed by r" and ". All characters between the r" and " are part of the string. There are no escape sequences inside wysiwyg strings.

r"I am Oz"
r"c:\games\Sudoku.exe"
r"ab\n" // string is 4 characters,
    // 'a', 'b', '\', 'n'

An alternate form of wysiwyg strings are enclosed by backquotes, the ' character.

' the Great and Powerful. '
'c:\games\Empire.exe'
'The "lazy" dog'
'a"b\n' // string is 5 characters,
    // 'a', '"', 'b', '\', 'n'

Double Quoted Strings

Double quoted strings are enclosed by "". EscapeSequences can be embedded into them.

"Who are you?"
"c:\games\Doom.exe"
"ab\n" // string is 3 characters,
    // 'a', 'b', and a linefeed
"ab"
    // string is 3 characters,
    // 'a', 'b', and a linefeed

Hex Strings

Hex strings allow string literals to be created using hex data. The hex data need not form valid UTF characters.

x"0A" // same as "\x0A"
x"00_FBCD_32FD_0A" // same as
    // "\x00\xFB\xCD\x32\xFD\x0A"

Whitespace and newlines are ignored, so the hex data can be easily formatted. The number of hex characters must be a multiple of 2.

Note: Hex Strings are deprecated. Please use std.conv.hexString instead.
2.9. STRING LITERALS

Delimited Strings

Delimited strings use various forms of delimiters. The delimiter, whether a character or identifier, must immediately follow the " without any intervening whitespace. The terminating delimiter must immediately precede the closing " without any intervening whitespace. A nesting delimiter nests, and is one of the following characters:

<table>
<thead>
<tr>
<th>Delimiter</th>
<th>Matching Delimiter</th>
</tr>
</thead>
<tbody>
<tr>
<td>[</td>
<td>]</td>
</tr>
<tr>
<td>(</td>
<td>)</td>
</tr>
<tr>
<td>&lt;</td>
<td>&gt;</td>
</tr>
<tr>
<td>{</td>
<td>}</td>
</tr>
</tbody>
</table>

q"(foo(xxx))"    // "foo(xxx)"
q"[foo{"      // "foo{"

If the delimiter is an identifier, the identifier must be immediately followed by a newline, and the matching delimiter is the same identifier starting at the beginning of the line:

```
writeln(q"EOS
This
is\nl\nmulti-line
heredoc\nstring
EOS"
);
```

The newline following the opening identifier is not part of the string, but the last newline before the closing identifier is part of the string. The closing identifier must be placed on its own line at the leftmost column.

Otherwise, the matching delimiter is the same as the delimiter character:

q"/foo/"    // "foo"
// q"/abc/def/"    // error

Token Strings

Token strings open with the characters q{ and close with the token }. In between must be valid D tokens. The { and } tokens nest. The string is formed of all the characters between the opening and closing of the token string, including comments.
"this is the voice of" // "this is the voice of"
q{ /*}*/ } // "/*}*/"
q{ world(q{control}); } // " world(q{control}); "
q{ __TIME__ } // " __TIME__ "
// i.e. it is not replaced with the time
// q{ __EOF__ } // error
// __EOF__ is not a token, it’s end of file

String Postfix

The optional StringPostfix character gives a specific type to the string, rather than it being inferred from the context. The types corresponding to the postfix characters are:

<table>
<thead>
<tr>
<th>String Literal Postfix Characters</th>
</tr>
</thead>
<tbody>
<tr>
<td>Postfix</td>
</tr>
<tr>
<td>---------</td>
</tr>
<tr>
<td>c</td>
</tr>
<tr>
<td>w</td>
</tr>
<tr>
<td>d</td>
</tr>
</tbody>
</table>

"hello"c // string
"hello"w // wstring
"hello"d // dstring

The string literals are assembled as UTF-8 char arrays, and the postfix is applied to convert to wchar or dchar as necessary as a final step.

2.10 Escape Sequences

The escape sequences listed in EscapeSequence are:

<table>
<thead>
<tr>
<th>Sequence</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>\</td>
<td>Literal single-quote: '</td>
</tr>
<tr>
<td>&quot;</td>
<td>Literal double-quote: &quot;</td>
</tr>
<tr>
<td>?</td>
<td>Literal question mark: ?</td>
</tr>
<tr>
<td>\</td>
<td>Literal backslash: \</td>
</tr>
<tr>
<td>\0</td>
<td>Binary zero (NUL, U+0000).</td>
</tr>
</tbody>
</table>
### 2.11. CHARACTER LITERALS

**Character Literals**

**CharacterLiteral:**

`' SingleQuotedCharacter '`

**SingleQuotedCharacter:**

Character

EscapeSequence

Character literals are a single character or escape sequence enclosed by single quotes.

```
'\h'    // the letter h
'\n'    // newline
'\\'   // the backslash character
```
2.12 Integer Literals

```
IntegerLiteral:
  Integer
  Integer IntegerSuffix

Integer:
  DecimalInteger
  BinaryInteger
  HexadecimalInteger

IntegerSuffix:
  L
  u
  U
  Lu
  LU
  uL
  UL

DecimalInteger:
  0
  NonZeroDigit
  NonZeroDigit DecimalDigitsUS

BinaryInteger:
  BinPrefix BinaryDigitsNoSingleUS

BinPrefix:
  Ob
  OB

HexadecimalInteger:
  HexPrefix HexDigitsNoSingleUS
```
NonZeroDigit:
  1
  2
  3
  4
  5
  6
  7
  8
  9

DecimalDigits:
  DecimalDigit
  DecimalDigit DecimalDigits

DecimalDigitsUS:
  DecimalDigitUS
  DecimalDigitUS DecimalDigitsUS

DecimalDigitsNoSingleUS:
  DecimalDigit
  DecimalDigit DecimalDigitsUS
  DecimalDigitsUS DecimalDigit

DecimalDigitsNoStartingUS:
  DecimalDigit
  DecimalDigit DecimalDigitsUS

DecimalDigit:
  0
  NonZeroDigit
DecimalDigitUS:
   DecimalDigit

BinaryDigitsNoSingleUS:
   BinaryDigit
   BinaryDigit BinaryDigitsUS
   BinaryDigitsUS BinaryDigit
   BinaryDigitsUS BinaryDigit BinaryDigitsUS

BinaryDigitsUS:
   BinaryDigitUS
   BinaryDigitUS BinaryDigitsUS

BinaryDigit:
   0
   1

BinaryDigitUS:
   BinaryDigit

OctalDigit:
   0
   1
   2
   3
   4
   5
   6
   7

HexDigits:
   HexDigit
2.12. INTEGER LITERALS

HexDigit HexDigits

HexDigitsUS:
   HexDigitUS
   HexDigitUS HexDigitsUS

HexDigitsNoSingleUS:
   HexDigit
   HexDigit HexDigitsUS
   HexDigitsUS HexDigit

HexDigitsNoStartingUS:
   HexDigit
   HexDigit HexDigitsUS

HexDigit:
   DecimalDigit
   HexLetter

HexDigitUS:
   HexDigit
   
   
HexLetter:
   a
   b
   c
   d
   e
   f
   A
   B
   C
   D
Integers can be specified in decimal, binary, or hexadecimal.

Decimal integers are a sequence of decimal digits.

Binary integers are a sequence of binary digits preceded by a ‘0b’ or ‘0B’.

C-style octal integer notation was deemed too easy to mix up with decimal notation; it is only fully supported in string literals. D still supports octal integer literals interpreted at compile time through the `std.conv.octal` template, as in `octal!167`.

Hexadecimal integers are a sequence of hexadecimal digits preceded by a ‘0x’ or ‘0X’.

Integers can have embedded ‘_’ characters, which are ignored.

```
20_000   // leagues under the sea
867_5309 // number on the wall
1_522_000 // thrust of F1 engine (lbf sea level)
```

Integers can be immediately followed by one ‘L’ or one of ‘u’ or ‘U’ or both. Note that there is no ‘l’ suffix.

The type of the integer is resolved as follows:
2.13. FLOATING POINT LITERALS

<table>
<thead>
<tr>
<th>Literal Type</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Usual decimal notation</strong></td>
<td></td>
</tr>
<tr>
<td>0 .. 2_147_483_647</td>
<td>int</td>
</tr>
<tr>
<td>2_147_483_648 .. 9_223_372_036_854_775_807</td>
<td>long</td>
</tr>
<tr>
<td><strong>Explicit suffixes</strong></td>
<td></td>
</tr>
<tr>
<td>0L .. 9_223_372_036_854_775_807L</td>
<td>long</td>
</tr>
<tr>
<td>0U .. 4_294_967_295U</td>
<td>uint</td>
</tr>
<tr>
<td>4_294_967_296U .. 18_446_744_073_709_551_615U</td>
<td>ulong</td>
</tr>
<tr>
<td>0UL .. 18_446_744_073_709_551_615UL</td>
<td>ulong</td>
</tr>
<tr>
<td><strong>Hexadecimal notation</strong></td>
<td></td>
</tr>
<tr>
<td>0x0 .. 0x7FFF_FFFF</td>
<td>int</td>
</tr>
<tr>
<td>0x8000_0000 .. 0xFFFF_FFFF</td>
<td>uint</td>
</tr>
<tr>
<td>0x1_0000_0000 .. 0x7FFF_FFFF_FFFF_FFFF</td>
<td>long</td>
</tr>
<tr>
<td>0x8000_0000_0000_0000 .. 0xFFFF_FFFF_FFFF_FFFF</td>
<td>ulong</td>
</tr>
<tr>
<td><strong>Hexadecimal notation with explicit suffixes</strong></td>
<td></td>
</tr>
<tr>
<td>0x0L .. 0x7FFF_FFFF_FFFF_FFFFL</td>
<td>long</td>
</tr>
<tr>
<td>0x8000_0000_0000_0000L .. 0xFFFF_FFFF_FFFF_FFFFL</td>
<td>ulong</td>
</tr>
<tr>
<td>0xOU .. 0xFFFF_FFFF_FFFF</td>
<td>uint</td>
</tr>
<tr>
<td>0x1_0000_0000OU .. 0xFFFF_FFFF_FFFF_FFFF</td>
<td>ulong</td>
</tr>
<tr>
<td>0xOU .. 0xFFFF_FFFF_FFFF_FFFUL</td>
<td>ulong</td>
</tr>
</tbody>
</table>

An integer literal may not exceed those values.

**Best Practices:** Octal integer notation is not supported in integer literals. However, octal integer literals can be interpreted at compile time through the `std.conv.octal` template, as in `octal!167`.

### 2.13 Floating Point Literals

**FloatLiteral:**

```plaintext
Float
Float Suffix
Integer Float Suffix
Integer Imaginary Suffix
Integer Float Suffix Imaginary Suffix
Integer Real Suffix Imaginary Suffix
```
Float:
   DecimalFloat
   HexFloat

DecimalFloat:
   LeadingDecimal .
   LeadingDecimal . DecimalDigits
   DecimalDigits . DecimalDigitsNoStartingUS DecimalExponent
   . DecimalInteger
   . DecimalInteger DecimalExponent
   LeadingDecimal DecimalExponent

DecimalExponent
   DecimalExponentStart DecimalDigitsNoSingleUS

DecimalExponentStart
   e
   E
   e+
   E+
   e-
   E-

HexFloat:
   HexPrefix HexDigitsNoSingleUS . HexDigitsNoStartingUS HexExponent
   HexPrefix . HexDigitsNoStartingUS HexExponent
   HexPrefix HexDigitsNoSingleUS HexExponent

HexPrefix:
   Ox
   OX

HexExponent:
   HexExponentStart DecimalDigitsNoSingleUS
HexExponentStart:
- p
- P
- p+
- P+
- p-
- P-

Suffix:
- FloatSuffix
- RealSuffix
- ImaginarySuffix
- FloatSuffix ImaginarySuffix
- RealSuffix ImaginarySuffix

FloatSuffix:
- f
- F

RealSuffix:
- L

ImaginarySuffix:
- i

LeadingDecimal:
- DecimalInteger
- 0 DecimalDigitsNoSingleUS

Floats can be in decimal or hexadecimal format.
Hexadecimal floats are preceded by a \texttt{0x} or \texttt{0X} and the exponent is a \texttt{p} or \texttt{P} followed by a decimal number serving as the exponent of 2.

Floating literals can have embedded \texttt{'}_' characters, which are ignored.

\begin{verbatim}
2.645_751
6.022140857E+23
6_022.140857E+20
6_022_.140_857E+20_
\end{verbatim}

Floating literals with no suffix are of type \texttt{double}. They can be followed by one \texttt{f}, \texttt{F}, or \texttt{L} suffix. The \texttt{f} or \texttt{F} suffix types it is a \texttt{float}, and \texttt{L} types it is a \texttt{real}.

If a floating literal is followed by \texttt{i}, then it is an \texttt{ireal} (imaginary) type.

Examples:

\begin{verbatim}
0x1.FFFFFFFFFFFFFFp1023  // double.max
0x1p-52                  // double.epsilon
1.175494351e-38F         // float.min
6.3i                     // idouble 6.3
6.3fi                    // ifloat 6.3
6.3Li                    // ireal 6.3
\end{verbatim}

The literal may not exceed the range of the type. The literal is rounded to fit into the significant digits of the type.

If a floating literal has a \texttt{.} and a type suffix, at least one digit must be in-between:

\begin{verbatim}
1f;  // OK, float
1.f;  // error
1.;  // OK, double
\end{verbatim}

\subsection{2.14 Keywords}

Keywords are reserved identifiers.

\textit{Keyword}:

\begin{verbatim}
abstract       assert       body
alias          auto         bool
align          break        case
asm            byte         cast
\end{verbatim}
2.14. KEYWORDS

```
catch
cdouble
cent
cfloat
cchar
class
cconst
ccontinue
creal

cgoto
cpackage
cpragma

cclass
cclass

cchar
cchar

cdouble
cdouble

cconst
cconst

ccontinue
ccontinue

creal
creal

cimport

cin
creal

cdchar
cdchar

cdebug

cdefault
cdefault

cdelegate
cdelegate

delete (deprecated)
decleared

defdeprecated
decprecated

ddo
ddo
ddouble
double

dlazy
dlazy

dlong
dlong

delse
delse

denum
denum

dexport
dexport

dextern
dextern

dmodule
dmodule

dfor
dfor

dforeach
dforeach

dforeach_reverse
dforeach_reverse

dfunction
dfunction

doverride
```
2.15 Special Tokens

These tokens are replaced with other tokens according to the following table:

<table>
<thead>
<tr>
<th>Special Tokens</th>
<th>Replaced with</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>DATE</strong></td>
<td>string literal of the date of compilation &quot;mmm dd yyyy&quot;</td>
</tr>
<tr>
<td><strong>EOF</strong></td>
<td>sets the scanner to the end of the file</td>
</tr>
<tr>
<td><strong>TIME</strong></td>
<td>string literal of the time of compilation &quot;hh:mm:ss&quot;</td>
</tr>
<tr>
<td><strong>TIMESTAMP</strong></td>
<td>string literal of the date and time of compilation &quot;www mmm dd hh:mm:ss yyyy&quot;</td>
</tr>
<tr>
<td><strong>VENDOR</strong></td>
<td>Compiler vendor string</td>
</tr>
<tr>
<td><strong>VERSION</strong></td>
<td>Compiler version as an integer</td>
</tr>
</tbody>
</table>

**Implementation Defined:** The replacement string literal for __VENDOR__ and the replacement integer value for __VERSION__.

2.16 Special Token Sequences

SpecialTokenSequence:

```
# line IntegerLiteral EndOfFile
# line IntegerLiteral Filespec EndOfFile
```

Filespec:

```
" Characters "
```

Special token sequences are processed by the lexical analyzer, may appear between any other tokens, and do not affect the syntax parsing.

There is currently only one special token sequence, #line.

This sets the current source line number to IntegerLiteral, and optionally the current source file name to Filespec, beginning with the next line of source text.

The backslash character is not treated specially inside Filespec strings.

For example:

```
int #line 6 "foo\bar"
x; // this is now line 6 of file foo\bar
```

**Implementation Defined:** The source file and line number is typically used for printing error messages and for mapping generated code back to the source for the symbolic debugging output.
3.1 Lexical Syntax

Refer to the page for lexical syntax.

3.2 Modules

\[ \text{Module:} \]
\[ \quad \text{ModuleDeclaration } \text{DeclDefs} \]
\[ \quad \text{DeclDefs} \]

\[ \text{DeclDefs:} \]
\[ \quad \text{DeclDef} \]
\[ \quad \text{DeclDef } \text{DeclDefs} \]

\[ \text{DeclDef:} \]
\[ \quad \text{AttributeSpecifier} \]
\[ \quad \text{Declaration} \]
\[ \quad \text{Constructor} \]
\[ \quad \text{Destructor} \]
\[ \quad \text{Postblit} \]
\[ \quad \text{Allocator} \]
\[ \quad \text{Deallocator} \]
\[ \quad \text{ClassInvariant} \]
\[ \quad \text{StructInvariant} \]
UnitTest
AliasThis
StaticConstructor
StaticDestructor
SharedStaticConstructor
SharedStaticDestructor
ConditionalDeclaration
DebugSpecification
VersionSpecification
StaticAssert
TemplateDeclaration
TemplateMixinDeclaration
TemplateMixin
MixinDeclaration
;

ModuleDeclaration:
   ModuleAttributes opt module ModuleFullyQualifiedName ;

ModuleAttributes:
   ModuleAttribute
   ModuleAttribute ModuleAttributes

ModuleAttribute:
   DeprecatedAttribute
   UserDefinedAttribute

ModuleFullyQualifiedName:
   ModuleName
   Packages . ModuleName

ModuleName:
   Identifier
3.2. MODULES

Packagess:
  PackageName
  Packages . PackageName

PackageName:
  Identifier

ImportDeclaration:
  import ImportList ;
  static import ImportList ;

ImportList:
  Import
  ImportBindings
  Import , ImportList

Import:
  ModuleFullyQualifiedName
  ModuleAliasIdentifier = ModuleFullyQualifiedName

ImportBindings:
  Import : ImportBindList

ImportBindList:
  ImportBind
  ImportBind , ImportBindList

ImportBind:
  Identifier
  Identifier = Identifier

ModuleAliasIdentifier:
Identifier

MixinDeclaration:
   mixin ( ArgumentList ) ;

3.3 Declarations

Declaration:
   FuncDeclaration
   VarDeclarations
   AliasDeclaration
   AggregateDeclaration
   EnumDeclaration
   ImportDeclaration
   ConditionalDeclaration
   StaticForeachDeclaration
   StaticAssert

VarDeclarations:
   StorageClasses_opt BasicType Declarators ;
   AutoDeclaration

Declarators:
   DeclaratorInitializer
   DeclaratorInitializer , DeclaratorIdentifierList

DeclaratorInitializer:
   VarDeclarator
   VarDeclarator TemplateParameters_opt =Initializer
   AltDeclarator
   AltDeclarator =Initializer

DeclaratorIdentifierList:
   DeclaratorIdentifier
3.3. DECLARATIONS

DeclaratorIdentifier, DeclaratorIdentifierList

DeclaratorIdentifier:
   VarDeclaratorIdentifier
   AltDeclaratorIdentifier

VarDeclaratorIdentifier:
   Identifier
   Identifier TemplateParametersopt = Initializer

AltDeclaratorIdentifier:
   BasicType2 Identifier AltDeclaratorSuffixesopt
   BasicType2 Identifier AltDeclaratorSuffixesopt = Initializer
   BasicType2 Identifier AltDeclaratorSuffixes
   BasicType2 Identifier AltDeclaratorSuffixes = Initializer

Declarator:
   VarDeclarator
   AltDeclarator

VarDeclarator:
   BasicType2opt Identifier

AltDeclarator:
   BasicType2opt Identifier AltDeclaratorSuffixes
   BasicType2opt (AltDeclaratorX)
   BasicType2opt (AltDeclaratorX) AltFuncDeclaratorSuffix
   BasicType2opt (AltDeclaratorX) AltDeclaratorSuffixes

AltDeclaratorX:
   BasicType2opt Identifier
   BasicType2opt Identifier AltFuncDeclaratorSuffix
   AltDeclarator
AltDeclaratorSuffixes:
   AltDeclaratorSuffix
   AltDeclaratorSuffix AltDeclaratorSuffixes

AltDeclaratorSuffix:
   [ ]
   [ AssignExpression ]
   [ Type ]

AltFuncDeclaratorSuffix:
   Parameters MemberFunctionAttributes opt

Type:
   TypeCtors opt BasicType BasicType2 opt

TypeCtors:
   TypeCtor
   TypeCtor TypeCtors

TypeCtor:
   const
   immutable
   inout
   shared

BasicType:
   BasicTypeX
   . IdentifierList
   IdentifierList
   Typeof
   Typeof . IdentifierList
   TypeCtor ( Type )
3.3. DECLARATIONS

TypeVector
Traits

BasicTypeX:

<table>
<thead>
<tr>
<th>BasicTypeX</th>
<th>BasicTypeX</th>
<th>BasicTypeX</th>
<th>BasicTypeX</th>
<th>BasicTypeX</th>
<th>BasicTypeX</th>
</tr>
</thead>
<tbody>
<tr>
<td>bool</td>
<td>int</td>
<td>ucent</td>
<td>double</td>
<td>cfloat</td>
<td></td>
</tr>
<tr>
<td>byte</td>
<td>uint</td>
<td>char</td>
<td>real</td>
<td>cdouble</td>
<td></td>
</tr>
<tr>
<td>ubyte</td>
<td>long</td>
<td>wchar</td>
<td>ifloat</td>
<td>creal</td>
<td></td>
</tr>
<tr>
<td>short</td>
<td>ulong</td>
<td>dchar</td>
<td>idouble</td>
<td>void</td>
<td></td>
</tr>
<tr>
<td>ushort</td>
<td>cent</td>
<td>float</td>
<td>ireal</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

BasicType2:

BasicType2X BasicType2 opt

BasicType2X:

* [ ]

[ AssignExpression ]
[ AssignExpression .. AssignExpression ]
[ Type ]
delegate Parameters MemberFunctionAttributes opt
function Parameters FunctionAttributes opt

IdentifierList:

Identifier
Identifier . IdentifierList
TemplateInstance
TemplateInstance . IdentifierList
Identifier [ AssignExpression ] . IdentifierList
StorageClasses:
StorageClass
StorageClass StorageClasses

StorageClass:

LinkageAttribute extern auto shared ref
AlignAttribute abstract scope __gshared
deprecated final const Property
enum override immutable nothrow
static synchronized inout pure

Initializer:
VoidInitializer
NonVoidInitializer

NonVoidInitializer:
ExpInitializer
ArrayInitializer
StructInitializer

ExpInitializer:
AssignExpression

ArrayInitializer:

\[
\text{ArrayMemberInitializations}_{\text{opt}}
\]

ArrayMemberInitializations:
ArrayMemberInitialization
3.3. DECLARATIONS

ArrayMemberInitialization, ArrayMemberInitialization, ArrayMemberInitializations

ArrayMemberInitialization:
  NonVoidInitializer
  AssignExpression : NonVoidInitializer

StructInitializer:
  { StructMemberInitializers opt }

StructMemberInitializers:
  StructMemberInitializer
  StructMemberInitializer, StructMemberInitializer, StructMemberInitializers

StructMemberInitializer:
  NonVoidInitializer
  Identifier : NonVoidInitializer

AutoDeclaration:
  StorageClasses AutoDeclarationX ;

AutoDeclarationX:
  AutoDeclarationY
  AutoDeclarationX , AutoDeclarationY

AutoDeclarationY:
  Identifier TemplateParameters opt = Initializer

AliasDeclaration:
  alias StorageClasses opt BasicType Declarators ;
  alias StorageClasses opt BasicType FuncDeclarator ;
alias AliasDeclarationX;

AliasDeclarationX:
   AliasDeclarationY
   AliasDeclarationX , AliasDeclarationY

AliasDeclarationY:
   Identifier TemplateParametersopt = StorageClassesopt Type
   Identifier TemplateParametersopt = FunctionLiteral

typeof:
   typeof ( Expression )
   typeof ( return )

VoidInitializer:
   void

3.4 Attributes

AttributeSpecifier:
   Attribute :
   Attribute DeclarationBlock

Attribute:
   LinkageAttribute
   AlignAttribute
   DeprecatedAttribute
   VisibilityAttribute
  Pragma
   static
   extern
   abstract
   final
   override
3.4. ATTRIBUTES

synchronized
auto
scope
cost
immutable
inout
shared
__gshared
AtAttribute
nothrow
pure
ref
return

AtAttribute:
@ disable
@ nogc
Property
@ safe
@ system
@ trusted
UserDefinedAttribute

Property:
@ property

DeclarationBlock:
DeclDef
{ DeclDefs_opt }

LinkageAttribute:
extern ( LinkageType )
extern ( C++, IdentifierList )

LinkageType:
AlignAttribute:
    align
    align ( AssignExpression )

DeprecatedAttribute:
    deprecated
    deprecated ( AssignExpression )

VisibilityAttribute:
    private
    package
    package ( IdentifierList )
    protected
    public
    export

UserDefinedAttribute:
    @ ( ArgumentList )
    @ Identifier
    @ Identifier ( ArgumentList_opt )
    @ TemplateInstance
    @ TemplateInstance ( ArgumentList_opt )

3.5 Pragmas

Pragma:
    pragma ( Identifier )
    pragma ( Identifier , ArgumentList )
3.6 Expressions

Expression:
    CommaExpression

CommaExpression:
    AssignExpression
    AssignExpression , CommaExpression

AssignExpression:
    ConditionalExpression
    ConditionalExpression = AssignExpression
    ConditionalExpression += AssignExpression
    ConditionalExpression -= AssignExpression
    ConditionalExpression *= AssignExpression
    ConditionalExpression /= AssignExpression
    ConditionalExpression %= AssignExpression
    ConditionalExpression &= AssignExpression
    ConditionalExpression |= AssignExpression
    ConditionalExpression ^= AssignExpression
    ConditionalExpression ^= AssignExpression

ConditionalExpression:
    OrOrExpression
    OrOrExpression ? Expression : ConditionalExpression

OrOrExpression:
    AndAndExpression
    OrOrExpression || AndAndExpression

AndAndExpression:
    OrExpression
CHAPTER 3. GRAMMAR

AndExpression & OrExpression

OrExpression:
  XorExpression
  OrExpression | XorExpression

XorExpression:
  AndExpression
  XorExpression ^ AndExpression

AndExpression:
  CmpExpression
  AndExpression & CmpExpression

CmpExpression:
  ShiftExpression
  EqualExpression
  IdentityExpression
  RelExpression
  InExpression

EqualExpression:
  ShiftExpression == ShiftExpression
  ShiftExpression != ShiftExpression

IdentityExpression:
  ShiftExpression is ShiftExpression
  ShiftExpression !is ShiftExpression

RelExpression:
  ShiftExpression < ShiftExpression
  ShiftExpression <= ShiftExpression
  ShiftExpression > ShiftExpression
  ShiftExpression >= ShiftExpression
3.6. EXPRESSIONS

InExpression:
  ShiftExpression in ShiftExpression
  ShiftExpression !in ShiftExpression

ShiftExpression:
  AddExpression
  ShiftExpression << AddExpression
  ShiftExpression >> AddExpression
  ShiftExpression >>> AddExpression

AddExpression:
  MulExpression
  AddExpression + MulExpression
  AddExpression - MulExpression
  CatExpression

CatExpression:
  AddExpression ~ MulExpression

MulExpression:
  UnaryExpression
  MulExpression * UnaryExpression
  MulExpression / UnaryExpression
  MulExpression %, UnaryExpression

UnaryExpression:
  & UnaryExpression
  ++ UnaryExpression
  -- UnaryExpression
  * UnaryExpression
  - UnaryExpression
  + UnaryExpression
  ! UnaryExpression
  ComplementExpression
  ( Type ). Identifier
  ( Type ). TemplateInstance
DeleteExpression
CastExpression
PowExpression

ComplementExpression:
  ~ UnaryExpression

NewExpression:
  new AllocatorArguments_opt Type
  NewExpressionWithArgs

NewExpressionWithArgs:
  new AllocatorArguments_opt Type [ AssignExpression ]
  new AllocatorArguments_opt Type ( ArgumentList_opt )
  NewAnonClassExpression

AllocatorArguments:
  ( ArgumentList_opt )

ArgumentList:
  AssignExpression
  AssignExpression ,
  AssignExpression , ArgumentList

DeleteExpression:
  delete UnaryExpression

CastExpression:
  cast ( Type ) UnaryExpression
  cast ( TypeCtors_opt ) UnaryExpression

PowExpression:
  PostfixExpression
3.6. EXPRESSIONS

PostfixExpression ^^ UnaryExpression

PostfixExpression:
  PrimaryExpression
  PostfixExpression . Identifier
  PostfixExpression . TemplateInstance
  PostfixExpression . NewExpression
  PostfixExpression ++
  PostfixExpression --
  PostfixExpression ( ArgumentList_opt )
  TypeCtors_opt BasicType ( ArgumentList_opt )
  IndexExpression
  SliceExpression

IndexExpression:
  PostfixExpression [ ArgumentList ]

SliceExpression:
  PostfixExpression [ ]
  PostfixExpression [ Slice ,opt ]
Slice:
  AssignExpression
  AssignExpression , Slice
  AssignExpression .. AssignExpression
  AssignExpression .. AssignExpression , Slice

PrimaryExpression:
  Identifier
  . Identifier
  TemplateInstance
  . TemplateInstance
  this
  super
  null
  true
  false
$  
IntegerLiteral
FloatLiteral
CharacterLiteral
StringLiterals
ArrayLiteral
AssocArrayLiteral
FunctionLiteral
AssertExpression
MixinExpression
ImportExpression
NewExpressionWithArgs
BasicTypeX . Identifier
BasicTypeX ( ArgumentList_opt )
TypeCtor ( Type ) . Identifier
TypeCtor ( Type ) ( ArgumentList_opt )
Typeof
TypidExpression
IsExpression
( Expression )
SpecialKeyword
TraitsExpression

StringLiterals:
  StringLiteral
  StringLiterals StringLiteral

ArrayLiteral:
  [ ArgumentList_opt ]

AssocArrayLiteral:
  [ KeyValuePairs ]

KeyValuePairs:
  KeyValuePair
  KeyValuePair , KeyValuePairs
3.6. **EXPRESSIONS**

**KeyValuePair:**

```
KeyExpression : ValueExpression
```

**KeyExpression:**

```
AssignExpression
```

**ValueExpression:**

```
AssignExpression
```

**FunctionLiteral:**

```
function Type opt ParameterWithAttributes opt FunctionLiteralBody
delegate Type opt ParameterWithMemberAttributes opt FunctionLiteralBody
ParameterMemberAttributes FunctionLiteralBody
FunctionLiteralBody
Lambda
```

**ParameterWithAttributes:**

```
Parameters FunctionAttributes opt
```

**ParameterWithMemberAttributes:**

```
Parameters MemberFunctionAttributes opt
```

**FunctionLiteralBody:**

```
BlockStatement
FunctionContracts opt BodyStatement
```

**Lambda:**

```
function Type opt ParameterAttributes => AssignExpression
delegate Type opt ParameterMemberAttributes => AssignExpression
ParameterMemberAttributes => AssignExpression
Identifier => AssignExpression
```
CHAPTER 3. GRAMMAR

AssertExpression:
   assert ( AssertArguments )

AssertArguments:
   AssignExpression , opt
   AssignExpression , AssignExpression , opt

MixinExpression:
   mixin ( ArgumentList )

ImportExpression:
   import ( AssignExpression )

TypeIdExpression:
   typeid ( Type )
   typeid ( Expression )

IsExpression:
   is ( Type )
   is ( Type : TypeSpecialization )
   is ( Type == TypeSpecialization )
   is ( Type : TypeSpecialization , TemplateParameterList )
   is ( Type == TypeSpecialization , TemplateParameterList )
   is ( Type Identifier )
   is ( Type Identifier : TypeSpecialization )
   is ( Type Identifier == TypeSpecialization )
   is ( Type Identifier : TypeSpecialization , TemplateParameterList )
   is ( Type Identifier == TypeSpecialization , TemplateParameterList )

TypeSpecialization:
   Type
3.7 Statements

Statement:

; NonEmptyStatement
ScopeBlockStatement

NoScopeNonEmptyStatement:
NonEmptyStatement
BlockStatement

NoScopeStatement:
;

SpecialKeyword:

__FILE__
__FILE_FULL_PATH__
__MODULE__
__LINE__
__FUNCTION__
__PRETTY_FUNCTION__
NonEmptyStatement
BlockStatement

NonEmptyOrScopeBlockStatement:
NonEmptyStatement
ScopeBlockStatement

NonEmptyStatement:
NonEmptyStatementNoCaseNoDefault
CaseStatement
CaseRangeStatement
DefaultStatement

NonEmptyStatementNoCaseNoDefault:
LabeledStatement
ExpressionStatement
DeclarationStatement
IfStatement
WhileStatement
DoStatement
ForStatement
ForeachStatement
SwitchStatement
FinalSwitchStatement
ContinueStatement
BreakStatement
ReturnStatement
GotoStatement
WithStatement
SynchronizedStatement
TryStatement
ScopeGuardStatement
ThrowStatement
AsmStatement
PragmaStatement
MixinStatement
ForeachRangeStatement
3.7. STATEMENTS

ConditionalStatement
StaticForeachStatement
StaticAssert
TemplateMixin
ImportDeclaration

ScopeStatement:
  NonEmptyStatement
  BlockStatement

ScopeBlockStatement:
  BlockStatement

LabeledStatement:
  Identifier :
  Identifier : NoScopeStatement
  Identifier : Statement

BlockStatement:
  { }  
  { StatementList }

StatementList:
  Statement
  Statement StatementList

ExpressionStatement:
  Expression ;

DeclarationStatement:
  StorageClasses_opt Declaration
IfStatement:
   if ( IfCondition ) ThenStatement
   if ( IfCondition ) ThenStatement else ElseStatement

IfCondition:
   Expression
   auto Identifier = Expression
   TypeCtors Identifier = Expression
   TypeCtors\textsubscript{opt} BasicType Declarator = Expression

ThenStatement:
   ScopeStatement

ElseStatement:
   ScopeStatement

WhileStatement:
   while ( Expression ) ScopeStatement

DoStatement:
   do ScopeStatement while ( Expression ) ;

ForStatement:
   for ( Initialize Test\textsubscript{opt} ; Increment\textsubscript{opt} ) ScopeStatement

Initialize:
   ;
   NoScopeNonEmptyStatement

Test:
   Expression
3.7. STATEMENTS

Increment:
   Expression

AggregateForeach:
   Foreach (ForeachTypeList; ForeachAggregate)

ForeachStatement:
   AggregateForeach NoScopeNonEmptyStatement

Foreach:
   foreach
   foreach_reverse

ForeachTypeList:
   ForeachType
   ForeachType, ForeachTypeList

ForeachType:
   ForeachTypeAttributes_opt BasicType Declarator
   ForeachTypeAttributes_opt Identifier
   ForeachTypeAttributes_opt alias Identifier

ForeachTypeAttributes
   ForeachTypeAttribute
   ForeachTypeAttribute ForeachTypeAttributes_opt

ForeachTypeAttribute:
   ref
   TypeCtor
   enum
ForeachAggregate:
  Expression

RangeForeach:
  Foreach ( ForeachType ; LwrExpression .. UprExpression )

LwrExpression:
  Expression

UprExpression:
  Expression

ForeachRangeStatement:
  RangeForeach ScopeStatement

SwitchStatement:
  switch ( Expression ) ScopeStatement

CaseStatement:
  case ArgumentList : ScopeStatementList

CaseRangeStatement:
  case FirstExp : .. case LastExp : ScopeStatementList

FirstExp:
  AssignExpression

LastExp:
  AssignExpression
3.7. STATEMENTS

DefaultStatement:
   default : ScopeStatementList

ScopeStatementList:
   StatementListNoCaseNoDefault

StatementListNoCaseNoDefault:
   StatementNoCaseNoDefault StatementListNoCaseNoDefault

StatementNoCaseNoDefault:
   ;
   NonEmptyStatementNoCaseNoDefault
   ScopeBlockStatement

FinalSwitchStatement:
   final switch ( Expression ) ScopeStatement

ContinueStatement:
   continue Identifieropt ;

BreakStatement:
   break Identifieropt ;

ReturnStatement:
   return Expressionopt ;

GotoStatement:
   goto Identifier ;
   goto default ;
   goto case ;
   goto case Expression ;
WithStatement:
  with ( Expression ) ScopeStatement
  with ( Symbol ) ScopeStatement
  with ( TemplateInstance ) ScopeStatement

SynchronizedStatement:
  synchronized ScopeStatement
  synchronized ( Expression ) ScopeStatement

TryStatement:
  try ScopeStatement Catches
  try ScopeStatement Catches FinallyStatement
  try ScopeStatement FinallyStatement

Catches:
  Catch
  Catch Catches

Catch:
  catch ( CatchParameter ) NoScopeNonEmptyStatement

CatchParameter:
  BasicType Identifier

FinallyStatement:
  finally NoScopeNonEmptyStatement

ThrowStatement:
  throw Expression ;

ScopeGuardStatement:
  scope ( exit ) NonEmptyOrScopeBlockStatement
3.8. STRUCTS AND UNIONS

\[
\begin{align*}
\text{scope (success)} & \text{ NonEmptyOrScopeBlockStatement} \\
\text{scope (failure)} & \text{ NonEmptyOrScopeBlockStatement}
\end{align*}
\]

\[
\begin{align*}
\text{AsmStatement:} & \quad \text{asm } \text{FunctionAttributes opt } \{ \text{AsmInstructionList opt } \}
\end{align*}
\]

\[
\begin{align*}
\text{AsmInstructionList:} & \quad \text{AsmInstruction ; } \\
& \quad \text{AsmInstruction ; AsmInstructionList}
\end{align*}
\]

\[
\begin{align*}
\text{PragmaStatement:} & \quad \text{Pragma NoScopeStatement}
\end{align*}
\]

\[
\begin{align*}
\text{MixinStatement:} & \quad \text{mixin ( ArgumentList ) ;}
\end{align*}
\]

3.8 Structures and Unions

\[
\begin{align*}
\text{AggregateDeclaration:} & \quad \text{ClassDeclaration} \\
& \quad \text{InterfaceDeclaration} \\
& \quad \text{StructDeclaration} \\
& \quad \text{UnionDeclaration}
\end{align*}
\]

\[
\begin{align*}
\text{StructDeclaration:} & \quad \text{struct Identifier ; } \\
& \quad \text{struct Identifier AggregateBody} \\
& \quad \text{StructTemplateDeclaration} \\
& \quad \text{AnonStructDeclaration}
\end{align*}
\]

\[
\begin{align*}
\text{AnonStructDeclaration:} & \quad \text{struct AggregateBody}
\end{align*}
\]
UnionDeclaration:
   union Identifier ;
   union Identifier AggregateBody
   UnionTemplateDeclaration
   AnonUnionDeclaration

AnonUnionDeclaration:
   union AggregateBody

AggregateBody:
   { DeclDefs opt }

Postblit:
   this ( this ) MemberFunctionAttributes opt ;
   this ( this ) MemberFunctionAttributes opt FunctionBody

StructInvariant:
   invariant ( ) BlockStatement
   invariant BlockStatement
   invariant ( AssertArguments ) ;

3.9 Classes

ClassDeclaration:
   class Identifier ;
   class Identifier BaseClassList opt AggregateBody
   ClassTemplateDeclaration

BaseClassList:
   : SuperClass
   : SuperClass , Interfaces
   : Interfaces
3.9. CLASSES

SuperClass:
   BasicType

Interfaces:
   Interface
      Interface , Interfaces

Interface:
   BasicType

Constructor:
   this Parameters MemberFunctionAttributes opt ;
   this Parameters MemberFunctionAttributes opt FunctionBody
   ConstructorTemplate

Destructor:
   ~ this ( ) MemberFunctionAttributes opt ;
   ~ this ( ) MemberFunctionAttributes opt FunctionBody

StaticConstructor:
   static this ( ) MemberFunctionAttributes opt ;
   static this ( ) MemberFunctionAttributes opt FunctionBody

StaticDestructor:
   static ~ this ( ) MemberFunctionAttributes opt ;
   static ~ this ( ) MemberFunctionAttributes opt FunctionBody

SharedStaticConstructor:
   shared static this ( ) MemberFunctionAttributes opt ;
   shared static this ( ) MemberFunctionAttributes opt FunctionBody
**SharedStaticDestructor:**

\[
\text{shared static } \sim \text{ this ( ) } \text{MemberFunctionAttributes opt ;}
\]

\[
\text{shared static } \sim \text{ this ( ) } \text{MemberFunctionAttributes opt FunctionBody}
\]

**ClassInvariant:**

\[
\text{invariant ( ) BlockStatement} \\
\text{invariant BlockStatement} \\
\text{invariant ( AssertArguments ) ;}
\]

**Allocator:**

\[
\text{new Parameters ;} \\
\text{new Parameters FunctionBody}
\]

**Deallocator:**

\[
\text{delete Parameters ;} \\
\text{delete Parameters FunctionBody}
\]

**AliasThis:**

\[
\text{alias Identifier this ;}
\]

**NewAnonClassExpression:**

\[
\text{new } \text{AllocatorArguments opt class ClassArguments opt SuperClass opt Interfaces opt AggregateBody}
\]

**ClassArguments:**

\[
( \text{ArgumentList opt} )
\]

\[
\text{class Identifier : SuperClass Interfaces AggregateBody} \\
\text{new (ArgumentList) Identifier (ArgumentList)};
\]

### 3.10 Interfaces

**InterfaceDeclaration:**
3.11. ENUMS

interface Identifier ;
interface Identifier BaseInterfaceList opt AggregateBody
InterfaceTemplateDeclaration

BaseInterfaceList:
: Interfaces

3.11 Enums

EnumDeclaration:
  enum Identifier EnumBody
  enum Identifier : EnumBaseType EnumBody
AnonymousEnumDeclaration

EnumBaseType:
  Type

EnumBody:
  { EnumMembers }
;

EnumMembers:
  EnumMember
  EnumMember ,
  EnumMember , EnumMembers

EnumMemberAttributes:
  EnumMemberAttribute
  EnumMemberAttribute EnumMemberAttributes

EnumMemberAttribute:
  DeprecatedAttribute
UserDefinedAttribute
@disable

EnumMember:
    EnumMemberAttributes_opt Identifier
    EnumMemberAttributes_opt Identifier = AssignExpression

AnonymousEnumDeclaration:
    enum : EnumBaseType { EnumMembers }
    enum { EnumMembers }
    enum { AnonymousEnumMembers }

AnonymousEnumMembers:
    AnonymousEnumMember
    AnonymousEnumMember ,
    AnonymousEnumMember , AnonymousEnumMembers

AnonymousEnumMember:
    EnumMember
    Type Identifier = AssignExpression

3.12 Functions

FuncDeclaration:
    StorageClasses_opt BasicType FuncDeclarator FunctionBody
    AutoFuncDeclaration

AutoFuncDeclaration:
    StorageClasses Identifier FuncDeclaratorSuffix FunctionBody

FuncDeclarator:
    BasicType2_opt Identifier FuncDeclaratorSuffix
3.12. FUNCTIONS

FuncDeclaratorSuffix:
  Parameters MemberFunctionAttributes opt
  TemplateParameters Parameters MemberFunctionAttributes opt Constraint opt

Parameters:
  ( ParameterList opt )

ParameterList:
  Parameter
  Parameter , ParameterList
  ...

Parameter:
  ParameterAttributes opt BasicType Declarator
  ParameterAttributes opt BasicType Declarator ...
  ParameterAttributes opt BasicType Declarator = AssignExpression
  ParameterAttributes opt Type
  ParameterAttributes opt Type ...

ParameterAttributes:
  InOut
  UserDefinedAttribute
  ParameterAttributes InOut
  ParameterAttributes UserDefinedAttribute
  ParameterAttributes

InOut:
  auto
  TypeCtor
  final
  in
  lazy
  out
ref
return ref
scope

FunctionAttributes:
  FunctionAttribute
  FunctionAttribute FunctionAttributes

FunctionAttribute:
  nothrow
  pure
  Property

MemberFunctionAttributes:
  MemberFunctionAttribute
  MemberFunctionAttribute MemberFunctionAttributes

MemberFunctionAttribute:
  const
  immutable
  inout
  return
  shared
  FunctionAttribute

FunctionBody:
  SpecifiedFunctionBody
  MissingFunctionBody

FunctionLiteralBody:
  SpecifiedFunctionBody

SpecifiedFunctionBody:
3.12. FUNCTIONS

\[
d_{\text{opt}} \text{ BlockStatement}
\]
\[
\text{FunctionContracts}_{\text{opt}} \text{ InOutContractExpression } d_{\text{opt}} \text{ BlockStatement}
\]
\[
\text{FunctionContracts}_{\text{opt}} \text{ InOutStatement } d \text{ BlockStatement}
\]

MissingFunctionBody:

\[
; \text{ FunctionContracts}_{\text{opt}} \text{ InOutContractExpression } ;
\]
\[
\text{FunctionContracts}_{\text{opt}} \text{ InOutStatement}
\]

FunctionContracts:

\[
\text{FunctionContract}
\]
\[
\text{FunctionContract} \text{ FunctionContracts}
\]

FunctionContract:

\[
\text{InOutContractExpression}
\]
\[
\text{InOutStatement}
\]

InOutContractExpression:

\[
\text{InContractExpression}
\]
\[
\text{OutContractExpression}
\]

InOutStatement:

\[
\text{InStatement}
\]
\[
\text{OutStatement}
\]

InContractExpression:

\[
\text{in} ( \text{AssertArguments} )
\]

OutContractExpression:

\[
\text{out} ( ; \text{AssertArguments} )
\]
\[
\text{out} ( \text{Identifier} ; \text{AssertArguments} )
\]
InStatement:
    in BlockStatement

OutStatement:
    out BlockStatement
    out ( Identifier ) BlockStatement

3.13 Templates

TemplateDeclaration:
    template Identifier TemplateParameters Constraint_opt { DeclDefs_opt }

TemplateParameters:
    ( TemplateParameterList_opt )

TemplateParameterList:
    TemplateParameter
    TemplateParameter ,
    TemplateParameter , TemplateParameterList

TemplateParameter:
    TemplateTypeParameter
    TemplateValueParameter
    TemplateAliasParameter
    TemplateSequenceParameter
    TemplateThisParameter

TemplateInstance:
    Identifier TemplateArguments

TemplateArguments:
    ! ( TemplateArgumentList_opt )
    ! TemplateSingleArgument
3.13. TEMPLATES

TemplateArgumentList:
  TemplateArgument
  TemplateArgument ,
  TemplateArgument , TemplateArgumentList

TemplateArgument:
  Type
  AssignExpression
  Symbol

Symbol:
  SymbolTail
  . SymbolTail

SymbolTail:
  Identifier
  Identifier . SymbolTail
  TemplateInstance
  TemplateInstance . SymbolTail

TemplateSingleArgument:
  Identifier
  BasicTypeX
  CharacterLiteral
  StringLiteral
  IntegerLiteral
  FloatLiteral
  true
  false
  null
  this
  SpecialKeyword
TemplateTypeParameter:
  Identifier
  Identifier TemplateTypeParameterSpecialization
  Identifier TemplateTypeParameterDefault
  Identifier TemplateTypeParameterSpecialization TemplateTypeParameterDefault

TemplateTypeParameterSpecialization:
  : Type

TemplateTypeParameterDefault:
  = Type

TemplateThisParameter:
  this TemplateTypeParameter

TemplateValueParameter:
  BasicType Declarator
  BasicType Declarator TemplateValueParameterSpecialization
  BasicType Declarator TemplateValueParameterDefault
  BasicType Declarator TemplateValueParameterSpecialization TemplateValueParameterDefault

TemplateValueParameterSpecialization:
  : ConditionalExpression

TemplateValueParameterDefault:
  = AssignExpression
  = SpecialKeyword

TemplateAliasParameter:
  alias Identifier TemplateAliasParameterSpecialization_opt TemplateAliasParameterDefault_opt
  alias BasicType Declarator TemplateAliasParameterSpecialization_opt TemplateAliasParameterDefault_opt
3.13. TEMPLATES

TemplateAliasParameterSpecialization:
    : Type
    : ConditionalExpression

TemplateAliasParameterDefault:
    = Type
    = ConditionalExpression

TemplateSequenceParameter:
    Identifier ...

ConstructorTemplate:
    this TemplateParameters Parameters MemberFunctionAttributes opt Constraint opt :
    this TemplateParameters Parameters MemberFunctionAttributes opt Constraint opt FunctionBody

ClassTemplateDeclaration:
    class Identifier TemplateParameters Constraint opt BaseClassList opt AggregateBody
    class Identifier TemplateParameters BaseClassList opt Constraint opt AggregateBody

InterfaceTemplateDeclaration:
    interface Identifier TemplateParameters Constraint opt BaseInterfaceList opt AggregateBody
    interface Identifier TemplateParameters BaseInterfaceList Constraint AggregateBody

StructTemplateDeclaration:
    struct Identifier TemplateParameters Constraint opt AggregateBody

UnionTemplateDeclaration:
    union Identifier TemplateParameters Constraint opt AggregateBody

Constraint:
    if ( Expression )
3.14 Template Mixins

TemplateMixinDeclaration:
   mixin template Identifier TemplateParameters Constraint opt { DeclDefs opt }

TemplateMixin:
   mixin MixinTemplateName TemplateArguments opt Identifier opt ;

MixinTemplateName:
   . QualifiedIdentifierList
   QualifiedIdentifierList
   Typeof . QualifiedIdentifierList

QualifiedIdentifierList:
   Identifier
   Identifier . QualifiedIdentifierList
   TemplateInstance . QualifiedIdentifierList

3.15 Conditional Compilation

ConditionalDeclaration:
   Condition DeclarationBlock
   Condition DeclarationBlock else DeclarationBlock
   Condition : DeclDefs opt
   Condition DeclarationBlock else : DeclDefs opt

ConditionalStatement:
   Condition NoScopeNonEmptyStatement
   Condition NoScopeNonEmptyStatement else NoScopeNonEmptyStatement

Condition:
   VersionCondition
   DebugCondition
   StaticIfCondition
3.15. CONDITIONAL COMPILATION

VersionCondition:
  version ( IntegerLiteral )
  version ( Identifier )
  version ( unittest )
  version ( assert )

VersionSpecification:
  version = Identifier ;
  version = IntegerLiteral ;

DebugCondition:
  debug
  debug ( IntegerLiteral )
  debug ( Identifier )

DebugSpecification:
  debug = Identifier ;
  debug = IntegerLiteral ;

StaticIfCondition:
  static if ( AssignExpression )

StaticForeach:
  static AggregateForeach
  static RangeForeach

StaticForeachDeclaration:
  StaticForeach DeclarationBlock
  StaticForeach : DeclDefs opt

StaticForeachStatement:
  StaticForeach NoScopeNonEmptyStatement
StaticAssert:
  static assert ( AssertArguments );

3.16 Traits

TraitsExpression:
  __traits ( TraitsKeyword , TraitsArguments )

TraitsKeyword:
  isAbstractClass
  isArithmetic
  isAssociativeArray
  isFinalClass
  isPOD
  isNested
  isFuture
  isDeprecated
  isFloating
  isIntegral
  isScalar
  isStaticArray
  isUnsigned
  isDisabled
  isVirtualFunction
  isVirtualMethod
  isAbstractFunction
  isFinalFunction
  isStaticFunction
  isOverrideFunction
  isTemplate
  isRef
  isOut
  isLazy
  isReturnOnStack
  isZeroInit
  hasMember
  identifier
3.17. UNIT TESTS

getAliasThis
getAttributes
getFunctionAttributes
getFunctionVariadicStyle
getLinkage
getMember
getOverloads
getParameterStorageClasses
getPointerBitmap
getProtection
getTargetInfo
getVirtualFunctions
getVirtualMethods
getUnitTests
parent
classInstanceSize
getVirtualIndex
allMembers
derivedMembers
isEqual
compiles

TraitsArguments:
  TraitsArgument
  TraitsArgument, TraitsArguments

TraitsArgument:
  AssignExpression
  Type

3.17 Unit Tests

UnitTest:
  unittest BlockStatement
3.18 D x86 Inline Assembler

\textbf{AsmStatement}:\ 
\begin{verbatim}
asm \textit{FunctionAttributes}_{opt} \{ \textit{AsmInstructionList}_{opt} \}
\end{verbatim}

\textbf{AsmInstructionList}:\ 
\begin{verbatim}
AsmInstruction ;
AsmInstruction ; AsmInstructionList
\end{verbatim}

\textbf{AsmInstruction}:\ 
\begin{verbatim}
Identifier : AsmInstruction
align IntegerExpression
even
naked
db Operands
ds Operands
di Operands
dl Operands
df Operands
dd Operands
de Operands
db StringLiteral
ds StringLiteral
di StringLiteral
dl StringLiteral
dw StringLiteral
dq StringLiteral
 Opcode
 Opcode Operands
\end{verbatim}

\textbf{Operands}:\ 
\begin{verbatim}
Operand
Operand , Operands
\end{verbatim}

\textbf{IntegerExpression}:\ 
\begin{verbatim}
IntegerLiteral
\end{verbatim}
3.18.  D X86 INLINE ASSEMBLER

Identifier

Register:
AL  AH  AX  EAX  
BL  BH  BX  EBX  
CL  CH  CX  ECX  
DL  DH  DX  EDX  
BP  EBP  
SP  ESP  
DI  EDI  
SI  ESI  
ES  CS  SS  DS  GS  FS  
CR0  CR2  CR3  CR4  
DR0  DR1  DR2  DR3  DR6  DR7  
TR3  TR4  TR5  TR6  TR7  
ST  
ST(0)  ST(1)  ST(2)  ST(3)  ST(4)  ST(5)  ST(6)  ST(7)  
MM0  MM1  MM2  MM3  MM4  MM5  MM6  MM7  
XMM0  XMM1  XMM2  XMM3  XMM4  XMM5  XMM6  XMM7  

Register64:
RAX  RBX  RCX  RDX  
BPL  RBP  
SPL  RSP  
DIL  RDI  
SIL  RSI  
R8B  R8W  R8D  R8  
R9B  R9W  R9D  R9  
R10B  R10W  R10D  R10  
R11B  R11W  R11D  R11  
R12B  R12W  R12D  R12  
R13B  R13W  R13D  R13  
R14B  R14W  R14D  R14  
R15B  R15W  R15D  R15  
XMM8  XMM9  XMM10  XMM11  XMM12  XMM13  XMM14  XMM15  
YMM0  YMM1  YMM2  YMM3  YMM4  YMM5  YMM6  YMM7  
YMM8  YMM9  YMM10  YMM11  YMM12  YMM13  YMM14  YMM15
Operand:
   AsmExp

AsmExp:
   AsmLogOrExp
   AsmLogOrExp  ?  AsmExp :  AsmExp

AsmLogOrExp:
   AsmLogAndExp
   AsmLogOrExp  ||  AsmLogAndExp

AsmLogAndExp:
   AsmOrExp
   AsmLogAndExp  &&  AsmOrExp

AsmOrExp:
   AsmXorExp
   AsmOrExp  |  AsmXorExp

AsmXorExp:
   AsmAndExp
   AsmXorExp  ^  AsmAndExp

AsmAndExp:
   AsmEqualExp
   AsmAndExp  &  AsmEqualExp

AsmEqualExp:
   AsmRelExp
   AsmEqualExp  ==  AsmRelExp
   AsmEqualExp  !=  AsmRelExp
3.18. D X86 INLINE ASSEMBLER

**AsmRelExp:**
- AsmShiftExp
- AsmRelExp < AsmShiftExp
- AsmRelExp <= AsmShiftExp
- AsmRelExp > AsmShiftExp
- AsmRelExp >= AsmShiftExp

**AsmShiftExp:**
- AsmAddExp
- AsmShiftExp << AsmAddExp
- AsmShiftExp >> AsmAddExp
- AsmShiftExp >>> AsmAddExp

**AsmAddExp:**
- AsmMulExp
- AsmAddExp + AsmMulExp
- AsmAddExp - AsmMulExp

**AsmMulExp:**
- AsmBrExp
- AsmMulExp * AsmBrExp
- AsmMulExp / AsmBrExp
- AsmMulExp % AsmBrExp

**AsmBrExp:**
- AsmUnaExp
- AsmBrExp [ AsmExp ]

**AsmUnaExp:**
- AsmTypePrefix AsmExp
- offsetof AsmExp
- seg AsmExp
- + AsmUnaExp
- - AsmUnaExp
- ! AsmUnaExp
AsmUnExp:
AsmPrimaryExp

AsmPrimaryExp:
  IntegerLiteral
  FloatLiteral
  __LOCAL_SIZE
  $
  Register
  Register : AsmExp
  Register64
  Register64 : AsmExp
  DotIdentifier
  this

DotIdentifier:
  Identifier
  Identifier . DotIdentifier

AsmTypePrefix:
  near ptr
  far ptr
  byte ptr
  short ptr
  int ptr
  word ptr
  dword ptr
  qword ptr
  float ptr
  double ptr
  real ptr

3.19  Named Character Entities

NamedCharacterEntity:
  & Identifier ;
3.20 Application Binary Interface

MangledName:
   _D QualifiedName Type
   _D QualifiedName Z    // Internal

QualifiedName:
   SymbolFunctionName
   SymbolFunctionName QualifiedName

SymbolFunctionName:
   SymbolName
   SymbolName TypeFunctionNoReturn
   SymbolName M TypeModifiers opt TypeFunctionNoReturn

SymbolName:
   LName
   TemplateInstanceName
   IdentifierBackRef
   0    // anonymous symbols

TemplateInstanceName:
   TemplateID LName TemplateArgs Z

TemplateID:
   _T
   _U    // for symbols declared inside template constraint

TemplateArgs:
   TemplateArg
   TemplateArg TemplateArgs
CHAPTER 3. GRAMMAR

TemplateArg:
  TemplateArgX
  H TemplateArgX

TemplateArgX:
  T Type
  V Type Value
  S QualifiedName
  X Number ExternallyMangledName

Value:
  n
  i Number
  N Number
  e HexFloat
  c HexFloat c HexFloat
  CharWidth Number _ HexDigits
  A Number Value...
  S Number Value...

HexFloat:
  NAN
  INF
  NINF
  N HexDigits P Exponent
  HexDigits P Exponent

Exponent:
  N Number
  Number

HexDigits:
  HexDigit
  HexDigit HexDigits
3.20. APPLICATION BINARY INTERFACE

**HexDigit:**
- Digit
- A
- B
- C
- D
- E
- F

**CharWidth:**
- a
- w
- d

**Name:**
- Namestart
- Namestart Namechars

**Namestart:**
- Alpha

**Namechar:**
- Namestart
- Digit

**Namechars:**
- Namechar
- Namechar Namechars

**LName:**
- Number Name
Number:
  Digit
  Digit Number

Digit:
  0
  1
  2
  3
  4
  5
  6
  7
  8
  9

TypeBackRef:
  Q NumberBackRef

IdentifierBackRef:
  Q NumberBackRef

NumberBackRef:
  lower-case-letter
  upper-case-letter NumberBackRef

Type:
  TypeModifiers\opt TypeX
  TypeBackRef

TypeX:
  TypeArray
TypeStaticArray
TypeAssocArray
TypePointer
TypeFunction
TypeIdent
TypeClass
TypeStruct
TypeEnum
TypeTypedef
TypeDelegate
TypeVoid
TypeByte
TypeUbyte
TypeShort
TypeUshort
TypeInt
TypeUint
TypeLong
TypeUlong
TypeCent
TypeUcent
TypeFloat
TypeDouble
TypeReal
TypeIfloat
TypeIdouble
TypeIreal
TypeCfloat
TypeCdouble
TypeCreal
TypeBool
TypeChar
TypeWchar
TypeDchar
TypeNull
TypeTuple
TypeVector

TypeModifiers:
Const
Wild
Wild Const
Shared
Shared Const
Shared Wild
Shared Wild Const
Immutable

Shared:
  0

Const:
  x

Immutable:
  y

Wild:
  Ng

TypeArray:
  A Type

TypeStaticArray:
  G Number Type

TypeAssocArray:
  H Type Type

TypePointer:
  P Type
TypeVector:
   Nh Type

TypeFunction:
   TypeFunctionNoReturn Type

TypeFunctionNoReturn:
   CallConvention FuncAttrs_opt Parameters_opt ParamClose

CallConvention:
   F // D
   U // C
   W // Windows
   R // C++
   Y // Objective-C

FuncAttrs:
   FuncAttr
   FuncAttr FuncAttrs

FuncAttr:
   FuncAttrPure
   FuncAttrNothrow
   FuncAttrRef
   FuncAttrProperty
   FuncAttrNogc
   FuncAttrReturn
   FuncAttrScope
   FuncAttrTrusted
   FuncAttrSafe

FuncAttrPure:
CHAPTER 3. GRAMMAR

Na

FuncAttrNogc:
   Ni

FuncAttrNothrow:
   Nb

FuncAttrProperty:
   Nd

FuncAttrRef:
   Nc

FuncAttrReturn:
   Nj

FuncAttrScope:
   Nl

FuncAttrTrusted:
   Ne

FuncAttrSafe:
   Nf

Parameters:
   Parameter
   Parameter Parameters
3.20. APPLICATION BINARY INTERFACE

Parameter:
  Parameter2
  M Parameter2 // scope

Parameter2:
  Type
  J Type  // out
  K Type  // ref
  L Type  // lazy

ParamClose
  X  // variadic T t...) style
  Y  // variadic T t,...) style
  Z  // not variadic

TypeIdent:
  I QualifiedName

TypeClass:
  C QualifiedName

TypeStruct:
  S QualifiedName

TypeEnum:
  E QualifiedName

TypeTypedef:
  T QualifiedName

TypeDelegate:
  D TypeModifiers opt TypeFunction
TypeVoid:
  v

TypeByte:
  g

TypeUbyte:
  h

TypeShort:
  s

TypeUshort:
  t

TypeInt:
  i

TypeUint:
  k

TypeLong:
  l

TypeUlong:
  m

TypeCent:
  zi
TypeUcent:
   zk

TypeFloat:
   f

TypeDouble:
   d

TypeReal:
   e

TypeIfloat:
   o

TypeIdouble:
   p

TypeIreal:
   j

TypeCfloat:
   q

TypeCdouble:
   r

TypeCreal:
   c
TypeBool:
  b

TypeChar:
  a

TypeWchar:
  u

TypeDchar:
  w

TypeNull:
  n

TypeTuple:
  B Parameters Z
Chapter 4

Modules

Module:
   ModuleDeclaration DeclDefs
DeclDefs

DeclDefs:
   DeclDef
   DeclDef DeclDefs

DeclDef:
   AttributeSpecifier
   Declaration
   Constructor
   Destructor
   Postblit
   Allocator
   Deallocator
   ClassInvariant
   StructInvariant
   UnitTest
   AliasThis
   StaticConstructor
   StaticDestructor
   SharedStaticConstructor
   SharedStaticDestructor
CHAPTER 4. MODULES

Modules have a one-to-one correspondence with source files. The module name is, by default, the file name with the path and extension stripped off, and can be set explicitly with the module declaration.

Modules automatically provide a namespace scope for their contents. Modules superficially resemble classes, but differ in that:

- There's only one instance of each module, and it is statically allocated.
- There is no virtual table.
- Modules do not inherit, they have no super modules, etc.
- Only one module per file.
- Module symbols can be imported.
- Modules are always compiled at global scope, and are unaffected by surrounding attributes or other modifiers.

Modules can be grouped together in hierarchies called packages. Modules offer several guarantees:

- The order in which modules are imported does not affect the semantics.
- The semantics of a module are not affected by what imports it.
- If a module C imports modules A and B, any modifications to B will not silently change code in C that is dependent on A.

4.1 Module Declaration

The ModuleDeclaration sets the name of the module and what package it belongs to. If absent, the module name is taken to be the same name (stripped of path and extension) of the source file name.
4.1. MODULE DECLARATION

ModuleDeclaration:
   ModuleAttributes opt module ModuleFullyQualifiedName ;

ModuleAttributes:
   ModuleAttribute
   ModuleAttribute ModuleAttributes

ModuleAttribute:
   DeprecatedAttribute
   UserDefinedAttribute

ModuleFullyQualifiedName:
   ModuleName
   Packages . ModuleName

ModuleName:
   Identifier

Packages:
   PackageName
   Packages . PackageName

PackageName:
   Identifier

The Identifiers preceding the rightmost are the Packages that the module is in. The packages correspond to directory names in the source file path. Package and module names cannot be Keywords.

If present, the ModuleDeclaration appears syntactically first in the source file, and there can be only one per source file.

Example:
module c.stdio; // module stdio in the c package
By convention, package and module names are all lower case. This is because those names can have a one-to-one correspondence with the operating system’s directory and file names, and many file systems are not case sensitive. All lower case package and module names will minimize problems moving projects between dissimilar file systems.

If the file name of a module is an invalid module name (e.g. `foo-bar.d`), you may use a module declaration to set a valid module name:

```d
module foo_bar;
```

*ModuleDeclaration* can have an optional *DeprecatedAttribute*. The compiler will produce a message when the deprecated module is imported.

```d
deprecated module foo;
```

```d
module bar;
import foo; // Deprecated: module foo is deprecated
```

*DeprecatedAttribute* can have an optional *AssignExpression* argument to provide a more expressive message. The *AssignExpression* must evaluate at compile time to a string.

```d
deprecated("Please use foo2 instead.")
module foo;
```

```d
module bar;
import foo; // Deprecated: module foo is deprecated - Please use foo2 instead.
```

**Implementation Defined:**

1. The mapping of package and module identifiers to directory and file names.
2. How the deprecation messages are presented to the user.

**Best Practices:**

1. *PackageName* and *ModuleName* should be composed of the ASCII characters lower case letters, digits or `_` to ensure maximum portability and compatibility with various file systems.
2. The file names for packages and modules should also be composed of the ASCII characters lower case letters, digits or `_` and should not be a *Keyword*.

### 4.2 Import Declaration

Symbols from one module are made available in another module by using the *ImportDeclaration*:

```d
import ImportList;
```
4.3. SYMBOL NAME LOOKUP

```java
static import ImportList;
```

`ImportList`:
- `Import`
- `ImportBindings`
- `Import , ImportList`

`Import`:
- `ModuleFullyQualifiedName`
- `ModuleAliasIdentifier = ModuleFullyQualifiedName`

`ImportBindings`:
- `Import : ImportBindList`

`ImportBindList`:
- `ImportBind`
- `ImportBind , ImportBindList`

`ImportBind`:
- `Identifier`
- `Identifier = Identifier`

`ModuleAliasIdentifier`:
- `Identifier`

There are several forms of the `ImportDeclaration`, from generalized to fine-grained importing. The order in which `Importdeclarations` occur has no significance. `ModuleFullyQualifiedNames` in the `ImportDeclaration` must be fully qualified with whatever packages they are in. They are not considered to be relative to the module that imports them.

4.3 Symbol Name Lookup

The simplest form of importing is to just list the modules being imported:
module myapp.main;

import std.stdio; // import module stdio from package std

class Foo : BaseClass
{
    import myapp.foo; // import module myapp.foo in this class’ scope
    void bar ()
    {
        import myapp.bar; // import module myapp.bar in this function’ scope
        writeln("hello!"); // calls std.stdio.writeln
    }
}

When a symbol name is used unqualified, a two-phase lookup will happen. First, the module scope will be searched, starting from the innermost scope. For example, in the previous example, while looking for writeln, the order will be:

- Declarations inside bar.
- Declarations inside Foo.
- Declarations inside BaseClass.
- Declarations at module scope.

If the first lookup wasn’t successful, a second one is performed on imports. In the second lookup phase inherited scopes are ignored. This includes scope of base classes and interface (in this example, BaseClass’s imports would be ignored), as well as imports in mixed-in template.

Symbol lookup stops as soon as a symbol is found. If two symbols with the same name are found at the same lookup phase, this ambiguity will result in a compilation error.

module A;
void foo();
void bar();

module B;
void foo();
void bar();

module C;
import A;
void foo();
void test();
4.4. PUBLIC IMPORTS

{  
    foo(); // C.foo() is called, it is found before imports are searched  
    bar(); // A.bar() is called, since imports are searched  
}

module D;  
import A;  
import B;  
void test()  
{  
    foo(); // error, A.foo() or B.foo() ?  
    A.foo(); // ok, call A.foo()  
    B.foo(); // ok, call B.foo()  
}

module E;  
import A;  
import B;  
alias foo = B.foo;  
void test()  
{  
    foo(); // call B.foo()  
    A.foo(); // call A.foo()  
    B.foo(); // call B.foo()  
}

4.4 Public Imports

By default, imports are private. This means that if module A imports module B, and module B imports module C, then names from C are visible only from B and not from A.

An import can be explicitly declared public, which will cause names from the imported module to be visible to further imports. So in the above example where module A imports module B, if module B publicly imports module C, names from C will be visible in A as well.

All symbols from a publicly imported module are also aliased in the importing module. Thus in the above example if C contains the name foo, it will be accessible in A as foo, B.foo and C.foo.

For another example:

module W;  
void foo() { }
module X;
void bar() { }

module Y;
import W;
public import X;
...
foo(); // calls W.foo()
bar(); // calls X.bar()

module Z;
import Y;
...
foo(); // error, foo() is undefined
bar(); // ok, calls X.bar()
X.bar(); // ditto
Y.bar(); // ok, Y.bar() is an alias to X.bar()

4.5 Static Imports
static import requires use of a fully qualified name to reference the module’s names:

static import std.stdio;

void main()
{
    writeln("hello!"); // error, writeln is undefined
    std.stdio.writeln("hello!"); // ok, writeln is fully qualified
}

4.6 Renamed Imports

A local name for an import can be given, through which all references to the module’s symbols
must be qualified with:

import io = std.stdio;

void main()
{
    io.writeln("hello!"); // ok, calls std.stdio.writeln
4.7 SELECTIVE IMPORTS

Best Practices: Renamed imports are handy when dealing with very long import names.

4.7 Selective Imports

Specific symbols can be exclusively imported from a module and bound into the current namespace:

```plaintext
import std.stdio : writeln, foo = write;

void main()
{
    std.stdio.writeln("hello!"); // error, std is undefined
    writeln("hello!"); // error, writeln is undefined
    write("world"); // error, write is undefined
    foo("world"); // ok, calls std.stdio.write()
    fwritefln(stdout, "abc"); // error, fwritefln undefined
}
```

static cannot be used with selective imports.

4.8 Renamed and Selective Imports

When renaming and selective importing are combined:

```plaintext
import io = std.stdio : foo = writeln;

void main()
{
    writeln("bar"); // error, writeln is undefined
    std.stdio.foo("bar"); // error, foo is bound into current namespace
    std.stdio.writeln("bar"); // error, std is undefined
    foo("bar"); // ok, foo is bound into current namespace,
                 // FQN not required
    io.writeln("bar"); // ok, io=std.stdio bound the name io in
                        // the current namespace to refer to the entire
                        // module
    io.foo("bar"); // error, foo is bound into current namespace,
                   // foo is not a member of io
}
```
4.9 Scoped Imports

Import declarations may be used at any scope. For example:

```cpp
void main()
{
    import std.stdio;
    writeln("bar");
}
```

The imports are looked up to satisfy any unresolved symbols at that scope. Imported symbols may hide symbols from outer scopes.

In function scopes, imported symbols only become visible after the import declaration lexically appears in the function body. In other words, imported symbols at function scope cannot be forward referenced.

```cpp
void main()
{
    void writeln(string) {}
    void foo()
    {
        writeln("bar"); // calls main.writeln
        import std.stdio;
        writeln("bar"); // calls std.stdio.writeln
        void writeln(string) {}
        writeln("bar"); // calls main.foo.writeln
    }
    writeln("bar"); // calls main.writeln
    std.stdio.writeln("bar"); // error, std is undefined
}
```

4.10 Module Scope Operator

A leading . causes the identifier to be looked up in the module scope.

```cpp
int x;

int foo(int x)
{
    if (y)
        return x; // returns foo.x, not global x
    else
```
4.11 Static Construction and Destruction

Static constructors are executed to initialize a module's state. Static destructors terminate a module's state.

There can be multiple static constructors and static destructors within one module. The static constructors are run in lexical order, the static destructors are run in reverse lexical order.

Non-shared static constructors and destructors are run whenever threads are created or destroyed, including the main thread.

Shared static constructors are run once on before main() is called. Shared static destructors are run after the main() returns.

```java
import resource;
Resource x;
shared Resource y;
__gshared Resource z;

static this() // non-shared static constructor
{
    x = acquireResource();
}

shared static this() // shared static constructor
{
    y = acquireSharedResource();
    z = acquireSharedResource();
}

static ~this() // non-shared static destructor
{
    releaseResource(x);
}

shared static ~this() // shared static destructor
{
    releaseSharedResource(y);
    releaseSharedResource(z);
}
```
Best Practices:

\begin{enumerate}
\setlength{\itemsep}{1pt}
\setlength{\skip}{0pt}
\setlength{\sep}{0pt}
\item Shared static constructors and destructors are used to initialize and terminate shared global data.
\item Non-shared static constructors and destructors are used to initialize and terminate thread local data.
\end{enumerate}

4.12 Order of Static Construction

Shared static constructors on all modules are run before any non-shared static constructors.

The order of static initialization is implicitly determined by the import declarations in each module. Each module is assumed to depend on any imported modules being statically constructed first. There is no other imposed order on executing the module static constructors.

Cycles (circular dependencies) in the import declarations are allowed as long as not both of the modules contain static constructors or static destructors. Violation of this rule will result in a runtime exception.

Implementation Defined:

1. An implementation may provide a means of overriding the cycle detection abort. A typical method uses the D Runtime switch \texttt{--DRT-oncycle=\ldots} where the following behaviors are supported:
   \begin{enumerate}
   \item \texttt{abort} The default behavior. The normal behavior as described in the previous section
   \item \texttt{deprecate} This functions just like \texttt{abort}, but upon cycle detection the runtime will use a flawed pre-2.072 algorithm to determine if the cycle was previously detected. If no cycles are detected in the old algorithm, execution continues, but a deprecation message is printed.
   \item \texttt{print} Print all cycles detected, but do not abort execution. When cycles are present, order of static construction is implementation defined, and not guaranteed to be valid.
   \item \texttt{ignore} Do not abort execution or print any cycles. When cycles are present, order of static construction is implementation defined, and not guaranteed to be valid.
   \end{enumerate}

Best Practices:
4.13 Order of Static Construction within a Module

Within a module, the static construction occurs in the lexical order in which they appear.

4.14 Order of Static Destruction

It is defined to be exactly the reverse order that static construction was performed in. Static destructors for individual modules will only be run if the corresponding static constructor successfully completed.

Shared static destructors are executed after static destructors.

4.15 Order of Unit tests

Unit tests are run in the lexical order in which they appear within a module.

4.16 Mixin Declaration

\[
\text{MixinDeclaration:} \\
\text{ \hspace{1cm} mixin ( ArgumentList ) ;}
\]

Each AssignExpression in the ArgumentList is evaluated at compile time, and the result must be representable as a string. The resulting strings are concatenated to form a string. The text contents of the string must be compilable as a valid DeclDefs, and is compiled as such.

4.17 Package Module

A package module can be used to publicly import other modules, while enabling a simpler import syntax. It enables converting a module into a package of modules, without breaking existing code which uses that module. Example of a set of library modules:

\[
\text{libweb/client.d:} \\
\text{module libweb.client;}
\]
void runClient() { }

libweb/server.d:

module libweb.server;

void runServer() { }

libweb/package.d:

module libweb;

public import libweb.client;
public import libweb.server;

The package module must have the file name package.d. The module name is declared to be the
fully qualified name of the package. Package modules can be imported just like any other modules:

test.d:

module test;

// import the package module
import libweb;

void main()
{
    runClient();
    runServer();
}

A package module can be nested inside of a sub-package:

libweb/utils/package.d:

// must be declared as the fully qualified name of the package, not just 'utils'
module libweb.utils;

// publicly import modules from within the 'libweb.utils' package.
public import libweb.utils.conv;
public import libweb.utils.text;

The package module can then be imported with the standard module import declaration:

test.d:

module test;

// import the package module
import libweb.utils;

void main() {}
Chapter 5

Declarations

 Declaration:
    FuncDeclaration
    VarDeclarations
    AliasDeclaration
    AggregateDeclaration
    EnumDeclaration
    ImportDeclaration
    ConditionalDeclaration
    StaticForeachDeclaration
    StaticAssert

 VarDeclarations:
    StorageClasses_{opt} BasicType Declarators ;
    AutoDeclaration

 Declarators:
    DeclaratorInitializer
    DeclaratorInitializer , DeclaratorIdentifierList

 DeclaratorInitializer:
    VarDeclarator
    VarDeclarator TemplateParameters_{opt} = Initializer
    AltDeclarator
    AltDeclarator = Initializer
DeclaratorIdentifierList:
  DeclaratorIdentifier
  DeclaratorIdentifier, DeclaratorIdentifierList

DeclaratorIdentifier:
  VarDeclaratorIdentifier
  AltDeclaratorIdentifier

VarDeclaratorIdentifier:
  Identifier
  Identifier TemplateParameters opt =Initializer

AltDeclaratorIdentifier:
  BasicType2 Identifier AltDeclaratorSuffixes opt
  BasicType2 Identifier AltDeclaratorSuffixes opt =Initializer
  BasicType2 opt Identifier AltDeclaratorSuffixes
  BasicType2 opt Identifier AltDeclaratorSuffixes =Initializer

Declarator:
  VarDeclarator
  AltDeclarator

VarDeclarator:
  BasicType2 opt Identifier

AltDeclarator:
  BasicType2 opt Identifier AltDeclaratorSuffixes
  BasicType2 opt ( AltDeclaratorX )
  BasicType2 opt ( AltDeclaratorX ) AltFuncDeclaratorSuffix
  BasicType2 opt ( AltDeclaratorX ) AltDeclaratorSuffixes
AltDeclaratorX:
  BasicType2 opt Identifier
  BasicType2 opt Identifier AltFuncDeclaratorSuffix
  AltDeclarator

AltDeclaratorSuffixes:
  AltDeclaratorSuffix
  AltDeclaratorSuffix AltDeclaratorSuffixes

AltDeclaratorSuffix:
  [ ]
  [ AssignExpression ]
  [ Type ]

AltFuncDeclaratorSuffix:
  Parameters MemberFunctionAttributes opt

Type:
  TypeCtors opt BasicType BasicType2 opt

TypeCtors:
  TypeCtor
  TypeCtor TypeCtors

TypeCtor:
  const
  immutable
  inout
  shared

BasicType:
  BasicTypeX
  . IdentifierList
CHAPTER 5. DECLARATIONS

IdentifierList
Typeof
Typeof . IdentifierList
TypeCtor ( Type )
TypeVector
Traits

BasicTypeX:

bool  int  ucent  double  cfloat
byte  uint  char   real   cdouble
ubyte long  wchar  ifloat  creal
short ulong  dchar  idouble void
ushort cent  float  ireal

BasicType2:

BasicType2X BasicType2opt

BasicType2X:

* [
] [
AssignExpression ]
[ AssignExpression .. AssignExpression ]
[ Type ]
delegate Parameters MemberFunctionAttributesopt
function Parameters FunctionAttributesopt

IdentifierList:

Identifier
Identifier . IdentifierList
TemplateInstance
TemplateInstance . IdentifierList
Identifier [ AssignExpression ]. IdentifierList

StorageClasses:
 StorageClass
 StorageClass StorageClasses

StorageClass:

 LinkageAttribute extern auto shared ref
 AlignAttribute abstract scope __gshared
 deprecated final const Property
 enum override immutable nothrow
 static synchronized inout pure

Initializer:
 VoidInitializer
 NonVoidInitializer

NonVoidInitializer:
 ExpInitializer
 ArrayInitializer
 StructInitializer

ExpInitializer:
 AssignExpression

ArrayInitializer:
 [ ArrayMemberInitializations_opt ]
ArrayMemberInitializations:
  ArrayMemberInitialization
  ArrayMemberInitialization
  ,
  ArrayMemberInitialization
  , ArrayMemberInitializations

ArrayMemberInitialization:
  NonVoidInitializer
  AssignExpression : NonVoidInitializer

StructInitializer:
  { StructMemberInitializers opt }

StructMemberInitializers:
  StructMemberInitializer
  StructMemberInitializer
  ,
  StructMemberInitializer
  , StructMemberInitializers

StructMemberInitializer:
  NonVoidInitializer
  Identifier : NonVoidInitializer

5.1 Declaration Syntax

Declaration syntax generally reads right to left:

```c
int x;   // x is an int
int* x;  // x is a pointer to int
int** x; // x is a pointer to a pointer to int
int[] x; // x is an array of ints
int*[] x; // x is an array of pointers to ints
int** x; // x is a pointer to an array of ints
```

Arrays read right to left as well:
5.2. IMPLICIT TYPE INFERENCE

int[3] x; // x is an array of 3 ints
int[3][5] x; // x is an array of 5 arrays of 3 ints
int[3] *[5] x; // x is an array of 5 pointers to arrays of 3 ints

Pointers to functions are declared using the function keyword:

int function(char) x; // x is a pointer to
// a function taking a char argument
// and returning an int
int function(char)[ ] x; // x is an array of
// pointers to functions
// taking a char argument
// and returning an int

C-style array, function pointer and pointer to array declarations are deprecated:

int x[3]; // x is an array of 3 ints
int x[3][5]; // x is an array of 3 arrays of 5 ints
int (*x[5])[3]; // x is an array of 5 pointers to arrays of 3 ints
int (*x)(char); // x is a pointer to a function taking a char argument
// and returning an int
int (*[] x)(char); // x is an array of pointers to functions
// taking a char argument and returning an int

In a declaration declaring multiple symbols, all the declarations must be of the same type:

int x, y; // x and y are ints
int* x, y; // x and y are pointers to ints
int x, *y; // error, multiple types
int[] x, y; // x and y are arrays of ints
int x[], y; // error, multiple types

5.2 Implicit Type Inference

AutoDeclaration:
StorageClasses AutoDeclarationX ;

AutoDeclarationX:
AutoDeclarationY
AutoDeclarationX , AutoDeclarationY
AutoDeclarationY:
    Identifier TemplateParameters opt = Initializer

If a declaration starts with a StorageClass and has a NonVoidInitializer from which the type can be inferred, the type on the declaration can be omitted.

```cpp
static x = 3;    // x is type int
auto y = 4u;     // y is type uint

auto s = "Apollo"; // s is type immutable(char)[]
```

```cpp
class C { ... }

auto c = new C(); // c is a handle to an instance of class C
```

The NonVoidInitializer cannot contain forward references (this restriction may be removed in the future). The implicitly inferred type is statically bound to the declaration at compile time, not run time.

An ArrayLiteral is inferred to be a dynamic array type rather than a static array:

```cpp
auto v = ["resistance", "is", "useless"]; // type is string[], not string[3]
```

### 5.3 Alias Declarations

AliasDeclaration:

```cpp
    alias StorageClasses opt BasicType Declarators ;
    alias StorageClasses opt BasicType FuncDeclarator ;
    alias AliasDeclarationX ;
```

AliasDeclarationX:

```cpp
    AliasDeclaration Y
    AliasDeclaration X, AliasDeclaration Y
```

AliasDeclarationY:

```cpp
    Identifier TemplateParameters opt = StorageClasses opt Type
    Identifier TemplateParameters opt = FunctionLiteral
```
5.3. ALIAS DECLARATIONS

Alias declarations create a symbol that is an alias for another type, and can be used anywhere that other type may appear.

```plaintext
alias myint = abc.Foo.bar;
```

Aliased types are semantically identical to the types they are aliased to. The debugger cannot distinguish between them, and there is no difference as far as function overloading is concerned. For example:

```plaintext
alias myint = int;
```

```plaintext
void foo(int x) { ... }
void foo(myint m) { ... } // error, multiply defined function foo
```

A symbol can be declared as an alias of another symbol. For example:

```plaintext
import planets;
alias myAlbedo = planets.albedo;
...
int len = myAlbedo("Saturn"); // actually calls planets.albedo()
```

The following alias declarations are valid:

```plaintext
template Foo2(T) { alias t = T; }
alias t1 = Foo2!(int);
alias t2 = Foo2!(int).t;
alias t3 = t1.t;
alias t4 = t2;
```

```plaintext
t1.t v1;  // v1 is type int
t2 v2;    // v2 is type int
t3 v3;    // v3 is type int
t4 v4;    // v4 is type int
```

Aliased symbols are useful as a shorthand for a long qualified symbol name, or as a way to redirect references from one symbol to another:

```plaintext
version (Win32)
{
    alias myfoo = win32.foo;
}
version (linux)
{
    alias myfoo = linux.bar;
}
```
Aliasing can be used to **import** a symbol from an import into the current scope:

```cpp
alias strlen = string.strlen;
```

Aliases can also **import** a set of overloaded functions, that can be overloaded with functions in the current scope:

```cpp
class A {
    int foo(int a) { return 1; }
}
class B : A {
    int foo(int a, uint b) { return 2; }
}
class C : B {
    int foo(int a) { return 3; }
    alias foo = B.foo;
}
class D : C {
}

void test() {
    D b = new D();
    int i;

    i = b.foo(1, 2u); // calls B.foo
    i = b.foo(1); // calls C.foo
}
```

**Note:** Type aliases can sometimes look indistinguishable from alias declarations:

```cpp
alias abc = foo.bar; // is it a type or a symbol?
```

The distinction is made in the semantic analysis pass. Aliases cannot be used for expressions:

```cpp
struct S
```
5.4 Extern Declarations

Variable declarations with the storage class `extern` are not allocated storage within the module. They must be defined in some other object file with a matching name which is then linked in.

An `extern` declaration can optionally be followed by an `extern` linkage attribute. If there is no linkage attribute it defaults to `extern(D):`

// variable allocated and initialized in this module with C linkage
extern(C) int foo;
// variable allocated outside this module with C linkage
// (e.g. in a statically linked C library or another module)
extern extern(C) int bar;

Best Practices:

1. The primary usefulness of Extern Declarations is to connect with global variables declarations and functions in C or C++ files.

5.5 typeof

Typeof:

`typeof(Expression)`
`typeof(return)`

`Typeof` is a way to specify a type based on the type of an expression. For example:

```c
void func(int i)
{
    typeof(i) j; // j is of type int
```
typeof(3 + 6.0) x; // x is of type double
typeof(1)* p;      // p is of type pointer to int
int[typeof(p)] a;  // a is of type int[int*]

writefln("%d", typeof(‘c’).sizeof); // prints 1
double c = cast(typeof(1.0))j; // cast j to double

Expression is not evaluated, just the type of it is generated:

void func()
{
    int i = 1;
    typeof(++i) j; // j is declared to be an int, i is not incremented
    writefln("%d", i); // prints 1
}

Special cases:

1. typeof(this) will generate the type of what this would be in a non-static member function, even if not in a member function.
2. Analogously, typeof(super) will generate the type of what super would be in a non-static member function.
3. typeof(return) will, when inside a function scope, give the return type of that function.

class A {
}
class B : A {
{
    typeof(this) x; // x is declared to be a B
    typeof(super) y; // y is declared to be an A
}
}

struct C {
{
    static typeof(this) z; // z is declared to be a C

    typeof(super) q; // error, no super struct for C
}

typeof(this) r; // error, no enclosing struct or class
5.6. VOID INITIALIZATIONS

If the expression is a Property Function, typeof gives its return type.

```c
struct S
{
    @property int foo() { return 1; }
}
typeof(S.foo) n; // n is declared to be an int
```

Best Practices:

1. `typeof` is most useful in writing generic template code.

5.6 Void Initializations

VoidInitializer:

```c
void
```

Normally, variables are initialized either with an explicit Initializer or are set to the default value for the type of the variable. If the Initializer is `void`, however, the variable is not initialized. If its value is used before it is set, undefined program behavior will result.

Undefined Behavior: If a void initialized variable’s value is used before it is set, the behavior is undefined.

```c
void foo()
{
    int x = void;
    writeln(x); // will print garbage
}
```

Best Practices:

1. Void initializers are useful when a static array is on the stack, but may only be partially used, such as as a temporary buffer. Void initializers will speed up the code, but of course one must be careful that array elements are actually set before read.
2. The same is true for structs.
3. Use of void initializers is rarely useful for individual local variables, as a modern optimizer will remove the dead store of its initialization if it is initialized later.
4. For hot code paths, it is worthwhile to check to see if the void initializer actually improves results before using it.
5.7 Global and Static Initializers

The initializer for a global or static variable must be evaluable at compile time. Runtime initialization is done with static constructors.

Implementation Defined:

1. Whether some pointers can be initialized with the addresses of other functions or data.

5.8 Type Qualifiers vs. Storage Classes

Type qualifier and storage classes are distinct.

A type qualifier creates a derived type from an existing base type, and the resulting type may be used to create multiple instances of that type.

For example, the immutable type qualifier can be used to create variables of immutable type, such as:

```c
immutable(int) x; // typeof(x) == immutable(int)
immutable(int)[ ] y; // typeof(y) == immutable(int)[]
    // typeof(y[0]) == immutable(int)
```

// Type constructors create new types that can be aliased:
```c
alias ImmutableInt = immutable(int);
ImmutableInt z; // typeof(z) == immutable(int)
```

A storage class, on the other hand, does not create a new type, but describes only the kind of storage used by the variable or function being declared. For example, a member function can be declared with the const storage class to indicate that it does not modify its implicit this argument:
```c
struct S
{
    int x;
    int method() const
    {
        //x++; // Error: this method is const and cannot modify this.x
        return x; // OK: we can still read this.x
    }
}
```

Although some keywords can be used both as a type qualifier and a storage class, there are some storage classes that cannot be used to construct new types, such as ref:
```
// ref declares the parameter x to be passed by reference
void func(ref int x)
```
5.8. TYPE QUALIFIERS VS. STORAGE CLASSES

{
    x++; // so modifications to x will be visible in the caller
}

void main()
{
    auto x = 1;
    func(x);
    assert(x == 2);

    // However, ref is not a type qualifier, so the following is illegal:
    ref(int) y; // Error: ref is not a type qualifier.
}

Functions can also be declared as ref, meaning their return value is passed by reference:

ref int func2()
{
    static int y = 0;
    return y;
}

void main()
{
    func2() = 2; // The return value of func2() can be modified.
    assert(func2() == 2);

    // However, the reference returned by func2() does not propagate to
    // variables, because the 'ref' only applies to the return value itself,
    // not to any subsequent variable created from it:
    auto x = func2();
    static assert(is(typeof(x) == int)); // N.B.: *not* ref(int);
        // there is no such type as ref(int).
    x++;
    assert(x == 3);
    assert(func2() == 2); // x is not a reference to what func2() returned; it
        // does not inherit the ref storage class from func2().
}

Some keywords, such as const, can be used both as a type qualifier and a storage class. The
distinction is determined by the syntax where it appears.
struct S
{
    /* Is const here a type qualifier or a storage class?
    * Is the return value const(int), or is this a const function that returns
    * (mutable) int?
    */
    const int* func() // a const function
    {
        ++p;            // error, this.p is const
        return p;       // error, cannot convert const(int)* to int*
    }

    const(int)* func() // a function returning a pointer to a const int
    {
        ++p;            // ok, this.p is mutable
        return p;       // ok, int* can be implicitly converted to const(int)*
    }

    int* p;
}

Best Practices: To avoid confusion, the type qualifier syntax with parentheses should be used for return types, and function storage classes should be written on the right-hand side of the declaration instead of the left-hand side where it may be visually confused with the return type:

struct S
{
    // Now it is clear that the 'const' here applies to the return type:
    const(int) func1() { return 1; }

    // And it is clear that the 'const' here applies to the function:
    int func2() const { return 1; }
}
Chapter 6

Types

D is statically typed. Every expression has a type. Types constrain the values an expression can hold, and determine the semantics of operations on those values.

Basic data types are leaf types. Derived data types build on leaf types. User defined types are aggregates of basic and derived types.
## 6.1 Basic Data Types

### Basic Data Types

<table>
<thead>
<tr>
<th>Keyword</th>
<th>Default Initializer (.init)</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>void</td>
<td>-</td>
<td>no type</td>
</tr>
<tr>
<td>bool</td>
<td>false</td>
<td>boolean value</td>
</tr>
<tr>
<td>byte</td>
<td>0</td>
<td>signed 8 bits</td>
</tr>
<tr>
<td>ubyte</td>
<td>0u</td>
<td>unsigned 8 bits</td>
</tr>
<tr>
<td>short</td>
<td>0</td>
<td>signed 16 bits</td>
</tr>
<tr>
<td>ushort</td>
<td>0u</td>
<td>unsigned 16 bits</td>
</tr>
<tr>
<td>int</td>
<td>0</td>
<td>signed 32 bits</td>
</tr>
<tr>
<td>uint</td>
<td>0u</td>
<td>unsigned 32 bits</td>
</tr>
<tr>
<td>long</td>
<td>0L</td>
<td>signed 64 bits</td>
</tr>
<tr>
<td>ulong</td>
<td>0uL</td>
<td>unsigned 64 bits</td>
</tr>
<tr>
<td>cent</td>
<td>0</td>
<td>signed 128 bits (reserved for future use)</td>
</tr>
<tr>
<td>ucent</td>
<td>0u</td>
<td>unsigned 128 bits (reserved for future use)</td>
</tr>
<tr>
<td>float</td>
<td>float.nan</td>
<td>32 bit floating point</td>
</tr>
<tr>
<td>double</td>
<td>double.nan</td>
<td>64 bit floating point</td>
</tr>
<tr>
<td>real</td>
<td>real.nan</td>
<td>largest FP size implemented in hardware¹</td>
</tr>
<tr>
<td>ifloat</td>
<td>float.nan*1.0i</td>
<td>imaginary float</td>
</tr>
<tr>
<td>idouble</td>
<td>double.nan*1.0i</td>
<td>imaginary double</td>
</tr>
<tr>
<td>ireal</td>
<td>real.nan*1.0i</td>
<td>imaginary real</td>
</tr>
<tr>
<td>cfloat</td>
<td>float.nan+float.nan*1.0i</td>
<td>a complex number of two float values</td>
</tr>
<tr>
<td>cdouble</td>
<td>double.nan+double.nan*1.0i</td>
<td>complex double</td>
</tr>
<tr>
<td>creal</td>
<td>real.nan+real.nan*1.0i</td>
<td>complex real</td>
</tr>
<tr>
<td>char</td>
<td>’xFF’</td>
<td>unsigned 8 bit (UTF-8 code unit)</td>
</tr>
<tr>
<td>wchar</td>
<td>’uFFFF’</td>
<td>unsigned 16 bit (UTF-16 code unit)</td>
</tr>
<tr>
<td>dchar</td>
<td>’U0000FFFF’</td>
<td>unsigned 32 bit (UTF-32 code unit)</td>
</tr>
</tbody>
</table>

### 6.2 Derived Data Types

- pointer
- array
- associative array
- function
- delegate

Strings are a special case of arrays.

¹Implementation Note: 80 bits for x86 CPUs or double size, whichever is larger
6.3 User-Defined Types

- enum
- struct
- union
- class

6.4 Base Types

The base type of an enum is the type it is based on:

```cpp
enum E : T { ... }  // T is the base type of E
```

6.5 Pointer Conversions

Casting pointers to non-pointers and vice versa is allowed.

**Best Practices:** do not do this for any pointers that point to data allocated by the garbage collector.

6.6 Implicit Conversions

Implicit conversions are used to automatically convert types as required.

An enum can be implicitly converted to its base type, but going the other way requires an explicit conversion. For example:

```cpp
int i;

enum Foo { E }
Foo f;
i = f;  // OK
f = i;  // error
f = cast(Foo)i;  // OK
f = 0;  // error
f = Foo.E;  // OK
```

6.7 Integer Promotions

Integer Promotions are conversions of the following types:
Integer Promotions

<table>
<thead>
<tr>
<th>from</th>
<th>to</th>
</tr>
</thead>
<tbody>
<tr>
<td>bool</td>
<td>int</td>
</tr>
<tr>
<td>byte</td>
<td>int</td>
</tr>
<tr>
<td>ubyte</td>
<td>int</td>
</tr>
<tr>
<td>short</td>
<td>int</td>
</tr>
<tr>
<td>ushort</td>
<td>int</td>
</tr>
<tr>
<td>char</td>
<td>int</td>
</tr>
<tr>
<td>wchar</td>
<td>int</td>
</tr>
<tr>
<td>dchar</td>
<td>uint</td>
</tr>
</tbody>
</table>

If an enum has as a base type one of the types in the left column, it is converted to the type in the right column.

6.8 Usual Arithmetic Conversions

The usual arithmetic conversions convert operands of binary operators to a common type. The operands must already be of arithmetic types. The following rules are applied in order, looking at the base type:

1. If either operand is real, the other operand is converted to real.
2. Else if either operand is double, the other operand is converted to double.
3. Else if either operand is float, the other operand is converted to float.
4. Else the integer promotions are done on each operand, followed by:
   a) If both are the same type, no more conversions are done.
   b) If both are signed or both are unsigned, the smaller type is converted to the larger.
   c) If the signed type is larger than the unsigned type, the unsigned type is converted to the signed type.
   d) The signed type is converted to the unsigned type.

If one or both of the operand types is an enum after undergoing the above conversions, the result type is:

1. If the operands are the same type, the result will be the that type.
2. If one operand is an enum and the other is the base type of that enum, the result is the base type.
3. If the two operands are different enums, the result is the closest base type common to both.
   A base type being closer means there is a shorter sequence of conversions to base type to get there from the original type.
6.9. **BOOL**

Integer values cannot be implicitly converted to another type that cannot represent the integer bit pattern after integral promotion. For example:

```plaintext
ubyte u1 = -1;       // error, -1 cannot be represented in a ubyte
ushort u2 = -1;      // error, -1 cannot be represented in a ushort
uint u3 = int(-1);   // ok, -1 can be represented in a uint
ulong u4 = long(-1); // ok, -1 can be represented in a ulong
```

Floating point types cannot be implicitly converted to integral types. Complex or imaginary floating point types cannot be implicitly converted to non-complex floating point types. Non-complex floating point types cannot be implicitly converted to imaginary floating point types.

6.9 **bool**

The bool type is a byte-size type that can only hold the value **true** or **false**.

The only operators that can accept operands of type bool are: & | ^ &= | ^= | == ! && || ? :.

A bool value can be implicitly converted to any integral type, with false becoming 0 and true becoming 1.

The numeric literals 0 and 1 can be implicitly converted to the bool values false and true, respectively. Casting an expression to bool means testing for 0 or != 0 for arithmetic types, and null or !=null for pointers or references.

6.10 **Delegates**

Delegates are an aggregate of two pieces of data: an object reference and a pointer to a non-static member function, or a pointer to a closure and a pointer to a nested function. The object reference forms the this pointer when the function is called.

Delegates are declared similarly to function pointers:

```plaintext
int function(int) fp;  // fp is pointer to a function
int delegate(int) dg;  // dg is a delegate to a function
```

A delegate is initialized analogously to function pointers:

```plaintext
int func(int);
fp = &func;  // fp points to func
class OB
{
  int member(int);
}
OB o;
dg = &o.member;  // dg is a delegate to object o and
```
Delegates cannot be initialized with static member functions or non-member functions.

Delegates are called analogously to function pointers:

```cpp
fp(3);   // call func(3)
dg(3);   // call o.member(3)
```

The equivalent of member function pointers can be constructed using anonymous lambda functions:

```cpp
class C
{
    int a;
    int foo(int i) { return i + a; }
}
```

```cpp
// mfp is the member function pointer
auto mfp = function(C self, int i) { return self.foo(i); };  
auto c = new C(); // create an instance of C  
mfp(c, 1); // and call c.foo(1)
```

The C style syntax for declaring pointers to functions is deprecated:

```cpp
int (*fp)(int);   // fp is pointer to a function
```

### 6.11 size_t

`size_t` is an alias to one of the unsigned integral basic types, and represents a type that is large enough to represent an offset into all addressible memory.

### 6.12 ptrdiff_t

`ptrdiff_t` is an alias to the signed integral basic type the same size as `size_t`. 
Chapter 7

Properties

Every symbol, type, and expression has properties that can be queried:

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<td><code>(1+2).stringof</code></td>
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<table>
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<th>Properties for All Types</th>
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<tr>
<td>Property</td>
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### Properties for Integral Types

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### Properties for Floating Point Types

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<td>NaN value</td>
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<tr>
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<td>smallest increment to the value 1</td>
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<td>maximum int value such that $10^{\text{max}_10_exp}$ is representable</td>
</tr>
<tr>
<td>.max_exp</td>
<td>maximum int value such that $2^{\text{max}_exp-1}$ is representable as a normalized value</td>
</tr>
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<td>minimum int value such that $10^{\text{min}_10_exp}$ is representable</td>
</tr>
<tr>
<td>.min_exp</td>
<td>minimum int value such that $2^{\text{min}_exp-1}$ is representable as a normalized value</td>
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<td>largest representable value that’s not infinity</td>
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<td>real part</td>
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<td>imaginary part</td>
</tr>
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### Properties for Class Types

<table>
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<th>Description</th>
</tr>
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<tbody>
<tr>
<td>.classinfo</td>
<td>Information about the dynamic type of the class</td>
</tr>
</tbody>
</table>

### 7.1 .init Property

`.init` produces a constant expression that is the default initializer. If applied to a type, it is the default initializer for that type. If applied to a variable or field, it is the default initializer for that variable or field’s type.

```c
int a;
int b = 1;
```
7.1. \textit{.INIT PROPERTY}

\begin{verbatim}
int.init // is 0
a.init  // is 0
b.init  // is 0

struct Foo
{
    int a;
    int b = 7;
}

Foo.init.a // is 0
Foo.init.b // is 7

\textbf{Note:} .init produces a default initialized object, not default constructed. If there is a default constructor for an object, it may produce a different value.

1. If T is a nested struct, the context pointer in T.init is null.

        \begin{verbatim}
        void main()
        {
            int x;
            struct S
            {
                void foo() { x = 1; } // access x in enclosing scope via context pointer
            }
            S s1;       // OK. S() correctly initialize its context pointer.
            S s2 = S(); // OK. same as s1
            S s3 = S.init; // Bad. the context pointer in s3 is null
            s3.foo();    // Access violation
        }
        \end{verbatim}

2. If T is a struct which has \texttt{@disable this();}, T.init might return a logically incorrect object.

        \begin{verbatim}
        struct S
        {
            int x;
            @disable this();
            this(int n) { x = n; }
            invariant { assert(x > 0); }
            void check() {}
        }
        \end{verbatim}
\end{verbatim}
void main()
{
    // S s1; // Error: variable s1 initializer required for type S
    // S s2 = S(); // Error: constructor S.this is not callable
    // because it is annotated with @disable
    S s3 = S.init; // Bad. s3.x == 0, and it violates the invariant of S
    s3.check(); // Assertion failure
}

7.2 .stringof Property

.stringof produces a constant string that is the source representation of its prefix. If applied to a type, it is the string for that type. If applied to an expression, it is the source representation of that expression. Semantic analysis is not done for that expression.

module test;
import std.stdio;

struct Dog {
}

enum Color { Red }

void main()
{
    writeln((1+2).stringof); // "1 + 2"
    writeln(Dog.stringof);   // "Dog"
    writeln(test.Dog.stringof); // "Dog"
    writeln(int.stringof);   // "int"
    writeln((int*[5][5]).stringof); // "int*[5u][5]"
    writeln(Color.Red.stringof); // "cast(Color)0"
    writeln((5).stringof);     // "5"
}

Implementation Defined: The string representation for a type or expression can vary.

Best Practices: Do not use .stringof for code generation. Instead use the identifier trait, or one of the Phobos helper functions such as std.traits.fullyQualifiedName.

7.3 .sizeof Property

e.sizeof gives the size in bytes of the expression e.
When getting the size of a member, it is not necessary for there to be a `this` object:

```c
struct S
{
    int a;
    static int foo()
    {
        return a.sizeof; // returns 4
    }
}

void test()
{
    int x = S.a.sizeof; // sets x to 4
}
```

`.sizeof` applied to a class object returns the size of the class reference, not the class instantiation.

### 7.4 `.alignof` Property

`.alignof` gives the aligned size of an expression or type. For example, an aligned size of 1 means that it is aligned on a byte boundary, 4 means it is aligned on a 32 bit boundary.

**Implementation Defined:** the actual aligned size.

**Best Practices:** Be particularly careful when laying out an object that must line up with an externally imposed layout. Data misalignment can result in particularly pernicious bugs. It’s often worth putting in an `assert` to assure it is correct.

### 7.5 `.mangleof` Property

Mangling refers to how a symbol is represented in text form in the generated object file. `.mangleof` returns a string literal of the representation of the type or symbol it is applied to. The mangling of types and symbols with D linkage is defined by Name Mangling.

**Implementation Defined:**

1. whether a leading underscore is added to a symbol
2. the mangling of types and symbols with non-D linkage. For C and C++ linkage, this will typically match what the associated C or C++ compiler does.
7.6 `.classinfo` Property

`.classinfo` provides information about the dynamic type of a class object. It returns a reference to type `object.TypeInfo_Class`.

`.classinfo` applied to an interface gives the information for the interface, not the class it might be an instance of.

7.7 User-Defined Properties

User-defined properties can be created using Property Functions.
Chapter 8

Attributes

AttributeSpecifier:
  Attribute : Attribute DeclarationBlock

Attribute:
  LinkageAttribute
  AlignAttribute
  DeprecatedAttribute
  VisibilityAttribute
 Pragma
  static
eextern
  abstract
  final
  override
  synchronized
  auto
  scope
  const
  immutable
  inout
  shared
  __gshared
  AtAttribute
  nothrow
pure
ref
return

**AtAttribute:**
- @ disable
- @ nogc
- Property
- @ safe
- @ system
- @ trusted
- UserDefinedAttribute

**Property:**
- @ property

**DeclarationBlock:**
DeclDef
{ DeclDefs_opt }

Attributes are a way to modify one or more declarations. The general forms are:

```
attribute declaration; // affects the declaration
```

```
attribute: // affects all declarations until the end of
  // the current scope
declaration;
declaration;
...
```

```
attribute { // affects all declarations in the block
declaration;
declaration;
...
}
```
8.1 Linkage Attribute

LinkageAttribute:

\[
\text{extern (LinkageType)} \\
\text{extern (C++, IdentifierList)}
\]

LinkageType:

\begin{itemize}
  \item C
  \item C++
  \item D
  \item Windows
  \item System
  \item Objective-C
\end{itemize}

D provides an easy way to call C functions and operating system API functions, as compatibility with both is essential. The LinkageType is case sensitive, and is meant to be extensible by the implementation (they are not keywords). C and D must be supplied, the others are what makes sense for the implementation. C++ offers limited compatibility with C++. Objective-C offers limited compatibility with Objective-C, see the Interfacing to Objective-C documentation for more information. System is the same as Windows on Windows platforms, and C on other platforms. Implementation Note: for Win32 platforms, Windows should exist.

C function calling conventions are specified by:

\[
\text{extern (C)}: \\
\text{int foo(); // call foo() with C conventions}
\]

Note that extern(C) can be provided for all types of declarations, including struct or class, even though there is no corresponding match on the C side. In that case, the attribute is ignored. This behavior applies for nested functions and nested variables as well. However, for static member methods and static nested functions, adding extern(C) will change the calling convention, but not the mangling.

D conventions are:

\[
\text{extern (D)}: \\
\text{Windows API conventions are:}
\]

\[
\text{extern (Windows)}: \\
\text{void *VirtualAlloc(}
\text{void *lpAddress,}
\text{uint dwSize},
\text{)}
\]
The Windows convention is distinct from the C convention only on Win32 platforms, where it is equivalent to the stdcall convention.

Note that a lone `extern` declaration is used as a storage class.

### C++ Namespaces

The linkage form `extern (C++, IdentifierList)` creates C++ declarations that reside in C++ namespaces. The `IdentifierList` specifies the namespaces.

```cpp
extern (C++, N) { void foo(); }
```

refers to the C++ declaration:

```
namespace N { void foo(); }
```

and can be referred to with or without qualification:

```cpp
foo();
N.foo();
```

Namespaces create a new named scope that is imported into its enclosing scope.

```cpp
extern (C++, N) { void foo(); void bar(); }
extern (C++, M) { void foo(); }
```

```cpp
bar(); // ok
foo(); // error - N.foo() or M.foo() ?
M.foo(); // ok
```

Multiple identifiers in the `IdentifierList` create nested namespaces:

```cpp
extern (C++, N.M) { extern (C++) { extern (C++, R) { void foo(); } } }
```

N.M.R.foo();

refers to the C++ declaration:

```
namespace N { namespace M { namespace R { void foo(); } } }
```

### 8.2 `align` Attribute

`AlignAttribute`:

```cpp
align
align ( AssignExpression )
```
8.2. **ALIGN ATTRIBUTE**

Specifies the alignment of:

1. variables
2. struct fields
3. union fields
4. class fields
5. struct, union, and class types

`align` by itself sets it to the default, which matches the default member alignment of the companion C compiler.

```c
struct S
{
    align:
    byte a;  // placed at offset 0
    int b;   // placed at offset 4
    long c;  // placed at offset 8
}
auto sz = S.sizeof;  // 16
```

`AssignExpression` specifies the alignment which matches the behavior of the companion C compiler when non-default alignments are used. It must be a positive power of 2.

A value of 1 means that no alignment is done; fields are packed together.

```c
struct S
{
    align (1):
    byte a;  // placed at offset 0
    int b;   // placed at offset 1
    long c;  // placed at offset 5
}
auto sz = S.sizeof;  // 16
```

The alignment for the fields of an aggregate does not affect the alignment of the aggregate itself - that is affected by the alignment setting outside of the aggregate.

```c
align (2) struct S
{
    align (1):
    byte a;  // placed at offset 0
    int b;   // placed at offset 1
    long c;  // placed at offset 5
}
```
auto sz = S.sizeof; // 14

Setting the alignment of a field aligns it to that power of 2, regardless of the size of the field.

struct S
{
    align (4):
    byte a; // placed at offset 0
    byte b; // placed at offset 4
    short c; // placed at offset 8
}
auto sz = S.sizeof; // 12

Do not align references or pointers that were allocated using \textit{NewExpression} on boundaries that are not a multiple of \texttt{size_t}. The garbage collector assumes that pointers and references to GC allocated objects will be on \texttt{size_t} byte boundaries.

\textbf{Undefined Behavior}: If any pointers and references to GC allocated objects are not aligned on \texttt{size_t} byte boundaries.

The \textit{AlignAttribute} is reset to the default when entering a function scope or a non-anonymous struct, union, class, and restored when exiting that scope. It is not inherited from a base class.

\section{8.3 \texttt{deprecated} Attribute}

\texttt{DeprecatedAttribute}:
\begin{verbatim}
deprecated
    deprecated ( AssignExpression )
\end{verbatim}

\begin{verbatim}
deprecated
{
    void oldFoo();
}

oldFoo(); // Deprecated: function test.oldFoo is deprecated
\end{verbatim}

Optionally a string literal or manifest constant can be used to provide additional information in the deprecation message.
\begin{verbatim}
deprecated("Don't use bar") void oldBar();
oldBar(); // Deprecated: function test.oldBar is deprecated - Don't use bar
\end{verbatim}
Calling CTFE-able functions or using manifest constants is also possible.

```cpp
import std.format;
enum Message = format("%s and all its members are obsolete", Foobar.stringof);
deprecated(Message) class Foobar {}
auto f = new Foobar(); // Deprecated: class test.Foobar is deprecated - Foobar
                              // and all its members are obsolete
deprecated(format("%s is also obsolete", "This class")) class BarFoo {}
auto bf = new BarFoo(); // Deprecated: class test.BarFoo is deprecated - This
                              // class is also obsolete
```

Implementation Note: The compiler should have a switch specifying if deprecated should be ignored, cause a warning, or cause an error during compilation.

### 8.4 Visibility Attribute

Visibility is an attribute that is one of private, package, protected, public, or export. They may be referred to as protection attributes in documents predating DIP22.

Symbols with private visibility can only be accessed from within the same module. Private member functions are implicitly final and cannot be overridden.

package extends private so that package members can be accessed from code in other modules that are in the same package. If no identifier is provided, this applies to the innermost package only, or defaults to private if a module is not nested in a package.

package may have an optional parameter in the form of a dot-separated identifier list which is resolved as the qualified package name. The package must be either the module's parent package or one of its ancestors. If this optional parameter is present, the symbol will be visible in the specified package and all of its descendants.

protected only applies inside classes (and templates as they can be mixed in) and means that a symbol can only be seen by members of the same module, or by a derived class. If accessing a protected instance member through a derived class member function, that member can only be accessed for the object instance which can be implicitly cast to the same type as ‘this’. protected module members are illegal.
public means that any code within the executable can see the member. It is the default visibility attribute.

export means that any code outside the executable can access the member. export is analogous to exporting definitions from a DLL.

Visibility participates in symbol name lookup.

8.5 const Attribute

The const attribute changes the type of the declared symbol from $T$ to $\text{const}(T)$, where $T$ is the type specified (or inferred) for the introduced symbol in the absence of const.

```cpp
const int foo = 7;
static assert(is(typeof(foo) == const(int)));

const
{
    double bar = foo + 6;
}
static assert(is(typeof(bar) == const(double)));

class C
{
    const void foo();
    const
    {
        void bar();
    }
    void baz() const;
}
pragma(msg, typeof(C.foo)); // const void()
pragma(msg, typeof(C.bar)); // const void()
pragma(msg, typeof(C.baz)); // const void()
static assert(is(typeof(C.foo) == typeof(C.bar)) &&
    is(typeof(C.bar) == typeof(C.baz)));
```

8.6 immutable Attribute

The immutable attribute modifies the type from $T$ to $\text{immutable}(T)$, the same way as const does.
8.7 **inout Attribute**

The `inout` attribute modifies the type from `T` to `inout(T)`, the same way as `const` does.

8.8 **shared Attribute**

The `shared` attribute modifies the type from `T` to `shared(T)`, the same way as `const` does.

8.9 **__gshared Attribute**

By default, non-immutable global declarations reside in thread local storage. When a global variable is marked with the `__gshared` attribute, its value is shared across all threads.

```cpp
int foo; // Each thread has its own exclusive copy of foo.
__gshared int bar; // bar is shared by all threads.
```

`__gshared` may also be applied to member variables and local variables. In these cases, `__gshared` is equivalent to `static`, except that the variable is shared by all threads rather than being thread local.

```cpp
class Foo
{
    __gshared int bar;
}
```

```cpp
int foo()
{
    __gshared int bar = 0;
    return bar++; // Not thread safe.
}
```

Unlike the `shared` attribute, `__gshared` provides no safe-guards against data races or other multi-threaded synchronization issues. It is the responsibility of the programmer to ensure that access to variables marked `__gshared` is synchronized correctly.

`__gshared` is disallowed in safe mode.

8.10 **@disable Attribute**

A reference to a declaration marked with the `@disable` attribute causes a compile time error. This can be used to explicitly disallow certain operations or overloads at compile time rather than relying on generating a runtime error.
@disable void foo() { }

void main() { foo(); /* error, foo is disabled */ }

Disabling struct no-arg constructor disallows default construction of the struct. Disabling struct postblit makes the struct not copyable.

8.11  @safe, @trusted, and @system Attribute
See Function Safety.

8.12  @nogc Attribute
See No-GC Functions.

8.13  @property Attribute
See Property Functions.

8.14  noexcept Attribute
See Nothrow Functions.

8.15  pure Attribute
See Pure Functions.

8.16  ref Attribute
See Ref Functions.

8.17  return Attribute
See Return Ref Parameters.
8.18 override Attribute

The `override` attribute applies to virtual functions. It means that the function must override a function with the same name and parameters in a base class. The `override` attribute is useful for catching errors when a base class's member function gets its parameters changed, and all derived classes need to have their overriding functions updated.

```cpp
class Foo
{
    int bar();
    int abc(int x);
};

class Foo2 : Foo
{
    override
    {
        int bar(char c); // error, no bar(char) in Foo
        int abc(int x); // ok
    }
};
```

8.19 static Attribute

The `static` attribute applies to functions and data. It means that the declaration does not apply to a particular instance of an object, but to the type of the object. In other words, it means there is no `this` reference. `static` is ignored when applied to other declarations.

```cpp
class Foo
{
    static int bar() { return 6; }
    int foobar() { return 7; }
};
...

Foo f = new Foo;
Foo.bar(); // produces 6
Foo.foobar(); // error, no instance of Foo
f.bar(); // produces 6;
```
f.foobar();     // produces 7;

Static functions are never virtual.
Static data has one instance per thread, not one per object.
Static does not have the additional C meaning of being local to a file. Use the private attribute in D to achieve that. For example:

module foo;
int x = 3;                  // x is global
private int y = 4;          // y is local to module foo

8.20 auto Attribute

The auto attribute is used when there are no other attributes and type inference is desired.

auto i = 6.8;               // declare i as a double

For functions, the auto attribute means return type inference. See Auto Functions.

8.21 scope Attribute

The scope attribute is used for local variables and for class declarations. For class declarations, the scope attribute creates a scope class. For local declarations, scope implements the RAII (Resource Acquisition Is Initialization) protocol. This means that the destructor for an object is automatically called when the reference to it goes out of scope. The destructor is called even if the scope is exited via a thrown exception, thus scope is used to guarantee cleanup.

If there is more than one scope variable going out of scope at the same point, then the destructors are called in the reverse order that the variables were constructed.

scope cannot be applied to globals, statics, data members, ref or out parameters. Arrays of scopes are not allowed, and scope function return values are not allowed. Assignment to a scope, other than initialization, is not allowed. Rationale: These restrictions may get relaxed in the future if a compelling reason to appears.

8.22 abstract Attribute

An abstract member function must be overridden by a derived class. Only virtual member functions may be declared abstract; non-virtual member functions and free-standing functions cannot be declared abstract.

Classes become abstract if any of its virtual member functions are declared abstract or if they are defined within an abstract attribute. Note that an abstract class may also contain non-virtual member functions.
8.23 User-Defined Attributes

User-Defined Attributes (UDA) are compile-time expressions that can be attached to a declaration. These attributes can then be queried, extracted, and manipulated at compile time. There is no runtime component to them.

A user-defined attribute looks like:

\[
\emptyset (3) \text{ int } a;
\]

\[
\emptyset ("\text{string}", 7) \text{ int } b;
\]

\[
\text{enum Foo;}
\]

\[
\emptyset \text{Foo int } c;
\]

\[
\text{struct Bar}
\{
    \text{ int } x;
\}
\]

\[
\emptyset \text{Bar}(3) \text{ int } d;
\]

If there are multiple UDAs in scope for a declaration, they are concatenated:

\[
\emptyset (1)
\{ 
    \emptyset (2) \text{ int } a; \quad // \text{has UDA's (1, 2)}
    \emptyset ("\text{string}") \text{ int } b; \quad // \text{has UDA's (1, "string")}
\}
UDA's can be extracted into an expression tuple using \texttt{__traits}:

\begin{verbatim}
@('c') string s;
pragma(msg, __traits(getAttributes, s));  // prints tuple('c')
\end{verbatim}

If there are no user-defined attributes for the symbol, an empty tuple is returned. The expression tuple can be turned into a manipulatable tuple:

\begin{verbatim}
template Tuple (T...)
{
   alias Tuple = T;
}
\end{verbatim}

\begin{verbatim}
enum EEE = 7;
@("hello") struct SSS { }
@(3) { @(4) @EEE @SSS int foo; }
\end{verbatim}

\begin{verbatim}
alias TP = Tuple!(__traits(getAttributes, foo));
\end{verbatim}

\begin{verbatim}
pragma(msg, TP);  // prints tuple(3, 4, 7, (SSS))
pragma(msg, TP[2]);  // prints 7
\end{verbatim}

Of course the tuple types can be used to declare things:

\begin{verbatim}
TP[3] a;  // a is declared as an SSS
\end{verbatim}

The attribute of the type name is not the same as the attribute of the variable:

\begin{verbatim}
pragma(msg, __traits(getAttributes, typeof(a)));  // prints tuple("hello")
\end{verbatim}

Of course, the real value of UDA's is to be able to create user-defined types with specific values. Having attribute values of basic types does not scale. The attribute tuples can be manipulated like any other tuple, and can be passed as the argument list to a template.

Whether the attributes are values or types is up to the user, and whether later attributes accumulate or override earlier ones is also up to how the user interprets them.

UDAs cannot be attached to template parameters.
Pragmas

Pragma:
  \texttt{pragma ( Identifier )}
  \texttt{pragma ( Identifier , ArgumentList )}

Pragmas are a way to pass special information to the compiler and to add vendor specific extensions to D. Pragmas can be used by themselves terminated with a ‘;’, they can influence a statement, a block of statements, a declaration, or a block of declarations.

Pragmas can appear as either declarations, \textit{Pragma DeclarationBlock}, or as statements, \textit{PragmaStatement}.

\begin{verbatim}
pragma(ident); // just by itself

pragma(ident) declaration; // influence one declaration

pragma(ident): // influence subsequent declarations
    declaration;
    declaration;

pragma(ident) // influence block of declarations
{
    declaration;
    declaration;
}

pragma(ident) statement; // influence one statement
\end{verbatim}


```c
#pragma(ident) // influence block of statements
{
    statement;
    statement;
}
```

The kind of pragma it is determined by the `Identifier`. `ArgumentList` is a comma-separated list of `AssignExpressions`. The `AssignExpressions` must be parsable as expressions, but their meaning is up to the individual pragma semantics.

### 9.1 Predefined Pragmas

All implementations must support these, even if by just ignoring them:

- `pragma inline`
- `pragma lib`
- `pragma linkerDirective`
- `pragma mangle`
- `pragma msg`
- `pragma startaddress`

**Implementation Defined:** An implementation may ignore these pragmas.

**pragma inline**

Affects whether functions are inlined or not. If at the declaration level, it affects the functions declared in the block it controls. If inside a function, it affects the function it is enclosed by.

It takes three forms:

1. `pragma(inline)`
   
   Sets the behavior to match the implementation’s default behavior.

2. `pragma(inline, false)`
   
   Functions are never inlined.

3. `pragma(inline, true)`
   
   Always inline the functions.

There can be only zero or one `AssignExpressions`. If one is there, it must be `true`, `false`, or an integer value. An integer value is implicitly converted to a bool.

If there are multiple `pragma` inlines in a function, the lexically last one takes effect.
**9.1. PREDEFINED PRAGMAS**

```c
#pragma(inline):
int foo(int x) // foo() is never inlined
{
    #pragma(inline, true);
    ++x;
    #pragma(inline, false); // supercedes the others
    return x + 3;
}
```

**Implementation Defined:**

1. The default inline behavior is typically selectable with a compiler switch such as `-inline`.
2. Whether a particular function can be inlined or not is implementation defined.
3. What happens for `pragma(inline, true)` if the function cannot be inlined. An error message is typical.

**pragma lib**

There must be one `AssignExpression` and it must evaluate at compile time to a string literal.

```c
#pragma(lib, "foo.lib");
```

**Implementation Defined:** Typically, the string literal specifies the file name of a library file. This name is inserted into the generated object file, or otherwise is passed to the linker, so the linker automatically links in that library.

**pragma linkerDirective**

There must be one `AssignExpression` and it must evaluate at compile time to a string literal.

```c
#pragma(linkerDirective, "/FAILIFMISMATCH:_ITERATOR_DEBUG_LEVEL=2");
```

**Implementation Defined:** The string literal specifies a linker directive to be embedded in the generated object file.

Linker directives are only supported for MS-COFF output.

**pragma mangle**

Overrides the default mangling for a symbol.

There must be one `AssignExpression` and it must evaluate at compile time to a string literal.

**Implementation Defined:** On macOS and Win32, an extra underscore (\_) is prepended to the string since 2.079, as is done by the C/C++ toolchain. This allows using the same `pragma(mangle)` for all compatible (POSIX in one case, win64 in another) platforms instead of having to special-case.
Implementation Defined: It’s only effective when the symbol is a function declaration or a variable declaration. For example this allows linking to a symbol which is a D keyword, which would normally be disallowed as a symbol name:

```c
#pragma (mangle, "body")
extern(C) void body_func();
```

**pragma** msg

Constructs a message from the ArgumentList.

```c
#pragma (msg, "compiling...", 1, 1.0);
```

Implementation Defined: The arguments are typically presented to the user during compilation, such as by printing them to the standard error stream.

**pragma** startaddress

There must be one AssignExpression and it must evaluate at compile time to a function symbol.

Implementation Defined: The function symbol specifies the start address for the program. The symbol is inserted into the object file or is otherwise presented to the linker to set the start address. This is not normally used for application level programming, but is for specialized systems work. For applications code, the start address is taken care of by the runtime library.

```c
void foo() { ... }
#pragma (startaddress, foo);
```

### 9.2 Vendor Specific Pragmas

Vendor specific pragma Identifiers can be defined if they are prefixed by the vendor’s trademarked name, in a similar manner to version identifiers:

```c
#pragma (DigitalMars_extension) { ... }
```

Implementations must diagnose an error for unrecognized Pragmas, even if they are vendor specific ones.

Implementation Defined: Vendor specific pragmas.

**Best Practices:** Vendor specific pragmas should be wrapped in version statements

```c
version (DigitalMars)
{
    #pragma (DigitalMars_extension)
    { ... }
}
```
Chapter 10

Expressions

Expressions are used to compute values with a resulting type. These values can then be assigned, tested, or ignored. Expressions can also have side effects.

10.1 Order Of Evaluation

Binary expressions are evaluated in strictly left-to-right order. Function arguments are evaluated in strictly left-to-right order for functions with `extern (D)` linkage.

```plaintext
import std.conv;
int i = 0;
(i = 2) = ++i * i++ + i;
assert(i == 13); // left to right evaluation of side effects
assert(text(++i, ++i) == "1415"); // left to right evaluation of arguments
```

**Implementation Defined:**

1. The order of evaluation of the operands of `AssignExpression`.
2. The order of evaluation of function arguments for functions with linkage other than `extern (D)`.

**Best Practices:** Even though the order of evaluation is well-defined, writing code that depends on it is rarely recommended.

10.2 Expressions

**Expression:**

- `CommaExpression`
CommaExpression:

AssignExpression
AssignExpression, CommaExpression

The left operand of the , is evaluated, then the right operand is evaluated. The type of the expression is the type of the right operand, and the result is the result of the right operand. Using the result of comma expressions isn’t allowed.

10.3 Assign Expressions

AssignExpression:

ConditionalExpression
ConditionalExpression = AssignExpression
ConditionalExpression += AssignExpression
ConditionalExpression -= AssignExpression
ConditionalExpression *= AssignExpression
ConditionalExpression /= AssignExpression
ConditionalExpression %= AssignExpression
ConditionalExpression &= AssignExpression
ConditionalExpression |= AssignExpression
ConditionalExpression ^= AssignExpression
ConditionalExpression <<= AssignExpression
ConditionalExpression >>= AssignExpression
ConditionalExpression >>>= AssignExpression

For all assign expressions, the left operand must be a modifiable lvalue. The type of the assign expression is the type of the left operand, and the value is the value of the left operand after assignment occurs. The resulting expression is a modifiable lvalue.

Undefined Behavior: If either operand is a reference type and one of the following:

1. the operands have partially overlapping storage
2. the operands’ storage overlaps exactly but the types are different

Implementation Defined: If neither operand is a reference type and one of the following:

1. the operands have partially overlapping storage
2. the operands’ storage overlaps exactly but the types are different
Simple Assignment Expression

If the operator is = then it is simple assignment. The right operand is implicitly converted to the type of the left operand, and assigned to it.

If the left and right operands are of the same struct type, and the struct type has a Postblit, then the copy operation is as described in Struct Postblit.

If the lvalue is the .length property of a dynamic array, the behavior is as described in Setting Dynamic Array Length.

If the lvalue is a static array or a slice, the behavior is as described in Array Copying and Array Setting.

If the lvalue is a user-defined property, the behavior is as described in Property Functions.

Assignment Operator Expressions

For arguments of built-in types, assignment operator expressions such as

\[
a \ op= b
\]

are semantically equivalent to:

\[
a = \text{cast}(\text{typeof}(a))(a \ op b)
\]

except that

- operand a is only evaluated once,
- overloading \( op \) uses a different function than overloading \( op= \) does, and
- the left operand of \( \gg\gg\gg\gg \) does not undergo Integer Promotions before shifting.

For user-defined types, assignment operator expressions are overloaded separately from the binary operator. Still the left operand must be an lvalue.

10.4 Conditional Expressions

\[
\text{ConditionalExpression}:
\]

\[
\text{OrOrExpression}
\]

\[
\text{OrOrExpression} \ ? \ Expression \ : \ ConditionalExpression
\]

The first expression is converted to bool, and is evaluated. If it is true, then the second expression is evaluated, and its result is the result of the conditional expression. If it is false, then the third expression is evaluated, and its result is the result of the conditional expression.
If either the second or third expressions are of type `void`, then the resulting type is `void`. Otherwise, the second and third expressions are implicitly converted to a common type which becomes the result type of the conditional expression.

**Note:** When a conditional expression is the left operand of an assign expression, parentheses are required for disambiguation:

```c
bool test;
int a, b, c;
...
test ? a = b : c = 2;  // Deprecated
(test ? a = b : c) = 2; // Equivalent
```

This makes the intent clearer, because the first statement can easily be misread as the following code:

```c
test ? a = b : (c = 2);
```

### 10.5 OrOr Expressions

**OrOrExpression:**

- `AndAndExpression`
- `OrOrExpression || AndAndExpression`

The result type of an `OrOrExpression` is `bool`, unless the right operand has type `void`, when the result is type `void`.

The `OrOrExpression` evaluates its left operand.

If the left operand, converted to type `bool`, evaluates to `true`, then the right operand is not evaluated. If the result type of the `OrOrExpression` is `bool` then the result of the expression is `true`.

If the left operand is `false`, then the right operand is evaluated. If the result type of the `OrOrExpression` is `bool` then the result of the expression is the right operand converted to type `bool`.

### 10.6 AndAnd Expressions

**AndAndExpression:**

- `OrExpression`
- `AndAndExpression && OrExpression`

The result type of an `AndAndExpression` is `bool`, unless the right operand has type `void`, when the result is type `void`.

The `AndAndExpression` evaluates its left operand.

If the left operand, converted to type `bool`, evaluates to `true`, then the right operand is not evaluated. If the result type of the `AndAndExpression` is `bool` then the result of the expression is `true`.

If the left operand is `false`, then the right operand is evaluated. If the result type of the `AndAndExpression` is `bool` then the result of the expression is the right operand converted to type `bool`. 
The result type of an `AndAndExpression` is `bool`, unless the right operand has type `void`, when the result is type `void`.

The `AndAndExpression` evaluates its left operand.

If the left operand, converted to type `bool`, evaluates to `false`, then the right operand is not evaluated. If the result type of the `AndAndExpression` is `bool` then the result of the expression is `false`.

If the left operand is `true`, then the right operand is evaluated. If the result type of the `AndAndExpression` is `bool` then the result of the expression is the right operand converted to type `bool`.

### 10.7 Bitwise Expressions

Bitwise expressions perform a bitwise operation on their operands. Their operands must be integral types. First, the Usual Arithmetic Conversions are done. Then, the bitwise operation is done.

#### Or Expressions

OrExpression:

\[ \text{XorExpression} \]
\[ \text{OrExpression} \mid \text{XorExpression} \]

The operands are OR’d together.

#### Xor Expressions

XorExpression:

\[ \text{AndExpression} \]
\[ \text{XorExpression} \wedge \text{AndExpression} \]

The operands are XOR’d together.

#### And Expressions

AndExpression:

\[ \text{CmpExpression} \]
\[ \text{AndExpression} \& \text{CmpExpression} \]

The operands are AND’d together.
10.8 Compare Expressions

CmpExpression:
  ShiftExpression
  EqualExpression
  IdentityExpression
  RelExpression
  InExpression

10.9 Equality Expressions

EqualExpression:
  ShiftExpression == ShiftExpression
  ShiftExpression != ShiftExpression

Equality expressions compare the two operands for equality (==) or inequality (!=). The type of the result is bool. The operands undergo the Usual Arithmetic Conversions to bring them to a common type before comparison.

If they are integral values or pointers, equality is defined as the bit pattern of the type matches exactly.

Equality for floating point types is more complicated. -0 and +0 compare as equal. If either or both operands are NAN, then both the == returns false and != returns true. Otherwise, the bit patterns are compared for equality.

For complex numbers, equality is defined as equivalent to:

\[
x.re == y.re && x.im == y.im
\]

and inequality is defined as equivalent to:

\[
x.re != y.re || x.im != y.im
\]

Equality for struct objects means the logical product of all equality results of the corresponding object fields. If all struct fields use bitwise equality, the whole struct equality could be optimized to one memory comparison operation (the existence of alignment holes in the objects is accounted for, usually by setting them all to 0 upon initialization).

For class and struct objects, the expression (a == b) is rewritten as a.opEquals(b), and (a != b) is rewritten as !a.opEquals(b).

For class objects, the == and != operators are intended to compare the contents of the objects, however an appropriate opEquals override must be defined for this to work. The default opEquals provided by the root Object class is equivalent to the is operator. Comparing against null is invalid, as null has no contents. Use the is and !is operators instead.
10.10. RELATIONAL EXPRESSIONS

class C;
C c;
if (c == null) // error
    ...
if (c is null) // ok
    ...

For static and dynamic arrays, equality is defined as the lengths of the arrays matching, and all the elements are equal.

Identity Expressions

IdentityExpression:
    ShiftExpression is ShiftExpression
    ShiftExpression !is ShiftExpression

The is compares for identity. To compare for nonidentity, use e1 !is e2. The type of the result is bool. The operands undergo the Usual Arithmetic Conversions to bring them to a common type before comparison.

For class objects, identity is defined as the object references are for the same object. Null class objects can be compared with is.

For struct objects and floating point values, identity is defined as the bits in the operands being identical.

For static and dynamic arrays, identity is defined as referring to the same array elements and the same number of elements.

For other operand types, identity is defined as being the same as equality.

The identity operator is cannot be overloaded.

10.10 Relational Expressions

RelExpression:
    ShiftExpression < ShiftExpression
    ShiftExpression <= ShiftExpression
    ShiftExpression > ShiftExpression
    ShiftExpression >= ShiftExpression

First, the Usual Arithmetic Conversions are done on the operands. The result type of a relational expression is bool.
For class objects, the result of `Object.opCmp()` forms the left operand, and 0 forms the right operand. The result of the relational expression `(o1 op o2)` is:

\[(o1\cdot \text{opCmp}(o2) \text{ op } 0)\]

It is an error to compare objects if one is `null`.

For static and dynamic arrays, the result of the relational op is the result of the operator applied to the first non-equal element of the array. If two arrays compare equal, but are of different lengths, the shorter array compares as "less" than the longer array.

**Integer comparisons**

Integer comparisons happen when both operands are integral types.

<table>
<thead>
<tr>
<th>Integer comparison operators</th>
<th>Operator</th>
<th>Relation</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>&lt;</code></td>
<td>less</td>
<td></td>
</tr>
<tr>
<td><code>&gt;</code></td>
<td>greater</td>
<td></td>
</tr>
<tr>
<td><code>&lt;=</code></td>
<td>less or equal</td>
<td></td>
</tr>
<tr>
<td><code>&gt;=</code></td>
<td>greater or equal</td>
<td></td>
</tr>
<tr>
<td><code>==</code></td>
<td>equal</td>
<td></td>
</tr>
<tr>
<td><code>!=</code></td>
<td>not equal</td>
<td></td>
</tr>
</tbody>
</table>

It is an error to have one operand be signed and the other unsigned for a `<`, `<=`, `>` or `>=` expression. Use casts to make both operands signed or both operands unsigned.

**Floating point comparisons**

If one or both operands are floating point, then a floating point comparison is performed.

A relational operator can have `NaN` operands. If either or both operands is `NaN`, the floating point comparison operation returns as follows:

<table>
<thead>
<tr>
<th>Floating point comparison operators</th>
<th>Operator</th>
<th>Relation</th>
<th>Returns</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>&lt;</code></td>
<td>less</td>
<td></td>
<td>false</td>
</tr>
<tr>
<td><code>&gt;</code></td>
<td>greater</td>
<td></td>
<td>false</td>
</tr>
<tr>
<td><code>&lt;=</code></td>
<td>less or equal</td>
<td></td>
<td>false</td>
</tr>
<tr>
<td><code>&gt;=</code></td>
<td>greater or equal</td>
<td></td>
<td>false</td>
</tr>
<tr>
<td><code>==</code></td>
<td>equal</td>
<td></td>
<td>false</td>
</tr>
<tr>
<td><code>!=</code></td>
<td>unordered, less, or greater</td>
<td>true</td>
<td></td>
</tr>
</tbody>
</table>
Class comparisons

For class objects, the relational operators compare the contents of the objects. Therefore, comparing against \texttt{null} is invalid, as \texttt{null} has no contents.

```java
class C;
C c;
if (c < null) // error
...
```

### 10.11 In Expressions

**InExpression:**

- `ShiftExpression in ShiftExpression`
- `ShiftExpression !in ShiftExpression`

An associative array can be tested to see if an element is in the array:

```java
int foo[char[]];
...
if ("hello" in foo)
...
```

The \texttt{in} expression has the same precedence as the relational expressions <, <=, etc. The return value of the \texttt{InExpression} is \texttt{null} if the element is not in the array; if it is in the array it is a pointer to the element.

The \texttt{!in} expression is the logical negation of the \texttt{in} operation.

### 10.12 Shift Expressions

**ShiftExpression:**

- `AddExpression`
- `ShiftExpression << AddExpression`
- `ShiftExpression >> AddExpression`
- `ShiftExpression >>> AddExpression`

The operands must be integral types, and undergo the Usual Arithmetic Conversions. The result type is the type of the left operand after the promotions. The result value is the result of shifting the bits by the right operand’s value.
<< is a left shift. >> is a signed right shift. >>> is an unsigned right shift.
It’s illegal to shift by the same or more bits than the size of the quantity being shifted:

```c
int c;
auto x = c << 33; // error
```

### 10.13 Add Expressions

AddExpression:
```
MulExpression
AddExpression + MulExpression
AddExpression - MulExpression
CatExpression
```

If the operands are of integral types, they undergo the Usual Arithmetic Conversions, and then
are brought to a common type using the Usual Arithmetic Conversions.

If either operand is a floating point type, the other is implicitly converted to floating point and
they are brought to a common type via the Usual Arithmetic Conversions.

If the operator is + or −, and the first operand is a pointer, and the second is an integral type,
the resulting type is the type of the first operand, and the resulting value is the pointer plus (or
minus) the second operand multiplied by the size of the type pointed to by the first operand.

If the second operand is a pointer, and the first is an integral type, and the operator is +, the
operands are reversed and the pointer arithmetic just described is applied.

If both operands are pointers, and the operator is +, then it is illegal.

If both operands are pointers, and the operator is −, the pointers are subtracted and the result
is divided by the size of the type pointed to by the operands. In this calculation the assumed size
of `void` is one byte. It is an error if the pointers point to different types. The type of the result is
`ptrdiff_t`.

If both operands are of integral types and an overflow or underflow occurs in the computation,
wrapping will happen. That is, `uint.max + 1 == uint.min` and `uint.min - 1 == uint.max`.

Add expressions for floating point operands are not associative.

### 10.14 Cat Expressions

CatExpression:
```
AddExpression ~ MulExpression
```
A *CatExpression* concatenates arrays, producing a dynamic array with the result. The arrays must be arrays of the same element type. If one operand is an array and the other is of that array’s element type, that element is converted to an array of length 1 of that element, and then the concatenation is performed.

### 10.15 Mul Expressions

**MulExpression:**

- *UnaryExpression*  
- *MulExpression* * * *UnaryExpression*  
- *MulExpression* / *UnaryExpression*  
- *MulExpression* % *UnaryExpression*

The operands must be arithmetic types. They undergo the Usual Arithmetic Conversions. For integral operands, the *+, /, and %* correspond to multiply, divide, and modulus operations. For multiply, overflows are ignored and simply chopped to fit into the integral type.

For integral operands of the / and % operators, the quotient rounds towards zero and the remainder has the same sign as the dividend. If the divisor is zero, an Exception is thrown.

For floating point operands, the * and / operations correspond to the IEEE 754 floating point equivalents. The IEEE 754 remainder. For example, 15.0 for IEEE 754, remainder(15.0,10.0) == -5.0.

Mul expressions for floating point operands are not associative.

### 10.16 Unary Expressions

**UnaryExpression:**

- *& UnaryExpression*  
- ++ *UnaryExpression*  
- -- *UnaryExpression*  
- * UnaryExpression*  
- - *UnaryExpression*  
- + *UnaryExpression*  
- ! *UnaryExpression*  
- *ComplementExpression*  
- ( *Type* ) . *Identifier*  
- ( *Type* ) . *TemplateInstance*  
- *DeleteExpression*  
- *CastExpression*
Complement Expressions

_ComplementExpression_ work on integral types (except bool). All the bits in the value are complemented.

**Note:** the usual Integer Promotions are not performed prior to the complement operation.

New Expressions

_NEWExpression_: 

```
new AllocatorArguments_opt Type
```

_NEWExpressionWithArgs_: 

```
new AllocatorArguments_opt Type [ AssignExpression ]
new AllocatorArguments_opt Type ( ArgumentList_opt )
```

AllocatorArguments:

```
( ArgumentList_opt )
```

ArgumentList:

```
AssignExpression
AssignExpression ,
AssignExpression , ArgumentList
```

_NEWExpressions_ are used to allocate memory on the garbage collected heap (default) or using a class or struct specific allocator.

To allocate multidimensional arrays, the declaration reads in the same order as the prefix array declaration order.
char[][] foo;  // dynamic array of strings
...
foo = new char[][30]; // allocate array of 30 strings

The above allocation can also be written as:
foo = new char[][][30];  // allocate array of 30 strings

To allocate the nested arrays, multiple arguments can be used:
int[][][] bar;
...
bar = new int[][][](5, 20, 30);

The code above is equivalent to:
bar = new int[][][5];
foreach (ref a; bar)
{
    a = new int[][20];
    foreach (ref b; a)
    {
        b = new int[30];
    }
}

If there is a new ( ArgumentList ), then those arguments are passed to the class or struct specific allocator function after the size argument.
If a NewExpression is used as an initializer for a function local variable with scope storage class, and the ArgumentList to new is empty, then the instance is allocated on the stack rather than the heap or using the class specific allocator.

Delete Expressions

DeleteExpression:
   delete UnaryExpression

NOTE: delete has been deprecated. Instead, please use destroy if feasible, or core.memory._delete as a last resort.
If the UnaryExpression is a class object reference, and there is a destructor for that class, the destructor is called for that object instance.
Next, if the UnaryExpression is a class object reference, or a pointer to a struct instance, and the class or struct has overloaded operator delete, then that operator delete is called for that class object instance or struct instance.
Otherwise, the garbage collector is called to immediately free the memory allocated for the class instance or struct instance.

If the **UnaryExpression** is a pointer or a dynamic array, the garbage collector is called to immediately release the memory.

The pointer, dynamic array, or reference is set to `null` after the delete is performed. Any attempt to reference the data after the deletion via another reference to it will result in undefined behavior.

If **UnaryExpression** is a variable allocated on the stack, the class destructor (if any) is called for that instance. Neither the garbage collector nor any class deallocator is called.

**Undefined Behavior:**

1. Using `delete` to free memory not allocated by the garbage collector.
2. Referring to data that has been the operand of `delete`.

**Cast Expressions**

**CastExpression:**

```cpp
cast ( Type ) UnaryExpression
```

```cpp
cast ( TypeCtors opt ) UnaryExpression
```

A **CastExpression** converts the **UnaryExpression** to Type.

```cpp
cast(foo) -p; // cast (-p) to type foo
(foo) - p;     // subtract p from foo
```

Any casting of a class reference to a derived class reference is done with a runtime check to make sure it really is a downcast. `null` is the result if it isn’t.

```cpp
class A { ... }
class B : A { ... }
```

```cpp
void test(A a, B b)
{
    B bx = a;    // error, need cast
    B bx = cast(B) a; // bx is null if a is not a B
    A ax = b;    // no cast needed
    A ax = cast(A) b; // no runtime check needed for upcast
}
```

In order to determine if an object `o` is an instance of a class `B` use a cast:
if (cast(B) o) {
    // o is an instance of B
} else {
    // o is not an instance of B
}

Casting a pointer type to and from a class type is done as a type paint (i.e. a reinterpret cast).
Casting a dynamic array to another dynamic array is done only if the array lengths multiplied
by the element sizes match. The cast is done as a type paint, with the array length adjusted to
match any change in element size. If there's not a match, a runtime error is generated.

import std.stdio;

int main() {
    byte[] a = [1,2,3];
    auto b = cast(int[])a; // runtime array cast misalignment

    int[] c = [1, 2, 3];
    auto d = cast(byte[])c; // ok
    // prints:
    // [1, 0, 0, 0, 2, 0, 0, 0, 3, 0, 0, 0]
    writeln(d);
    return 0;
}

Casting a floating point literal from one type to another changes its type, but internally it is
retained at full precision for the purposes of constant folding.

void test() {
    real a = 3.40483L;
    real b;
    b = 3.40483; // literal is not truncated to double precision
    assert(a == b);
    assert(a == 3.40483);
    assert(a == 3.40483L);
    assert(a == 3.40483F);
    double d = 3.40483; // truncate literal when assigned to variable
assert(d != a);  // so it is no longer the same
const double x = 3.40483;  // assignment to const is not
assert(x == a);  // truncated if the initializer is visible
}

Casting a floating point value to an integral type is the equivalent of converting to an integer using truncation.

```c
void main()
{
    int a = cast(int) 0.8f;
    assert(a == 0);
    long b = cast(long) 1.5;
    assert(b == 1L);
    long c = cast(long) -1.5;
    assert(c == -1);
}
```

Casting a value \( v \) to a struct \( S \), when value is not a struct of the same type, is equivalent to:

\[ S(v) \]

Casting to a \( CastQual \) replaces the qualifiers to the type of the \( UnaryExpression \).

```c
shared int x;
assert(is(typeof(cast(const)x) == const int));
```

Casting with no \( Type \) or \( CastQual \) removes any top level \( const, immutable, shared \) or \( inout \) type modifiers from the type of the \( UnaryExpression \).

```c
shared int x;
assert(is(typeof(cast()x) == int));
```

Casting an expression to \( void \) type is allowed to mark that the result is unused. On \( ExpressionStatement \), it could be used properly to avoid "has no effect" error.

```c
void foo(lazy void exp) {}  
void main()
{
    foo(10);  // NG - has no effect in expression '10'
    foo(cast(void)10);  // OK
}  
```
10.17 Pow Expressions

PowExpression:
   PostfixExpression
   PostfixExpression ^ UnaryExpression

.PowExpression raises its left operand to the power of its right operand.

10.18 Postfix Expressions

PostfixExpression:
   PrimaryExpression
   PostfixExpression . Identifier
   PostfixExpression . TemplateInstance
   PostfixExpression . NewExpression
   PostfixExpression ++
   PostfixExpression --
   PostfixExpression ( ArgumentList_opt )
   TypeCtors_opt BasicType ( ArgumentList_opt )
   IndexExpression
   SliceExpression

10.19 Index Expressions

IndexExpression:
   PostfixExpression [ ArgumentList ]

.PostfixExpression is evaluated. If PostfixExpression is an expression of type static array or
dynamic array, the symbol $ is set to be the number of elements in the array. If PostfixExpression
is a ValueSeq, the symbol $ is set to be the number of elements in the sequence. A new declaration
scope is created for the evaluation of the ArgumentList and $ appears in that scope only.

If PostfixExpression is a ValueSeq, then the ArgumentList must consist of only one argument,
and that must be statically evauatable to an integral constant. That integral constant $ then
selects the $th expression in the ValueSeq, which is the result of the IndexExpression. It is an error
if $ is out of bounds of the ValueSeq.
10.20 Slice Expressions

SliceExpression:
   PostfixExpression [ ]
   PostfixExpression [ Slice, opt ]
Slice:
   AssignExpression
   AssignExpression .. Slice
   AssignExpression .. AssignExpression .. AssignExpression
   AssignExpression .. AssignExpression , Slice

PostfixExpression is evaluated. If PostfixExpression is an expression of type static array or
dynamic array, the special variable $ is declared and set to be the length of the array. A new
declaration scope is created for the evaluation of the AssignExpression .. AssignExpression and $
appears in that scope only.

The first AssignExpression is taken to be the inclusive lower bound of the slice, and the second
AssignExpression is the exclusive upper bound. The result of the expression is a slice of the
PostfixExpression array.

If the [ ] form is used, the slice is of the entire array.

The type of the slice is a dynamic array of the element type of the PostfixExpression.

A SliceExpression is not a modifiable lvalue.

If the slice bounds can be known at compile time, the slice expression is implicitly convertible
to an lvalue of static array. For example:

```c
arr[a .. b] // typed T[]
```

If both a and b are integers (may be constant-folded), the slice expression can be converted to
a static array type T[b - a].

```c
void foo(int[2] a)
{
    assert(a == [2, 3]);
}
void bar(ref int[2] a)
{
    assert(a == [2, 3]);
    a[0] = 4;
    a[1] = 5;
    assert(a == [4, 5]);
}
void baz(int[3] a) {} // ...
```
void main()
{
    int[] arr = [1, 2, 3];

    foo(arr[1 .. 3]);
    assert(arr == [1, 2, 3]);

    bar(arr[1 .. 3]);
    assert(arr == [1, 4, 5]);

    //baz(arr[1 .. 3]); // cannot match length
}

The following forms of slice expression can be convertible to a static array type:

- An expression that contains no side effects.
- Integers (that may be constant-folded).

<table>
<thead>
<tr>
<th>Form</th>
<th>The length calculated at compile time</th>
</tr>
</thead>
<tbody>
<tr>
<td>arr[]</td>
<td>The compile time length of arr if it’s known.</td>
</tr>
<tr>
<td>arr[a .. b]</td>
<td>b - a</td>
</tr>
<tr>
<td>arr[e-a .. e]</td>
<td>a</td>
</tr>
<tr>
<td>arr[e .. e+b]</td>
<td>b</td>
</tr>
<tr>
<td>arr[e-a .. e+b]</td>
<td>a + b</td>
</tr>
<tr>
<td>arr[e+a .. e+b]</td>
<td>b - a if a &lt;= b</td>
</tr>
<tr>
<td>arr[e-a .. e-b]</td>
<td>a - b if a &gt;= b</td>
</tr>
</tbody>
</table>

If PostfixExpression is a ValueSeq, then the result of the slice is a new ValueSeq formed from the upper and lower bounds, which must statically evaluate to integral constants. It is an error if those bounds are out of range.

10.21 Primary Expressions

PrimaryExpression:
  Identifier
  . Identifier
  TemplateInstance
. TemplateInstance
   this
   super
   null
   true
   false
   $
   IntegerLiteral
   FloatLiteral
   CharacterLiteral
   StringLiterals
   ArrayLiteral
   AssocArrayLiteral
   FunctionLiteral
   AssertExpression
  MixinExpression
   ImportExpression
   NewExpressionWithArgs
   BasicTypeX . Identifier
   BasicTypeX ( ArgumentList_opt )
   TypeCtor ( Type ) . Identifier
   TypeCtor ( Type ) ( ArgumentList_opt )
   Typeof
   TypeidExpression
   IsExpression
   ( Expression )
   SpecialKeyword
   TraitsExpression

.Identifier

.Identifier is looked up at module scope, rather than the current lexically nested scope.

this

Within a non-static member function, this resolves to a reference to the object for which the function was called. If the object is an instance of a struct, this will be a pointer to that instance. If a member function is called with an explicit reference to typeof(this), a non-virtual call is made:
class A
{
    char get() { return 'A'; }

    char foo() { return typeof(this).get(); }
    char bar() { return this.get(); }
}

class B : A
{
    override char get() { return 'B'; }
}

void main()
{
    B b = new B();

    assert(b.foo() == 'A');
    assert(b.bar() == 'B');
}

Assignment to this is not allowed.

super

super is identical to this, except that it is cast to this’s base class. It is an error if there is no base class. It is an error to use super within a struct member function. (Only class Object has no base class.) If a member function is called with an explicit reference to super, a non-virtual call is made.

Assignment to super is not allowed.

null

null represents the null value for pointers, pointers to functions, delegates, dynamic arrays, associative arrays, and class objects. If it has not already been cast to a type, it is given the singular type typeof(null) and it is an exact conversion to convert it to the null value for pointers, pointers to functions, delegates, etc. After it is cast to a type, such conversions are implicit, but no longer exact.
true, false
These are of type bool and when cast to another integral type become the values 1 and 0, respectively.

Character Literals
Characteristic literals are single characters and resolve to one of type char, wchar, or dchar. If the literal is a \u escape sequence, it resolves to type wchar. If the literal is a \U escape sequence, it resolves to type dchar. Otherwise, it resolves to the type with the smallest size it will fit into.

String Literals
String Literals:

StringLiterals: StringLiteral
StringLiterals StringLiteral

String literals can implicitly convert to any of the following types, they have equal weight:

immutable(char)*
immutable(wchar)*
immutable(dchar)*
immutable(char)[]
immutable(wchar)[]
immutable(dchar)[]

By default, a string literal is typed as a dynamic array, but the element count is known at compile time. So all string literals can be implicitly converted to static array types.

void foo(char[2] a)
{
    assert(a == "bc");
}
void bar(ref const char[2] a)
{
    assert(a == "bc");
}
void baz(const char[3] a) {}

void main()
{
    string str = "abc";
    foo(str[1 .. 3]);
Strings literals have a 0 appended to them, which makes them easy to pass to C or C++ functions expecting a `const char*` string. The 0 is not included in the `.length` property of the string literal.

**Array Literals**

Array literal:

```
[ ArgumentList_opt ]
```

Array literals are a comma-separated list of `AssignExpressions` between square brackets `[` and `]`. The `AssignExpressions` form the elements of a dynamic array, the length of the array is the number of elements. The common type of the all elements is taken to be the type of the array element, and all elements are implicitly converted to that type.

```
auto a1 = [1,2,3];  // type is int[], with elements 1, 2 and 3
auto a2 = [1u,2,3];  // type is uint[], with elements 1u, 2u, and 3u
```

By default, an array literal is typed as a dynamic array, but the element count is known at compile time. So all array literals can be implicitly converted to static array types.

```c
void foo(long[2] a) {
    assert(a == [2, 3]);
}
void bar(ref long[2] a) {
    assert(a == [2, 3]);
    a[0] = 4;
    a[1] = 5;
    assert(a == [4, 5]);
}
void baz(const char[3] a) {}
```

```c
void main() {
    long[] arr = [1, 2, 3];
    foo(arr[1 .. 3]);
    assert(arr == [1, 2, 3]);
}
bar(arr[1 .. 3]);
assert(arr == [1, 4, 5]);

//baz(arr[1 .. 3]); // cannot match length
}

If any of the arguments in the ArgumentList are a ValueSeq, then the elements of the ValueSeq are inserted as arguments in place of the sequence.

Array literals are allocated on the memory managed heap. Thus, they can be returned safely from functions:

```cpp
int[] foo()
{
    return [1, 2, 3];
}
```

When array literals are cast to another array type, each element of the array is cast to the new element type. When arrays that are not literals are cast, the array is reinterpreted as the new type, and the length is recomputed:

```cpp
import std.stdio;

void main()
{
    // cast array literal
    const short[] ct = cast(short[]) [cast(byte)1, 1];
    // this is equivalent with:
    // const short[] ct = [cast(short)1, cast(short)1];
    writeln(ct); // writes [1, 1]

    // cast other array expression
    // --> normal behavior of CastExpression
    byte[] arr = [cast(byte)1, cast(byte)1];
    short[] rt = cast(short[]) arr;
    writeln(rt); // writes [257]
}
```

In other words, casting literal expression will change the literal type.

**Associative Array Literals**

AssocArrayLiteral:
[KeyValuePairs]

KeyValuePairs:
KeyValuePair, KeyValuePairs

KeyValuePair:
KeyExpression: ValueExpression

KeyExpression:
AssignExpression

ValueExpression:
AssignExpression

Associative array literals are a comma-separated list of key: value pairs between square brackets [ and ]. The list cannot be empty. The common type of the all keys is taken to be the key type of the associative array, and all keys are implicitly converted to that type. The common type of the all values is taken to be the value type of the associative array, and all values are implicitly converted to that type. An AssocArrayLiteral cannot be used to statically initialize anything.

[21u:"he", 38:"ho", 2:"hi"]; // type is string[uint],
// with keys 21u, 38u and 2u
// and values "he", "ho", and "hi"

If any of the keys or values in the KeyValuePairs are a ValueSeq, then the elements of the ValueSeq are inserted as arguments in place of the sequence.

Function Literals

FunctionLiteral:
function Type opt ParameterWithAttributes opt FunctionLiteralBody
delegate Type opt ParameterWithMemberAttributes opt FunctionLiteralBody
ParameterMemberAttributes FunctionLiteralBody
FunctionLiteralBody
Lambda
ParameterWithAttributes:
   Parameters FunctionAttributes opt

ParameterWithMemberAttributes:
   Parameters MemberFunctionAttributes opt

FunctionLiteralBody:
   BlockStatement
   FunctionContracts opt BodyStatement

*FunctionLiterals* enable embedding anonymous functions and anonymous delegates directly into expressions. *Type* is the return type of the function or delegate, if omitted it is inferred from any *ReturnStatements* in the *FunctionLiteralBody*. *(ArgumentList)* forms the arguments to the function. If omitted it defaults to the empty argument list (*`). The type of a function literal is pointer to function or pointer to delegate. If the keywords *function* or *delegate* are omitted, it is inferred from whether *FunctionLiteralBody* is actually accessing to the outer context.

For example:

```csharp
int function(char c) fp; // declare pointer to a function

void test()
{
    static int foo(char c) { return 6; }

    fp = &foo;
}
```

is exactly equivalent to:

```csharp
int function(char c) fp;

void test()
{
    fp = function int(char c) { return 6; };
}
```

Also:
int abc(int delegate(int i));

void test()
{
    int b = 3;
    int foo(int c) { return 6 + b; }

    abc(&foo);
}

is exactly equivalent to:

int abc(int delegate(int i));

void test()
{
    int b = 3;

    abc( delegate int(int c) { return 6 + b; } );
}

and the following where the return type int and function(delegate) are inferred:

int abc(int delegate(int i));
int def(int function(int s));

void test()
{
    int b = 3;

    abc( (int c) { return 6 + b; } ); // inferred to delegate
    def( (int c) { return c * 2; } ); // inferred to function
    //def( (int c) { return c * b; } ); // error!
    // Because the FunctionLiteralBody accesses b, then the function literal type
    // is inferred to delegate. But def cannot receive delegate.
}

If the type of a function literal can be uniquely determined from its context, the parameter type inference is possible.

void foo(int function(int) fp);

void test()
Anonymous delegates can behave like arbitrary statement literals. For example, here an arbitrary statement is executed by a loop:

```csharp
double test()
{
    double d = 7.6;
    float f = 2.3;

    void loop(int k, int j, void delegate() statement)
    {
        for (int i = k; i < j; i++)
        {
            statement();
        }
    }

    loop(5, 100, { d += 1; });
    loop(3, 10, { f += 3; });

    return d + f;
}
```

When comparing with nested functions, the `function` form is analogous to static or non-nested functions, and the `delegate` form is analogous to non-static nested functions. In other words, a delegate literal can access stack variables in its enclosing function, a function literal cannot.

### Lambdas

**Lambda:**

- `function Type_opt ParameterAttributes => AssignExpression`
- `delegate Type_opt ParameterMemberAttributes => AssignExpression`
- `ParameterMemberAttributes => AssignExpression`
- `Identifier => AssignExpression`
Lambdas are a shorthand syntax for FunctionLiterals.

1. Just one Identifier is rewritten to Parameters:
   ( Identifier )
2. The following part => AssignExpression is rewritten to FunctionLiteralBody:
   { return AssignExpression ; }

Example usage:

```plaintext
import std.stdio;

void main()
{
    auto i = 3;
    auto twice = function (int x) => x * 2;
    auto square = delegate (int x) => x * x;

    auto n = 5;
    auto mul_n = (int x) => x * n;

    writeln(twice(i));  // prints 6
    writeln(square(i));  // prints 9
    writeln(mul_n(i));   // prints 15
}
```

Uniform construction syntax for built-in scalar types

The implicit conversions of built-in scalar types can be explicitly represented by using function call syntax. For example:

```plaintext
auto a = short(1);  // implicitly convert an integer literal '1' to short
auto b = double(a); // implicitly convert a short variable 'a' to double
auto c = byte(128); // error, 128 cannot be represented in a byte
```

If the argument is omitted, it means default construction of the scalar type:

```plaintext
auto a = ushort();   // same as: ushort.init
auto b = wchar();    // same as: wchar.init
auto c = creal();    // same as: creal.init
```
## Assert Expressions

**AssertExpression:**

```
assert ( AssertArguments )
```

**AssertArguments:**

```
AssignExpression , opt
AssignExpression , AssignExpression , opt
```

The first `AssignExpression` must evaluate to true. If it does not, an `Assert Failure` has occurred and the program enters an `Invalid State`.

If the first `AssignExpression` consists entirely of compile time constants, and evaluates to false, it is a special case; it signifies that it is unreachable code. Compile Time Function Execution (CTFE) is not attempted.

`AssertExpression` has different semantics if it is in a `unittest` or in `contract`.

The second `AssignExpression`, if present, must be implicitly convertible to type `const(char)[]`.

If the first `AssignExpression` is a reference to a class instance for which a Class Invariant exists, the `Class Invariant` must hold.

If the first `AssignExpression` is a pointer to a struct instance for which a `Struct Invariant` exists, the `Struct Invariant` must hold.

The type of an `AssertExpression` is `void`.

**Undefined Behavior:** Once in an `Invalid State` the behavior of the continuing execution of the program is undefined.

**Implementation Defined:** Whether the first `AssertExpression` is evaluated or not at runtime is typically set with a compiler switch. If it is not evaluated, any side effects specified by the `AssertExpression` may not occur. The behavior if the first `AssertExpression` is evaluated and is false is also typically set with a compiler switch and may include these options:

1. continuing execution
2. immediately halting via execution of a special CPU instruction
3. aborting the program
4. calling the assert failure function in the corresponding C runtime library
5. throwing the `AssertError` exception in the D runtime library

If the optional second `AssignExpression` is provided, the implementation may evaluate it and print the resulting message upon assert failure:

```c
void main()
{
```
assert(0, "an" ~ "_error_:message");
}

When compiled and run, it will produce the message:
core.exception.AssertError@test.d(3) an error message

The implementation may handle the case of the first AssignExpression evaluating at compile time
to false differently in that in release mode it may simply generate a HLT instruction or equivalent.

**Best Practices:**

1. Do not have side effects in either AssignExpression that subsequent code depends on.
2. AssertExpressions are intended to detect bugs in the program, do not use for detecting input
   or environmental errors.
3. Do not attempt to resume normal execution after an Assert Failure.

**Mixin Expressions**

**MixinExpression:**

```
mixin ( ArgumentList )
```

Each AssignExpression in the ArgumentList is evaluated at compile time, and the result must
be representable as a string. The resulting strings are concatenated to form a string. The text
contents of the string must be compilable as a valid Expression, and is compiled as such.

```c
int foo(int x)
{
    return mixin("x_+", 1) * 7; // same as ((x + 1) * 7)
}
```

**Import Expressions**

**ImportExpression:**

```
import ( AssignExpression )
```

The AssignExpression must evaluate at compile time to a constant string. The text contents of
the string are interpreted as a file name. The file is read, and the exact contents of the file become
a string literal.

Implementations may restrict the file name in order to avoid directory traversal security vulner-
abilities. A possible restriction might be to disallow any path components in the file name.
Note that by default an import expression will not compile unless you pass one or more paths via the `-J` switch. This tells the compiler where it should look for the files to import. This is a security feature.

```cpp
void foo()
{
    // Prints contents of file foo.txt
    writeln(import("foo.txt"));
}
```

### Typedef Expressions

**TypedefExpression**:

```cpp
typedef ( Type )
typedef ( Expression )
```

If `Type`, returns an instance of class `TypeInfo` corresponding to `Type`

If `Expression`, returns an instance of class `TypeInfo` corresponding to the type of the `Expression`

If the type is a class, it returns the `TypeInfo` of the dynamic type (i.e. the most derived type). The `Expression` is always executed.

```cpp
class A { }
class B : A { }

void main()
{
    writeln(typeid(int)); // int
    uint i;
    writeln(typeid(i++)); // uint
    writeln(i);           // 1
    A a = new B();
    writeln(typeid(a));  // B
    writeln(typeid(typeof(a))); // A
}
```

### IsExpression

**IsExpression**:

```cpp
is ( Type )
is ( Type : TypeSpecialization )
```
IsExpressions are evaluated at compile time and are used for checking for valid types, comparing types for equivalence, determining if one type can be implicitly converted to another, and deducing the subtypes of a type. The result of an IsExpression is a boolean of value true if the condition is satisfied. If the condition is not satisfied, the result is a boolean of value false.

Type is the type being tested. It must be syntactically correct, but it need not be semantically correct. If it is not semantically correct, the condition is not satisfied.

Identifier is declared to be an alias of the resulting type if the condition is satisfied. The Identifier forms can only be used if the IsExpression appears in a StaticIfCondition.

TypeSpecialization is the type that Type is being compared against.

The forms of the IsExpression are:

- `is ( Type == TypeSpecialization )`
- `is ( Type : TypeSpecialization , TemplateParameterList )`
- `is ( Type == TypeSpecialization , TemplateParameterList )`
- `is ( Type Identifier )`
- `is ( Type Identifier : TypeSpecialization )`
- `is ( Type Identifier == TypeSpecialization )`
- `is ( Type Identifier : TypeSpecialization , TemplateParameterList )`
- `is ( Type Identifier == TypeSpecialization , TemplateParameterList )`
1. **is** (*Type*) The condition is satisfied if *Type* is semantically correct (it must be syntactically correct regardless).

```c
alias int func(int);  // func is a alias to a function type
void foo()
{
    if (is(func[]))     // not satisfied because arrays of
                       // functions are not allowed
        writeln("satisfied");
    else
        writeln("not satisfied");

    if (is([][]))       // error, [][] is not a syntactically valid type
        writeln("...");
}
```

2. **is** (*Type : TypeSpecialization*) The condition is satisfied if *Type* is semantically correct and it is the same as or can be implicitly converted to *TypeSpecialization*. *TypeSpecialization* is only allowed to be a *Type*.

```c
alias Bar = short;
void foo()
{
    if (is(Bar : int))       // satisfied because short can be
                             // implicitly converted to int
        writeln("satisfied");
    else
        writeln("not satisfied");
}
```

3. **is** (*Type == TypeSpecialization*)

   The condition is satisfied if *Type* is semantically correct and is the same type as *TypeSpecialization*.

   If *TypeSpecialization* is one of

   ```
   struct union class interface enum function delegate const immutable shared
   ```

   then the condition is satisfied if *Type* is one of those.

```c
alias Bar = short;
void foo()
{
    if (is(Bar == int))      // not satisfied because short is not
                             // the same type as int
        writeln("satisfied");
```
else
    writeln("not satisfied");
}

4. is ( Type Identifier ) The condition is satisfied if Type is semantically correct. If so, Identifier is declared to be an alias of Type.

    alias Bar = short;
    void foo()
    {
        static if (is(Bar T))
            alias S = T;
        else
            alias S = long;

        writeln(typeid(S)); // prints "short"
        if (is(Bar T)) // error, Identifier T form can
            // only be in StaticIfConditions
            ...
    }

5. is ( Type Identifier : TypeSpecialization )
   The condition is satisfied if Type is the same as TypeSpecialization, or if Type is a class and TypeSpecialization is a base class or base interface of it. The Identifier is declared to be either an alias of the TypeSpecialization or, if TypeSpecialization is dependent on Identifier, the deduced type.

    alias Bar = int;
    alias Abc = long*;
    void foo()
    {
        static if (is(Bar T : int))
            alias S = T;
        else
            alias S = long;

        writeln(typeid(S)); // prints "int"

        static if (is(Abc U : U*))
        {
            U u;
            writeln(typeid(typeof(u))); // prints "long"
The way the type of Identifier is determined is analogous to the way template parameter types are determined by TemplateTypeParameterSpecialization.

6. is ( Type Identifier == TypeSpecialization )

The condition is satisfied if Type is semantically correct and is the same as TypeSpecialization. The Identifier is declared to be either an alias of the TypeSpecialization or, if TypeSpecialization is dependent on Identifier, the deduced type.

If TypeSpecialization is one of struct union class interface enum function delegate const immutable shared

then the condition is satisfied if Type is one of those. Furthermore, Identifier is set to be an alias of the type:

<table>
<thead>
<tr>
<th>keyword</th>
<th>alias type for Identifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>struct</td>
<td>Type</td>
</tr>
<tr>
<td>union</td>
<td>Type</td>
</tr>
<tr>
<td>class</td>
<td>Type</td>
</tr>
<tr>
<td>interface</td>
<td>Type</td>
</tr>
<tr>
<td>super</td>
<td>TypeSeq of base classes and interfaces</td>
</tr>
<tr>
<td>enum</td>
<td>the base type of the enum</td>
</tr>
<tr>
<td>function</td>
<td>TypeSeq of the function parameter types. For C- and D-style variadic functions, only the non-variadic parameters are included. For typesafe variadic functions, the ... is ignored.</td>
</tr>
<tr>
<td>delegate</td>
<td>the function type of the delegate</td>
</tr>
<tr>
<td>return</td>
<td>the return type of the function, delegate, or function pointer</td>
</tr>
<tr>
<td>__parameters</td>
<td>the parameter sequence of a function, delegate, or function pointer. This includes the parameter types, names, and default values.</td>
</tr>
<tr>
<td>const</td>
<td>Type</td>
</tr>
<tr>
<td>immutable</td>
<td>Type</td>
</tr>
<tr>
<td>shared</td>
<td>Type</td>
</tr>
</tbody>
</table>

```c
alias Bar = short;
enum E : byte { Emember }
void foo()
{
    static if (is(Bar T == int))  // not satisfied, short is not int
    alias S = T;
    alias U = T;                  // error, T is not defined
```
static if (is(E V == enum)) // satisfied, E is an enum
    V v; // v is declared to be a byte

7. is (Type : TypeSpecialization, TemplateParameterList) is (Type == TypeSpecialization, TemplateParameterList)
   is (Type Identifier : TypeSpecialization, TemplateParameterList)
   is (Type Identifier == TypeSpecialization, TemplateParameterList)

More complex types can be pattern matched; the TemplateParameterList declares symbols based on the parts of the pattern that are matched, analogously to the way implied template parameters are matched.

import std.stdio, std.typecons;

void main()
{
    alias Tup = Tuple!(int, string);
    alias AA = long[char[]];

    static if (is(Tup : Template!Args, alias Template, Args...))
    {
        writeln(__traits(isSame, Template, Tuple)); // true
        writeln(is(Template!(int, long) == Tup)); // true
        writeln(typeid(Args[0])); // int
        writeln(typeid(Args[1])); // immutable(char)[]
    }

    static if (is(AA T : T[U], U : const char[]))
    {
        writeln(typeid(T)); // long
        writeln(typeid(U)); // const char[]
    }

    static if (is(AA A : A[B], B : int))
    {
        assert(0); // should not match, as B is not an int
    }

    static if (is(int[10] W : W[len], int len))
    {
        writeln(typeid(W)); // int
    }
**10.22 Special Keywords**

*SpecialKeyword:*

- `__FILE__`
- `__FILE_FULL_PATH__`
- `__MODULE__`
- `__LINE__`
- `__FUNCTION__`
- `__PRETTY_FUNCTION__`

`__FILE__` and `__LINE__` expand to the source file name and line number at the point of instantiation. The path of the source file is left up to the compiler.

`__FILE_FULL_PATH__` expands to the absolute source file name at the point of instantiation.

`__MODULE__` expands to the module name at the point of instantiation.

`__FUNCTION__` expands to the fully qualified name of the function at the point of instantiation.

`__PRETTY_FUNCTION__` is similar to `__FUNCTION__`, but also expands the function return type, its parameter types, and its attributes.

Example:

```d
module test;
import std.stdio;

void test(string file = __FILE__, size_t line = __LINE__,
        string mod = __MODULE__, string func = __FUNCTION__,
        string pretty = __PRETTY_FUNCTION__,
        string fileFullPath = __FILE_FULL_PATH__)
{
    writeln("file: '%s', line: '%s', module: '%s', function: '%s', 
            pretty function: '%s',
            file full path: '%s'",
        file, line, mod, func, pretty, fileFullPath);
```
int main(string[] args) {
    test();
    return 0;
}

Assuming the file was at /example/test.d, this will output:
function: 'test.main', pretty function: 'int test.main(string[] args)',
file full path: '/example/test.d'

10.23 Associativity and Commutativity

An implementation may rearrange the evaluation of expressions according to arithmetic associativity
and commutativity rules as long as, within that thread of execution, no observable difference is
possible.

This rule precludes any associative or commutative reordering of floating point expressions.
Chapter 11

Statements

The order of execution within a function is controlled by Statements. A function’s body consists of a sequence of zero or more Statements. Execution occurs in lexical order, though certain statements may have deferred effects. A Statement has no value; it is executed for its effects.

Statement:
  ;
  NonEmptyStatement
  ScopeBlockStatement

NoScopeNonEmptyStatement:
  NonEmptyStatement
  BlockStatement

NoScopeStatement:
  ;
  NonEmptyStatement
  BlockStatement

NonEmptyOrScopeBlockStatement:
  NonEmptyStatement
  ScopeBlockStatement

NonEmptyStatement:
NonEmptyStatementNoCaseNoDefault
CaseStatement
CaseRangeStatement
DefaultStatement

NonEmptyStatementNoCaseNoDefault:
  LabeledStatement
  ExpressionStatement
  DeclarationStatement
  IfStatement
  WhileStatement
  DoStatement
  ForStatement
  ForeachStatement
  SwitchStatement
  FinalSwitchStatement
  ContinueStatement
  BreakStatement
  ReturnStatement
  GotoStatement
  WithStatement
  SynchronizedStatement
  TryStatement
  ScopeGuardStatement
  ThrowStatement
  AsmStatement
  PragmaStatement
  MixinStatement
  ForeachRangeStatement
  ConditionalStatement
  StaticForeachStatement
  StaticAssert
  TemplateMixin
  ImportDeclaration

Any ambiguities in the grammar between Statements and Declarations are resolved by the declarations taking precedence. Wrapping such a statement in parentheses will disambiguate it in favor of being a Statement.
11.1 Scope Statements

ScopeStatement:

NonEmptyStatement
BlockStatement

A new scope for local symbols is introduced for the NonEmptyStatement or BlockStatement. Even though a new scope is introduced, local symbol declarations cannot shadow (hide) other local symbol declarations in the same function.

```cpp
void func1(int x)
{
    int x;  // illegal, x shadows parameter x
    int y;

    { int y; } // illegal, y shadows enclosing scope's y

    void delegate() dg;
    dg = { int y; }; // ok, this y is not in the same function

    struct S
    {
        int y;  // ok, this y is a member, not a local
    }

    { int z; }
    { int z; } // ok, this z is not shadowing the other z

    { int t; }
    { t++; } // illegal, t is undefined
}

Best Practices: Local declarations within a function should all have unique names, even if they are in non-overlapping scopes.

11.2 Scope Block Statements

ScopeBlockStatement:

BlockStatement
A scope block statement introduces a new scope for the *BlockStatement*.

### 11.3 Labeled Statements

Statements can be labeled. A label is an identifier that precedes a statement.

```
LabeledStatement:
  Identifier : Identifier :
  Identifier : NoScopeStatement
  Identifier : Statement
```

Any statement can be labeled, including empty statements, and so can serve as the target of a goto statement. Labeled statements can also serve as the target of a break or continue statement.

A label can appear without a following statement at the end of a block.

Labels are in a name space independent of declarations, variables, types, etc. Even so, labels cannot have the same name as local declarations. The label name space is the body of the function they appear in. Label name spaces do not nest, i.e. a label inside a block statement is accessible from outside that block.

Labels in one function cannot be referenced from another function.

### 11.4 Block Statement

```
BlockStatement:
{ }
{ StatementList }
```

```
StatementList:
  Statement
  Statement StatementList
```

A block statement is a sequence of statements enclosed by `{ }`. The statements are executed in lexical order, until the end of the block is reached or a statement transfers control elsewhere.
11.5 Expression Statement

ExpressionStatement:
  Expression ;

The expression is evaluated.
Expressions that have no effect, like \((x + x)\), are illegal as expression statements unless they are
cast to void.

\[ \begin{align*}
  \text{int} & \ x; \\
  x & ++; \quad \text{// ok} \\
  x & ; \quad \text{// illegal} \\
  i & +1; \quad \text{// illegal} \\
  \text{cast} \left( \text{void} \right) (x + x) & ; \quad \text{// ok}
\end{align*} \]

11.6 Declaration Statement

Declaration statements define variables, and declare types, templates, functions, imports, conditionals, static foreac hes, and static asserts.

DeclarationStatement:
  StorageClasses_opt Declaration

Some declaration statements:

\[ \begin{align*}
  \text{int} & \ a; \quad \text{// declare a as type int and initialize it to 0} \\
  \text{struct} & S \ {} \quad \text{// declare struct s} \\
  \text{alias} & \ myint = \text{int};
\end{align*} \]

11.7 If Statement

If statements provide simple conditional execution of statements.

IfStatement:
  if ( IfCondition ) ThenStatement
  if ( IfCondition ) ThenStatement else ElseStatement
IfCondition:
   Expression
   auto Identifier = Expression
   TypeCtors Identifier = Expression
   TypeCtors opt BasicType Declarator = Expression

ThenStatement:
   ScopeStatement

ElseStatement:
   ScopeStatement

Expression is evaluated and must have a type that can be converted to a boolean. If it’s true
the ThenStatement is transferred to, else the ElseStatement is transferred to.

The ElseStatement is associated with the innermost if statement which does not already have an
associated ElseStatement.

If an auto Identifier is provided, it is declared and initialized to the value and type of the
Expression. Its scope extends from when it is initialized to the end of the ThenStatement.

If a TypeCtors Identifier is provided, it is declared to be of the type specified by TypeCtors and
is initialized with the value of the Expression. Its scope extends from when it is initialized to the
end of the ThenStatement.

If a Declarator is provided, it is declared and initialized to the value of the Expression. Its scope
extends from when it is initialized to the end of the ThenStatement.

```plaintext
import std.regex;
...
if (auto m = std.regex.matchFirst("abcdef", "b(c)d"))
{
    writeln("[\%s\], m.pre); // prints [a]
    writeln("[\%s\], m.post); // prints [ef]
    writeln("[\%s\], m[0]); // prints [bcd]
    writeln("[\%s\], m[1]); // prints [c]
}
else
{
    writeln(m.post); // Error: undefined identifier 'm'
}
writeln(m.pre); // Error: undefined identifier 'm'
```
11.8 While Statement

WhileStatement:

while (Expression) ScopeStatement

A While Statement implements a simple loop. 
Expression is evaluated and must have a type that can be converted to a boolean. If it’s true the ScopeStatement is executed. After the ScopeStatement is executed, the Expression is evaluated again, and if true the ScopeStatement is executed again. This continues until the Expression evaluates to false.

```c
int i = 0;
while (i < 10)
{
    foo(i);
    ++i;
}
```

A BreakStatement will exit the loop. 
A ContinueStatement will transfer directly to evaluating Expression again. 
A While Statement is equivalent to:

```c
for (; Expression; ) ScopeStatement
```

11.9 Do Statement

DoStatement:

do ScopeStatement while (Expression);

Do while statements implement simple loops. 
ScopeStatement is executed. Then Expression is evaluated and must have a type that can be converted to a boolean. If it’s true the loop is iterated again. This continues until the Expression evaluates to false.

```c
int i = 0;
do
{
    foo(i);
} while (++i < 10);
```

A BreakStatement will exit the loop. A ContinueStatement will transfer directly to evaluating Expression again.
11.10 For Statement

For statements implement loops with initialization, test, and increment clauses.

\[ \text{ForStatement: } \]
\[ \text{for ( Initialize Test}_{\text{opt}} \text{; Increment}_{\text{opt}} \text{ ) ScopeStatement} \]

\[ \text{Initialize: } \]
\[ ; \]
\[ \text{NoScopeNonEmptyStatement} \]

\[ \text{Test: } \]
\[ \text{Expression} \]

\[ \text{Increment: } \]
\[ \text{Expression} \]

\[ \text{Initialize} \text{ is executed. } \text{Test} \text{ is evaluated and must have a type that can be converted to a boolean. If it’s true the statement is executed. After the statement is executed, the Increment is executed. Then Test is evaluated again, and if true the statement is executed again. This continues until the Test evaluates to false. A BreakStatement will exit the loop. A ContinueStatement will transfer directly to the Increment. A ForStatement creates a new scope. If Initialize declares a variable, that variable’s scope extends through the end of the for statement. For example:} \]

\[ \text{for (int } i = 0; i < 10; i++) \]
\[ \text{foo}(i); \]

\[ \text{is equivalent to:} \]

\[ \{ \]
\[ \text{int } i; \]
\[ \text{for (i = 0; i < 10; i++)} \]
\[ \text{foo}(i); \]
\[ \} \]

\[ \text{Function bodies cannot be empty:} \]
for (int i = 0; i < 10; i++)
    ;       // illegal

Use instead:
for (int i = 0; i < 10; i++)
{
}

The Initialize may be omitted. Test may also be omitted, and if so, it is treated as if it evaluated
to true.

11.11 Foreach Statement

A foreach statement loops over the contents of an aggregate.

AggregateForeach:
   Foreach (ForeachTypeList ; ForeachAggregate )

ForeachStatement:
   AggregateForeach NoScopeNonEmptyStatement

Foreach:
   foreach
   foreach_reverse

ForeachTypeList:
   ForeachType
   ForeachType , ForeachTypeList

ForeachType:
   ForeachTypeAttributesopt BasicType Declarator
   ForeachTypeAttributesopt Identifier
   ForeachTypeAttributesopt alias Identifier

ForeachTypeAttributes
The aggregate must be loop invariant, meaning that elements to the aggregate cannot be added or removed from it in the `NoScope NonEmptyStatement`.

### Foreach over Arrays

If the aggregate is a static or dynamic array, there can be one or two variables declared. If one, then the variable is said to be the `value` set to the elements of the array, one by one. The type of the variable must match the type of the array contents, except for the special cases outlined below.

If there are two variables declared, the first is said to be the `index` and the second is said to be the `value`. The `index` must be of `int`, `uint`, `long` or `ulong` type, it cannot be `ref`, and it is set to be the index of the array element.

```csharp
char[] a;
...
foreach (int i, char c; a)
{
    printf("a[%d] = '%c',", i, c);
}
```

For `foreach`, the elements for the array are iterated over starting at index 0 and continuing to the maximum of the array. For `foreach_reverse`, the array elements are visited in the reverse order.
Note: The *Foreach Type Attribute* is implicit, and when a type is not specified, it is inferred. In that case, *auto* is implied, and it is not necessary (and actually forbidden) to use it.

```cpp
int[] arr;
...
foreach (n; arr) // ok, n is an int
    writeln(n);

foreach (auto n; arr) // error, auto is redundant
    writeln(n);
```

**Foreach over Arrays of Characters**

If the aggregate expression is a static or dynamic array of *chars*, *wchar*, or *dchar*, then the *Type* of the *value* can be any of *char*, *wchar*, or *dchar*. In this manner any UTF array can be decoded into any UTF type:

```cpp
char[] a = "\xE2\x89\xA0".dup; // \u2260 encoded as 3 UTF-8 bytes

foreach (dchar c; a)
{
    writeln("a[] = %x", c); // prints 'a[] = 2260'
}

dchar[] b = "\u2260".d.dup;

foreach (char c; b)
{
    writef("%x, ", c); // prints 'e2, 89, a0, '
}
```

Aggregates can be string literals, which can be accessed as *char*, *wchar*, or *dchar* arrays:

```cpp
void test()
{
    foreach (char c; "ab")
    {
        writeln("%s", c);
    }
    foreach (wchar w; "xy")
    {
        writeln("%s", w);
}
```
which would print:
'a'
'b'
'x'
'y'

**Foreach over Associative Arrays**

If the aggregate expression is an associative array, there can be one or two variables declared. If one, then the variable is said to be the *value* set to the elements of the array, one by one. The type of the variable must match the type of the array contents. If there are two variables declared, the first is said to be the *index* and the second is said to be the *value*. The *index* must be of the same type as the indexing type of the associative array. It cannot be `ref`, and it is set to be the index of the array element. The order in which the elements of the array are iterated over is unspecified for `foreach` and `foreach_reverse` for associative arrays is illegal.

```c
double[string] a; // index type is string, value type is double
...
foreach (string s, double d; a)
{
    writeln("a["%s"] = %g", s, d);
}
```

**Foreach over Structs and Classes with opApply**

If the aggregate expression is a struct or class object, the `foreach` is defined by the special `opApply` member function, and the `foreach_reverse` behavior is defined by the special `opApplyReverse` member function. These functions have the type:

```c
int opApply(scope int delegate(ref Type [, . . .]) dg);
int opApplyReverse(scope int delegate(ref Type [, . . .]) dg);
```

where `Type` matches the `Type` used in the `ForeachType` declaration of `Identifier`. Multiple `ForeachTypes` correspond with multiple `Type`’s in the delegate type passed to `opApply` or `opApplyReverse`. There can be multiple `opApply` and `opApplyReverse` functions, one is selected by matching the type of `dg` to the `ForeachTypes` of the `ForeachStatement`. The body of the apply function iterates over the elements it aggregates, passing them each to the `dg` function. If the `dg`
returns 0, then apply goes on to the next element. If the \( dg \) returns a nonzero value, apply must cease iterating and return that value. Otherwise, after done iterating across all the elements, apply will return 0.

For example, consider a class that is a container for two elements:

```csharp
class Foo
{
    uint[2] array;

    int opApply(scope int delegate(ref uint) dg)
    {
        int result = 0;

        for (int i = 0; i < array.length; i++)
        {
            result = dg(array[i]);
            if (result)
                break;
        }
        return result;
    }
}
```

An example using this might be:

```csharp
void test()
{
    Foo a = new Foo();

    a.array[0] = 73;
    a.array[1] = 82;

    foreach (uint u; a)
    {
        writeFln("%d", u);
    }
}
```

which would print:

```
73
82
```
The `scope` storage class on the `dg` parameter means that the parameter’s value does not escape the scope of the `opApply` function (an example would be assigning `dg` to a global). If it cannot be statically guaranteed that `dg` does not escape, a closure may be allocated for it on the heap instead of the stack. Best practice is to annotate delegate parameters with `scope` when possible.

`opApply` can also be a templated function, which will infer the types of parameters based on the `ForeachStatement`.

For example:

```cpp
struct S
{
    import std.traits : ParameterTypeTuple; // introspection template

    int opApply(Dg)(scope Dg dg)
    if (ParameterTypeTuple!Dg.length == 2) // foreach with 2 parameters
    {
        return 0;
    }

    int opApply(Dg)(scope Dg dg)
    if (ParameterTypeTuple!Dg.length == 3) // foreach with takes 3 parameters
    {
        return 0;
    }
}

void main()
{
    foreach (int a, int b; S()) { } // calls first opApply function
    foreach (int a, int b, float c; S()) { } // calls second opApply function
}
```

It is important to make sure that, if `opApply` catches any exceptions, that those exceptions did not originate from the delegate passed to `opApply`. The user would expect exceptions thrown from a `foreach` body to both terminate the loop, and propagate outside the `foreach` body.

**Foreach over Structs and Classes with Ranges**

If the aggregate expression is a struct or class object, but the `opApply` for `foreach`, or `opApplyReverse` `foreach_reverse` do not exist, then iteration over struct and class objects can be done with range primitives. For `foreach`, this means the following properties and methods must be defined:
### Foreach Range Properties

<table>
<thead>
<tr>
<th>Property</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>.empty</td>
<td>returns true if no more elements</td>
</tr>
<tr>
<td>.front</td>
<td>return the leftmost element of the range</td>
</tr>
</tbody>
</table>

### Foreach Range Methods

<table>
<thead>
<tr>
<th>Method</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>.popFront()</td>
<td>move the left edge of the range right by one</td>
</tr>
</tbody>
</table>

Meaning:

```
foreach (e; range) { ... }
```
translates to:

```
for (auto __r = range; !__r.empty; __r.popFront())
{
    auto e = __r.front;
    ...
}
```

Similarly, for `foreach_reverse`, the following properties and methods must be defined:

### Foreach_reverse Range Properties

<table>
<thead>
<tr>
<th>Property</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>.empty</td>
<td>returns true if no more elements</td>
</tr>
<tr>
<td>.back</td>
<td>return the rightmost element of the range</td>
</tr>
</tbody>
</table>

### Foreach_reverse Range Methods

<table>
<thead>
<tr>
<th>Method</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>.popBack()</td>
<td>move the right edge of the range left by one</td>
</tr>
</tbody>
</table>

Meaning:

```
foreach_reverse (e; range) { ... }
```
translates to:

```
for (auto __r = range; !__r.empty; __r.popBack())
{
    auto e = __r.back;
    ...
}
```
Foreach over Delegates

If *ForeachAggregate* is a delegate, the type signature of the delegate is of the same as for *opApply*. This enables many different named looping strategies to coexist in the same class or struct.

For example:

```c
void main()
{
    // Custom loop implementation, that iterates over powers of 2 with
    // alternating sign. The loop body is passed in dg.
    int myLoop(int delegate(ref int) dg)
    {
        for (int z = 1; z < 128; z *= -2)
        {
            auto ret = dg(z);

            // If the loop body contains a break, ret will be non-zero.
            if (ret != 0)
                return ret;
        }
        return 0;
    }

    // This example loop simply collects the loop index values into an array.
    int[] result;
    foreach (ref x; &myLoop)
    {
        result ~= x;
    }
    assert(result == [1, -2, 4, -8, 16, -32, 64, -128]);
}
```

*Note:* When *ForeachAggregate* is a delegate, the compiler does not try to implement reverse traversal of the results returned by the delegate when *foreach_reverse* is used. This may result in code that is confusing to read. Therefore, using *foreach_reverse* with a delegate is now deprecated, and will be rejected in the future.

Foreach over Sequences

If the aggregate expression is a sequence, there can be one or two iteration symbols declared. If one, then the symbol is an *element alias* of each element in the sequence in turn.
If the sequence is a *TypeSeq*, then the foreach statement is executed once for each type, and the element alias is set to each type.

When the sequence is a *ValueSeq*, the element alias is a variable and is set to each value in the sequence. If the type of the variable is given, it must match the type of the sequence contents. If no type is given, the type of the variable is set to the type of the sequence element, which may change from iteration to iteration.

If there are two symbols declared, the first is the *index variable* and the second is the *element alias*. The index must be of int, uint, long or ulong type, it cannot be ref, and it is set to the index of each sequence element.

Example:

```d
import std.meta : AliasSeq;

void main()
{
    alias Seq = AliasSeq!(int, "literal", main);

    foreach (sym; Seq)
    {
        pragma(msg, sym.stringof);
    }
}
```

Output:

```
int
"literal"
main()
```

See also: Static Foreach.

**Foreach Ref Parameters**

`ref` can be used to update the original elements:

```d
void test()
{
    static uint[2] a = [7, 8];

    foreach (ref uint u; a)
    {
        u++;
    }
```
foreach (uint u; a)
{
    writeln("\%d", u);
}

which would print:

which would print:

ref can not be applied to the index values.

If not specified, the Types in the ForeachType can be inferred from the type of the ForeachAggregate.

Foreach Restrictions

The aggregate itself must not be resized, reallocated, free’d, reassigned or destructed while the foreach is iterating over the elements.

int[] a;
int[] b;
foreach (int i; a)
{
    a = null;       // error
    a.length += 10; // error
    a = b;         // error
}
a = null;       // ok

11.12 Foreach Range Statement

A foreach range statement loops over the specified range.

RangeForeach:

    Foreach ( ForeachType ; LwrExpression .. UprExpression )

LwrExpression:

    Expression
**11.12. FOREACH RANGE STATEMENT**

For each type declares a variable with either an explicit type, or a type inferred from `LwrExpression` and `UprExpression`. The `ScopeStatement` is then executed \( n \) times, where \( n \) is the result of `UprExpression - LwrExpression`. If `UprExpression` is less than or equal to `LwrExpression`, the `ScopeStatement` is executed zero times. If `For each` is `foreach`, then the variable is set to `LwrExpression`, then incremented at the end of each iteration. If `For each` is `foreach_reverse`, then the variable is set to `UprExpression`, then decremented before each iteration. `LwrExpression` and `UprExpression` are each evaluated exactly once, regardless of how many times the `ScopeStatement` is executed.

```plaintext
import std.stdio;

int foo()
{
    write("foo");
    return 10;
}

void main()
{
    foreach (i; 0 .. foo())
    {
        write(i);
    }
}

prints:
foo0123456789
```

**Break and Continue out of Foreach**

A `BreakStatement` in the body of the foreach will exit the foreach, a `ContinueStatement` will immediately start the next iteration.
11.13 Switch Statement

A switch statement goes to one of a collection of case statements depending on the value of the switch expression.

\[
\text{SwitchStatement:} \quad \text{switch ( Expression ) ScopeStatement}
\]

\[
\text{CaseStatement:} \quad \text{case ArgumentList : ScopeStatementList}
\]

\[
\text{CaseRangeStatement:} \quad \text{case FirstExp . .. case LastExp : ScopeStatementList}
\]

\[
\text{FirstExp:} \quad \text{AssignExpression}
\]

\[
\text{LastExp:} \quad \text{AssignExpression}
\]

\[
\text{DefaultStatement:} \quad \text{default : ScopeStatementList}
\]

\[
\text{ScopeStatementList:} \quad \text{StatementListNoCaseNoDefault}
\]

\[
\text{StatementListNoCaseNoDefault:} \quad \text{StatementNoCaseNoDefault}
\]

\[
\text{StatementNoCaseNoDefault:} \quad ;
\]
NonEmptyStatementNoCaseNoDefault
ScopeBlockStatement

Expression is evaluated. The result type T must be of integral type or char[], wchar[] or
dchar[]. The result is compared against each of the case expressions. If there is a match, the
Corresponding case statement is transferred to.

The case expressions, ArgumentList, are a comma separated list of expressions.
A CaseRangeStatement is a shorthand for listing a series of case statements from FirstExp to
LastExp.
If none of the case expressions match, and there is a default statement, the default statement is
Transferred to.
A switch statement must have a default statement.
The case expressions must all evaluate to a constant value or array, or a runtime initialized
Const or immutable variable of integral type. They must be implicitly convertible to the type of the
Switch Expression.
Case expressions must all evaluate to distinct values. Const or immutable variables must all
Have different names. If they share a value, the first case statement with that value gets control.
There must be exactly one default statement.
The ScopeStatementList introduces a new scope.
Case statements and default statements associated with the switch can be nested within block
Statements; they do not have to be in the outermost block. For example, this is allowed:

```c
switch (i)
{
    case 1:
    {
        case 2:
    }
    break;
}
```

A ScopeStatementList must either be empty, or be ended with a ContinueStatement, Break-
Statement, ReturnStatement, GotoStatement, ThrowStatement or assert(0) expression unless this is
The last case. This is to set apart with C’s error-prone implicit fall-through behavior. goto case;
could be used for explicit fall-through:

```c
int number;
string message;
switch (number)
{
    default: // valid: ends with 'throw'
```
throw new Exception("unknown number");

case 3: // valid: ends with 'break' (break out of the 'switch' only)
    message ~= "three\n";
    break;

case 4: // valid: ends with 'continue' (continue the enclosing loop)
    message ~= "four\n";
    continue;

case 5: // valid: ends with 'goto' (explicit fall-through to next case.)
    message ~= "five\n";
    goto case;

case 6: // ERROR: implicit fall-through
    message ~= "six\n";

case 1: // valid: the body is empty
    case 2: // valid: this is the last case in the switch statement.
        message = "one or two";

A break statement will exit the switch BlockStatement.

Strings can be used in switch expressions. For example:

char[] name;
...
switch (name)
{
    case "fred":
    case "sally":
        ...
}

For applications like command line switch processing, this can lead to much more straightforward code, being clearer and less error prone. char, wchar and dechar strings are allowed.

Implementation Note: The compiler’s code generator may assume that the case statements are sorted by frequency of use, with the most frequent appearing first and the least frequent last. Although this is irrelevant as far as program correctness is concerned, it is of performance interest.
11.14 Final Switch Statement

FinalSwitchStatement:
  final switch (Expression) ScopeStatement

A final switch statement is just like a switch statement, except that:

- No DefaultStatement is allowed.
- No CaseRangeStatements are allowed.
- If the switch Expression is of enum type, all the enum members must appear in the CaseStatements.
- The case expressions cannot evaluate to a run time initialized value.

11.15 Continue Statement

ContinueStatement:
  continue Identifieropt ;

continue aborts the current iteration of its enclosing loop statement, and starts the next iteration.
continue executes the next iteration of its innermost enclosing while, for, foreach, or do loop. The increment clause is executed.

If continue is followed by Identifier, the Identifier must be the label of an enclosing while, for, or do loop, and the next iteration of that loop is executed. It is an error if there is no such statement.

Any intervening finally clauses are executed, and any intervening synchronization objects are released.

Note: If a finally clause executes a throw out of the finally clause, the continue target is never reached.

for (i = 0; i < 10; i++)
{
  if (foo(i))
    continue;
  bar();
}
11.16 Break Statement

\texttt{BreakStatement:}
\begin{verbatim}
    break Identifier\_opt ;
\end{verbatim}

\texttt{break} exits the innermost enclosing while, for, foreach, do, or switch statement, resuming execution at the statement following it.

If \texttt{break} is followed by \texttt{Identifier}, the \texttt{Identifier} must be the label of an enclosing while, for, do or switch statement, and that statement is exited. It is an error if there is no such statement.

Any intervening finally clauses are executed, and any intervening synchronization objects are released.

\textbf{Note:} If a finally clause executes a throw out of the finally clause, the break target is never reached.

\begin{verbatim}
for (i = 0; i < 10; i++)
{
    if (foo(i))
        break;
}
\end{verbatim}

11.17 Return Statement

\texttt{ReturnStatement:}
\begin{verbatim}
    return Expression\_opt ;
\end{verbatim}

\texttt{return} exits the current function and supplies its return value.

\textit{Expression} is required if the function specifies a return type that is not void. The \textit{Expression} is implicitly converted to the function return type.

At least one return statement, throw statement, or assert(0) expression is required if the function specifies a return type that is not void, unless the function contains inline assembler code.

Before the function actually returns, any objects with scope storage duration are destroyed, any enclosing finally clauses are executed, any scope(exit) statements are executed, any scope(success) statements are executed, and any enclosing synchronization objects are released.

The function will not return if any enclosing finally clause does a return, goto or throw that exits the finally clause.

If there is an out postcondition (see Contract Programming), that postcondition is executed after the \textit{Expression} is evaluated and before the function actually returns.
int foo(int x)
{
    return x + 3;
}

11.18 Goto Statement

GotoStatement:
    goto Identifier ;
    goto default ;
    goto case ;
    goto case Expression ;

goto transfers to the statement labeled with Identifier.
    if (foo)
        goto L1;
    x = 3;
L1:
    x++;

The second form, goto default;, transfers to the innermost DefaultStatement of an enclosing SwitchStatement.

The third form, goto case;, transfers to the next CaseStatement of the innermost enclosing SwitchStatement.

The fourth form, goto case Expression;, transfers to the CaseStatement of the innermost enclosing SwitchStatement with a matching Expression.

switch (x)
{
    case 3:
        goto case;
    case 4:
        goto default;
    case 5:
        goto case 4;
    default:
        x = 4;
        break;
}
Any intervening finally clauses are executed, along with releasing any intervening synchronization mutexes.

It is illegal for a `GotoStatement` to be used to skip initializations.

### 11.19 With Statement

The `with` statement is a way to simplify repeated references to the same object.

```
WithStatement:
  with ( Expression ) ScopeStatement
  with ( Symbol ) ScopeStatement
  with ( TemplateInstance ) ScopeStatement
```

where `Expression` evaluates to a class reference or struct instance. Within the with body the referenced object is searched first for identifier symbols.

The `WithStatement`

```java
with (expression)
{
  ...
  ident;
}
```

is semantically equivalent to:

```java
{
  Object tmp;
  tmp = expression;
  ...
  tmp.ident;
}
```

Note that `Expression` only gets evaluated once and is not copied. The with statement does not change what `this` or `super` refer to.

For `Symbol` which is a scope or `TemplateInstance`, the corresponding scope is searched when looking up symbols. For example:

```java
struct Foo
{
  alias Y = int;
}
...
11.19. WITH STATEMENT

Y y;       // error, Y undefined
with (Foo)
{
    Y y;   // same as Foo.Y y;
}

Use of with object symbols that shadow local symbols with the same identifier are not allowed. This is to reduce the risk of inadvertent breakage of with statements when new members are added to the object declaration.

struct S
{
    float x;
}

void main()
{
    int x;
    S s;
    with (s)
    {
        x++; // error, shadows the int x declaration
    }
}

In nested WithStatements, the inner-most scope takes precedence. If a symbol cannot be resolved at the inner-most scope, resolution is forwarded incrementally up the scope hierarchy.

import std.stdio;

struct Foo
{
    void f() { writeln("Foo.f"); }
}

struct Bar
{
    void f() { writeln("Bar.f"); }
}

struct Baz
{
// f() is not implemented
}

void f()
{
    writeln("f");
}

void main()
{
    Foo foo;
    Bar bar;
    Baz baz;

    f(); // prints "f"

    with(foo)
    {
        f(); // prints "Foo.f"

        with(bar)
        {
            f(); // prints "Bar.f"

            with(baz)
            {
                f(); // prints "Bar.f". ‘Baz’ does not implement ‘f()’ so
                // resolution is forwarded to ‘with(bar)’s scope
            }
        }
    }

    with(baz)
    {
        f(); // prints "Foo.f". ‘Baz’ does not implement ‘f()’ so
        // resolution is forwarded to ‘with(foo)’s scope
    }

    with(baz)
    {
        f(); // prints "f". ‘Baz’ does not implement ‘f()’ so
        // resolution is forwarded to ‘main’’s scope. ‘f()’ is
// not implemented in 'main'’s scope, so resolution is
// subsequently forward to module scope.
} }

11.20 Synchronized Statement

The synchronized statement wraps a statement with a mutex to synchronize access among multiple threads.

*SynchronizedStatement:*

```java
synchronized ScopeStatement
synchronized ( Expression ) ScopeStatement
```

Synchronized allows only one thread at a time to execute *ScopeStatement* by using a mutex.

What mutex is used is determined by the *Expression*. If there is no *Expression*, then a global mutex is created, one per such synchronized statement. Different synchronized statements will have different global mutexes.

If there is an *Expression*, it must evaluate to either an *Object* or an instance of an *Interface*, in which case it is cast to the *Object* instance that implemented that *Interface*. The mutex used is specific to that Object instance, and is shared by all synchronized statements referring to that instance.

The synchronization gets released even if *ScopeStatement* terminates with an exception, goto, or return.

Example:

```java
synchronized { ... }
```

This implements a standard critical section.

Synchronized statements support recursive locking; that is, a function wrapped in synchronized is allowed to recursively call itself and the behavior will be as expected: The mutex will be locked and unlocked as many times as there is recursion.

11.21 Try Statement

Exception handling is done with the try-catch-finally statement.

*TryStatement:*

```java
try ScopeStatement Catches
```
try ScopeStatement Catches FinallyStatement
try ScopeStatement FinallyStatement

Catches:
  Catch
  Catch Catches

Catch:
  catch (CatchParameter) NoScopeNonEmptyStatement

CatchParameter:
  BasicType Identifier

FinallyStatement:
  finally NoScopeNonEmptyStatement

*CatchParameter* declares a variable v of type T, where T is Throwable or derived from Throwable. v is initialized by the throw expression if T is of the same type or a base class of the throw expression. The catch clause will be executed if the exception object is of type T or derived from T.

If just type T is given and no variable v, then the catch clause is still executed.

It is an error if any *CatchParameter* type T1 hides a subsequent *Catch* with type T2, i.e. it is an error if T1 is the same type as or a base class of T2.

The *FinallyStatement* is always executed, whether the try ScopeStatement exits with a goto, break, continue, return, exception, or fall-through.

If an exception is raised in the FinallyStatement and is not caught before the original exception is caught, it is chained to the previous exception via the *next* member of Throwable. Note that, in contrast to most other programming languages, the new exception does not replace the original exception. Instead, later exceptions are regarded as ‘collateral damage’ caused by the first exception. The original exception must be caught, and this results in the capture of the entire chain.

Thrown objects derived from *Error* are treated differently. They bypass the normal chaining mechanism, such that the chain can only be caught by catching the first *Error*. In addition to the list of subsequent exceptions, *Error* also contains a pointer that points to the original exception (the head of the chain) if a bypass occurred, so that the entire exception history is retained.

import std.stdio;
int main()
{
    try
    {
        try
        {
            throw new Exception("first");
        }
        finally
        {
            writeln("finally");
            throw new Exception("second");
        }
    }
    catch (Exception e)
    {
        writeln("catch %s", e.msg);
    }
    writeln("done");
    return 0;
}

prints:
finally
catch first
done

A FinallyStatement may not exit with a goto, break, continue, or return; nor may it be entered with a goto.
A FinallyStatement may not contain any Catches. This restriction may be relaxed in future versions.

11.22 Throw Statement

Throws an exception.

ThrowStatement:
    throw Expression ;
Expression is evaluated and must be a Throwable reference. The Throwable reference is thrown as an exception.

```java
throw new Exception("message");
```

### 11.23 Scope Guard Statement

ScopeGuardStatement:
- `scope(exit) NonEmptyOrScopeBlockStatement`
- `scope(success) NonEmptyOrScopeBlockStatement`
- `scope(failure) NonEmptyOrScopeBlockStatement`

The ScopeGuardStatement executes NonEmptyOrScopeBlockStatement at the close of the current scope, rather than at the point where the ScopeGuardStatement appears. `scope(exit)` executes NonEmptyOrScopeBlockStatement when the scope exits normally or when it exits due to exception unwinding. `scope(failure)` executes NonEmptyOrScopeBlockStatement when the scope exits due to exception unwinding. `scope(success)` executes NonEmptyOrScopeBlockStatement when the scope exits normally.

If there are multiple ScopeGuardStatements in a scope, they will be executed in the reverse lexical order in which they appear. If any scope instances are to be destroyed upon the close of the scope, their destructions will be interleaved with the ScopeGuardStatements in the reverse lexical order in which they appear.

```java
write("1");
{
    write("2");
    scope(exit) write("3");
    scope(exit) write("4");
    write("5");
}
writeln();
writes:
write("1");
{
    scope(exit) write("1");
    scope(success) write("2");
    scope(exit) write("3");
    scope(success) write("4");
```
11.23. **SCOPE GUARD STATEMENT**

} writeln();

  writes:
4321

```c
struct Foo {
    this(string s) { write(s); }
    ~this() { write("1"); }
}

try {
    scope(exit) write("2");
    scope(success) write("3");
    Foo f = Foo("0");
    scope(failure) write("4");
    throw new Exception("msg");
    scope(exit) write("5");
    scope(success) write("6");
    scope(failure) write("7");
}

catch (Exception e) {
}
} writeln();

  writes:
0412

A `scope(exit)` or `scope(success)` statement may not exit with a throw, goto, break, continue, or return; nor may it be entered with a goto.

**Catching C++ Class Objects**

On many platforms, catching C++ class objects is supported. Catching C++ objects and D objects cannot both be done in the same `TryStatement`. Upon exit from the `Catch`, any destructors for the C++ object will be run and the storage used for it reclaimed. C++ objects cannot be caught in `@safe` code.
11.24 Asm Statement

Inline assembler is supported with the `asm` statement:

```
AsmStatement:
    asm FunctionAttributes_opt { AsmInstructionList_opt }
```

```
AsmInstructionList:
    AsmInstruction ;
    AsmInstruction ; AsmInstructionList
```

An `asm` statement enables the direct use of assembly language instructions. This makes it easy to obtain direct access to special CPU features without resorting to an external assembler. The D compiler will take care of the function calling conventions, stack setup, etc.

The format of the instructions is, of course, highly dependent on the native instruction set of the target CPU, and so is implementation defined. But, the format will follow the following conventions:

- It must use the same tokens as the D language uses.
- The comment form must match the D language comments.
- Asm instructions are terminated by a `;`, not by an end of line.

These rules exist to ensure that D source code can be tokenized independently of syntactic or semantic analysis.

For example, for the Intel Pentium:

```d
int x = 3;
asm
{
    mov EAX,x; // load x and put it in register EAX
}
```

Inline assembler can be used to access hardware directly:

```d
int gethardware()
{
    asm
    {
        mov EAX, dword ptr 0x1234;
    }
}
```
For some D implementations, such as a translator from D to C, an inline assembler makes no sense, and need not be implemented. The version statement can be used to account for this:

```d
version (D_InlineAsm_X86)
{
    asm
    {
        ...
    }
} else
{
    /* ... some workaround ... */
}
```

Semantically consecutive AsmStatements shall not have any other instructions (such as register save or restores) inserted between them by the compiler.

### 11.25 Pragma Statement

PragmaStatement:

Pragma NoScopeStatement

### 11.26 Mixin Statement

MixinStatement:

```d
mixin ( ArgumentList )
```

Each AssignExpression in the ArgumentList is evaluated at compile time, and the result must be representable as a string. The resulting strings are concatenated to form a string. The text contents of the string must be compilable as a valid StatementList, and is compiled as such.

```d
import std.stdio;

void main()
{
    int j;
    mixin("int x = 3;
```
for (int i = 0; i < 3; i++)
writeln(x + i, ++j);
// ok

const char[] s = "int y;";
mixin(s); // ok
y = 4; // ok, mixin declared y

char[] t = "y = 3;";
mixin(t); // error, t is not evaluable at compile time

mixin("y =") 4; // error, string must be complete statement

mixin("y = " ~ "4;" ); // ok

mixin("y =", 2+2, ";" ); // ok
Chapter 12

Arrays

12.1 Kinds

There are four kinds of arrays:

<table>
<thead>
<tr>
<th>Kinds of Arrays</th>
</tr>
</thead>
<tbody>
<tr>
<td>Syntax</td>
</tr>
<tr>
<td>---------------</td>
</tr>
<tr>
<td>type*</td>
</tr>
<tr>
<td>type[integer]</td>
</tr>
<tr>
<td>type[]</td>
</tr>
<tr>
<td>type[type]</td>
</tr>
</tbody>
</table>

Pointers

```c
int* p;
```

A pointer to type \( T \) has a value which is a reference (address) to another object of type \( T \). It is commonly called a pointer to \( T \).

If a pointer contains a null value, it is not pointing to a valid object.

When a pointer to \( T \) is dereferenced, it must either contain a null value, or point to a valid object of type \( T \).

**Implementation Defined:**
1. The behavior when a null pointer is dereferenced. Typically the program will be aborted.

**Undefined Behavior:**
1. Dereferencing a pointer that is not null and does not point to a valid object of type \( T \).
**Best Practices:** These are simple pointers to data. Pointers are provided for interfacing with C and for specialized systems work. There is no length associated with it, and so there is no way for the compiler or runtime to do bounds checking, etc., on it. Most conventional uses for pointers can be replaced with dynamic arrays, `out` and `ref` parameters, and reference types.

**Static Arrays**

```c
int[3] s;
```

Static arrays have a length fixed at compile time.
The total size of a static array cannot exceed 16Mb.
A static array with a dimension of 0 is allowed, but no space is allocated for it.
Static arrays are value types. They are passed to and returned by functions by value.

**Best Practices:**
1. Use dynamic arrays for larger arrays.
2. Static arrays with 0 elements are useful as the last member of a variable length struct, or as the degenerate case of a template expansion.
3. Because static arrays are passed to functions by value, a larger array can consume a lot of stack space. Use dynamic arrays instead.

**Dynamic Arrays**

```c
int[] a;
```

Dynamic arrays consist of a length and a pointer to the array data. Multiple dynamic arrays can share all or parts of the array data.

**Best Practices:**
1. Use dynamic arrays instead of pointers to arrays as much as practical. Indexing of dynamic arrays are bounds checked, avoiding buffer underflow and overflow problems.

### 12.2 Array Declarations

Declarations appear before the identifier being declared and read right to left, so:

```c
int[] a;       // dynamic array of ints
int[4][3] b;   // array of 3 arrays of 4 ints each
int[][5] c;    // array of 5 dynamic arrays of ints.
int*[]*[3] d;  // array of 3 pointers to dynamic arrays of pointers to ints
int[]* e;      // pointer to dynamic array of ints
```
12.3 Array Usage

There are two broad kinds of operations to do on an array - affecting the handle to the array, and affecting the contents of the array.

The handle to an array is specified by naming the array, as in p, s or a:

```c
int* p;
int[3] s;
int[] a;

int[] b;
```

```c
p = s.ptr; // p points to the first element of the array s.
p = a.ptr; // p points to the first element of the array a.
```

```c
a = p;    // error, since the length of the array pointed
          // to by p is unknown
a = s;    // a is initialized to point to the s array
a = b;    // a points to the same array as b does
```

12.4 Indexing

See also IndexExpression.

12.5 Slicing

Slicing an array means to specify a subarray of it. An array slice does not copy the data, it is only another reference to it. For example:

```c
void foo(int);

int[10] a;    // declare array of 10 ints
int[] b;
```

```c
b = a[1..3];    // a[1..3] is a 2 element array consisting of
                // a[1] and a[2]
foo(b[1]);      // equivalent to foo(0)
a[2] = 3;
foo(b[1]);      // equivalent to foo(3)
```

The `[]` is shorthand for a slice of the entire array. For example, the assignments to b:
int[10] a;
int[] b;

b = a;
b = a[];
b = a[0 .. a.length];

are all semantically equivalent.

Slicing is not only handy for referring to parts of other arrays, but for converting pointers into bounds-checked arrays:

int* p;
int[] b = p[0..8];

See also Slice Expression.

12.6 Array Copying

When the slice operator appears as the left-hand side of an assignment expression, it means that the contents of the array are the target of the assignment rather than a reference to the array. Array copying happens when the left-hand side is a slice, and the right-hand side is an array of or pointer to the same type.

int[3] s;
int[3] t;

s = t;  // the 3 elements of t are copied into s
s[] = t;  // the 3 elements of t are copied into s
s[] = t[];  // the 3 elements of t are copied into s
s[1..2] = t[0..1];  // same as s[1] = t[0]
s[0..2] = t[1..3];  // same as s[0] = t[1], s[1] = t[2]
s[0..4] = t[1..3];  // error, only 3 elements in s
s[0..2] = t;  // error, operands have different lengths

Overlapping Copying

Overlapping copies are an error:

s[0..2] = s[1..3];  // error, overlapping copy
s[1..3] = s[0..2];  // error, overlapping copy

Disallowing overlapping makes it possible for more aggressive parallel code optimizations than possible with the serial semantics of C.
If overlapping is required, use `std.algorithm.mutation.copy`:

```plaintext
import std.algorithm;
int[] s = [1, 2, 3, 4];

copy(s[1..3], s[0..2]);
assert(s == [2, 3, 3, 4]);
```

## 12.7 Array Setting

If a slice operator appears as the left-hand side of an assignment expression, and the type of the right-hand side is the same as the element type of the left-hand side, then the array contents of the left-hand side are set to the right-hand side.

```plaintext
int[3] s;
ext* p;

s[] = 3;  // same as s[0] = 3, s[1] = 3, s[2] = 3
p[0..2] = 3; // same as p[0] = 3, p[1] = 3
```

## 12.8 Array Concatenation

The binary operator `~` is the *cat* operator. It is used to concatenate arrays:

```plaintext
int[] a;
int[] b;
int[] c;

a = b ~ c; // Create an array from the concatenation
           // of the b and c arrays
```

Many languages overload the `+` operator to mean concatenation. This confusingly leads to, does:

```plaintext
"10" + 3 + 4
```

produce the number 17, the string "1034" or the string "107" as the result? It isn’t obvious, and the language designers wind up carefully writing rules to disambiguate it - rules that get incorrectly implemented, overlooked, forgotten, and ignored. It’s much better to have `+` mean addition, and a separate operator to be array concatenation.

Similarly, the `=` operator means append, as in:
a ~= b; // a becomes the concatenation of a and b

Concatenation always creates a copy of its operands, even if one of the operands is a 0 length array, so:

a = b;               // a refers to b
a = b ~ c[0..0];     // a refers to a copy of b

Appending does not always create a copy, see setting dynamic array length for details.

12.9 Array Operations

Many array operations, also known as vector operations, can be expressed at a high level rather than as a loop. For example, the loop:

T[] a, b;
   ...
for (size_t i = 0; i < a.length; i++)
   a[i] = b[i] + 4;

assigns to the elements of a the elements of b with 4 added to each. This can also be expressed in vector notation as:

T[] a, b;
   ...
   a[] = b[] + 4;

A vector operation is indicated by the slice operator appearing as the left-hand side of an assignment or an op-assignment expression. The right-hand side can be an expression consisting either of an array slice of the same length and type as the left-hand side or a scalar expression of the element type of the left-hand side, in any combination.

T[] a, b, c;
   ...
   a[] -= (b[] + 4) * c[];

The slice on the left and any slices on the right must not overlap. All operands are evaluated exactly once, even if the array slice has zero elements in it.

The order in which the array elements are computed is implementation defined, and may even occur in parallel. An application must not depend on this order.

Implementation note: Many vector operations are expected to take advantage of any vector math instructions available on the target computer.
12.10 Pointer Arithmetic

```c
int[3] abc; // static array of 3 ints
int[] def = [1, 2, 3]; // dynamic array of 3 ints

void dibb(int* array)
{
    array[2]; // means same thing as *(array + 2)
    *(array + 2); // get 3rd element
}

void diss(int[] array)
{
    array[2]; // ok
    *(array + 2); // error, array is not a pointer
}

void ditt(int[3] array)
{
    array[2]; // ok
    *(array + 2); // error, array is not a pointer
}
```

12.11 Rectangular Arrays

Experienced FORTRAN numerics programmers know that multidimensional "rectangular" arrays for things like matrix operations are much faster than trying to access them via pointers to pointers resulting from "array of pointers to array" semantics. For example, the D syntax:

```c
double[][] matrix;
```

declares matrix as an array of pointers to arrays. (Dynamic arrays are implemented as pointers to the array data.) Since the arrays can have varying sizes (being dynamically sized), this is sometimes called "jagged" arrays. Even worse for optimizing the code, the array rows can sometimes point to each other! Fortunately, D static arrays, while using the same syntax, are implemented as a fixed rectangular layout:

```c
double[3][3] matrix;
```

declares a rectangular matrix with 3 rows and 3 columns, all contiguously in memory. In other languages, this would be called a multidimensional array and be declared as:

```c
double matrix[3,3];
```
12.12 Array Length

Within the \[ \] of a static or a dynamic array, the symbol $ represents the length of the array.

\[ \begin{align*}
\text{int}[4] & \quad \text{foo;} \\
\text{int} & \quad \text{bar = foo;} \\
\text{int} & \quad \text{p = &foo[0];}
\end{align*} \]

// These expressions are equivalent:

\[ \begin{align*}
\text{bar[0 .. 4]} \\
\text{bar[0 .. $]} \\
\text{bar[0 .. bar.length]}
\end{align*} \]

\[ \begin{align*}
\text{p[0 .. $]} & \quad \text{// '$' is not defined, since p is not an array} \\
\text{bar[0]+$} & \quad \text{// '$' is not defined, out of scope of [ ]}
\end{align*} \]

\[ \text{bar[$-1]} \quad \text{// retrieves last element of the array} \]

12.13 Array Properties

Static array properties are:

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>.init</td>
<td>Returns an array literal with each element of the literal being the .init property of the array element type.</td>
</tr>
<tr>
<td>.sizeof</td>
<td>Returns the array length multiplied by the number of bytes per array element.</td>
</tr>
<tr>
<td>.length</td>
<td>Returns the number of elements in the array. This is a fixed quantity for static arrays. It is of type size_t.</td>
</tr>
<tr>
<td>.ptr</td>
<td>Returns a pointer to the first element of the array.</td>
</tr>
<tr>
<td>.dup</td>
<td>Create a dynamic array of the same size and copy the contents of the array into it. The copy will have any immutability or const stripped. If this conversion is invalid the call will not compile.</td>
</tr>
<tr>
<td>.idup</td>
<td>Create a dynamic array of the same size and copy the contents of the array into it. The copy is typed as being immutable. If this conversion is invalid the call will not compile.</td>
</tr>
</tbody>
</table>

Dynamic array properties are:
**12.13. ARRAY PROPERTIES**

### Dynamic Array Properties

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>.init</td>
<td>Returns <code>null</code>.</td>
</tr>
<tr>
<td>.sizeof</td>
<td>Returns the size of the dynamic array reference, which is 8 in 32-bit builds and 16 on 64-bit builds.</td>
</tr>
<tr>
<td>.length</td>
<td>Get/set number of elements in the array. It is of type <code>size_t</code>.</td>
</tr>
<tr>
<td>.ptr</td>
<td>Returns a pointer to the first element of the array.</td>
</tr>
<tr>
<td>.dup</td>
<td>Create a dynamic array of the same size and copy the contents of the array into it. The copy will have any immutability or const stripped. If this conversion is invalid the call will not compile.</td>
</tr>
<tr>
<td>.idup</td>
<td>Create a dynamic array of the same size and copy the contents of the array into it. The copy is typed as being immutable. If this conversion is invalid the call will not compile.</td>
</tr>
</tbody>
</table>

#### Examples:

```c
int* p;
int[3] s;
int[] a;

p.length;  // error, length not known for pointer
s.length;  // compile time constant 3
a.length;  // runtime value

p.dup;     // error, length not known
s.dup;     // creates an array of 3 elements, copies
            // elements s into it
a.dup;     // creates an array of a.length elements, copies
            // elements of a into it
```

### Setting Dynamic Array Length

The `.length` property of a dynamic array can be set as the left-hand side of an `=` operator:

```c
array.length = 7;
```

This causes the array to be reallocated in place, and the existing contents copied over to the new array. If the new array length is shorter, the array is not reallocated, and no data is copied. It is equivalent to slicing the array:

```c
array = array[0..7];
```
If the new array length is longer, the remainder is filled out with the default initializer.

To maximize efficiency, the runtime always tries to resize the array in place to avoid extra copying. It will always do a copy if the new size is larger and the array was not allocated via the new operator or resizing in place would overwrite valid data in the array. For example:

```java
char[] a = new char[20];
char[] b = a[0..10];
char[] c = a[10..20];
char[] d = a;

b.length = 15; // always reallocates because extending in place would
    // overwrite other data in a.

d.length = 1;
d.length = 20; // also reallocates, because doing this will overwrite a and
    // c

c.length = 12; // may reallocate in place if space allows, because nothing
    // was allocated after c.
c[5] = 'y'; // may affect contents of a, but not b or d because those
    // were reallocated.

a.length = 25; // This always reallocates because if c extended in place,
    // then extending a would overwrite c. If c didn’t
    // reallocate in place, it means there was not enough space,
    // which will still be true for a.
a[15] = 'z'; // does not affect c, because either a or c has reallocated.
```

To guarantee copying behavior, use the .dup property to ensure a unique array that can be resized. Also, one may use the .capacity property to determine how many elements can be appended to the array without reallocating.

These issues also apply to appending arrays with the = operator. Concatenation using the operator is not affected since it always reallocates.

Resizing a dynamic array is a relatively expensive operation. So, while the following method of filling an array:

```java
int[] array;
while (1)
{
    import core.std.c.stdio : getchar;
    auto c = getchar;
```
if (!c)
    break;
++array.length;
array[array.length - 1] = c;
}

will work, it will be inefficient. A more practical approach would be to minimize the number of
resizes:

int[] array;
arrray.length = 100;       // guess
int i;
for (i = 0; ; i++)
{
    import core.stdc.stdio : getchar;
    auto c = getchar;
    if (!c)
        break;
    if (i == array.length)
        array.length *= 2;
    array[i] = c;
}
arrray.length = i;

Picking a good initial guess is an art, but you usually can pick a value covering 99. For example,
when gathering user input from the console - it’s unlikely to be longer than 80.

Also, you may wish to utilize the reserve function to pre-allocate array data to use with the
append operator.

int[] array;
size_t cap = array.reserve(10); // request
array = [1, 2, 3, 4, 5];
assert(cap >= 10); // allocated may be more than request
assert(cap == array.capacity);

Functions as Array Properties

See Uniform Function Call Syntax (UFCS).
12.14 Array Bounds Checking

It is an error to index an array with an index that is less than 0 or greater than or equal to the array length. If an index is out of bounds, a RangeError exception is raised if detected at runtime, and an error if detected at compile time. A program may not rely on array bounds checking happening, for example, the following program is incorrect:

```plaintext
import core.exception;
try
{
    auto array = [1, 2];
    for (auto i = 0; ; i++)
    {
        array[i] = 5;
    }
}
catch (RangeError)
{
    // terminate loop
}
```

The loop is correctly written:

```plaintext
auto array = [1, 2];
for (auto i = 0; i < array.length; i++)
{
    array[i] = 5;
}
```

Implementation Note: Compilers should attempt to detect array bounds errors at compile time, for example:

```plaintext
int[3] foo;
int x = foo[3]; // error, out of bounds
```

Insertion of array bounds checking code at runtime should be turned on and off with a compile time switch.

Undefined Behavior: An out of bounds memory access will cause undefined behavior, therefore array bounds check is normally enabled in @safe functions. The runtime behavior is part of the language semantics.

See also Safe Functions.
Disabling Array Bounds Checking

Insertion of array bounds checking code at runtime may be turned off with a compiler switch -boundscheck.

If the bounds check in @system or @trusted code is disabled, the code correctness must still be guaranteed by the code author.

On the other hand, disabling the bounds check in @safe code will break the guaranteed memory safety by compiler. It’s not recommended unless motivated by speed measurements.

12.15 Array Initialization

Default Initialization

- Pointers are initialized to null.
- Static array contents are initialized to the default initializer for the array element type.
- Dynamic arrays are initialized to having 0 elements.
- Associative arrays are initialized to having 0 elements.

Void Initialization

Void initialization happens when the Initializer for an array is void. What it means is that no initialization is done, i.e. the contents of the array will be undefined. This is most useful as an efficiency optimization. Void initializations are an advanced technique and should only be used when profiling indicates that it matters.

Static Initialization of Statically Allocated Arrays

Static initializations are supplied by a list of array element values enclosed in []. The values can be optionally preceded by an index and a :. If an index is not supplied, it is set to the previous index plus 1, or 0 if it is the first value.

```c
```

This is most handy when the array indices are given by enums:

```c
enum Color { red, blue, green };

int[Color.max + 1] value =
[ Color.blue :6,
  Color.green:2,
  Color.red :5 ];
```
These arrays are statically allocated when they appear in global scope. Otherwise, they need to be marked with `const` or `static` storage classes to make them statically allocated arrays.

## 12.16 Special Array Types

### Strings

A string is an array of characters. String literals are just an easy way to write character arrays. String literals are immutable (read only).

```d
char[] str1 = "abc";  // error, "abc" is not mutable
char[] str2 = "abc".dup;  // ok, make mutable copy
immutable(char)[] str3 = "abc";  // ok
immutable(char)[] str4 = str1;  // error, str4 is not mutable
immutable(char)[] str5 = str1.idup;  // ok, make immutable copy
```

The name `string` is aliased to `immutable(char)[]`, so the above declarations could be equivalently written as:

```d
char[] str1 = "abc";  // error, "abc" is not mutable
char[] str2 = "abc".dup;  // ok, make mutable copy
string str3 = "abc";  // ok
string str4 = str1;  // error, str4 is not mutable
string str5 = str1.idup;  // ok, make immutable copy
```

Strings are in UTF-8 format. `wchar[]` strings are in UTF-16 format. `dchar[]` strings are in UTF-32 format.

Strings can be copied, compared, concatenated, and appended:

```d
str1 = str2;
if (str1 < str3) { ... }
func(str3 ~ str4);
str4 ~= str1;
```

with the obvious semantics. Any generated temporaries get cleaned up by the garbage collector (or by using `alloca()`). Not only that, this works with any array not just a special String array.

A pointer to a char can be generated:

```d
char* p = &str[3];  // pointer to 4th element
char* p = str;  // pointer to 1st element
```

Since strings, however, are not 0 terminated in D, when transferring a pointer to a string to C, add a terminating 0:

```d
str ~= "\0";
```
12.16. SPECIAL ARRAY TYPES

or use the function `std.string.toStringz`.

The type of a string is determined by the semantic phase of compilation. The type is one of: `char[]`, `wchar[]`, `dchar[]`, and is determined by implicit conversion rules. If there are two equally applicable implicit conversions, the result is an error. To disambiguate these cases, a cast or a postfix of `c`, `w` or `d` can be used:

```cpp
cast(immutable(wchar) [])"abc" // this is an array of wchar characters
"abc"w
// so is this
```

String literals that do not have a postfix character and that have not been cast can be implicitly converted between string, wstring, and dstring as necessary.

```cpp
char c;
wchar w;
dchar d;
```

```cpp
c = 'b'; // c is assigned the character 'b'
w = 'b'; // w is assigned the wchar character 'b'
//w = 'bc'; // error - only one wchar character at a time
w = "b"[0]; // w is assigned the wchar character 'b'
w = "\r"[0]; // w is assigned the carriage return wchar character
d = 'd'; // d is assigned the character 'd'
```

Strings and Unicode

Note that built-in comparison operators operate on a code unit basis. The end result for valid strings is the same as that of code point for code point comparison as long as both strings are in the same normalization form. Since normalization is a costly operation not suitable for language primitives it’s assumed to be enforced by the user.

The standard library lends a hand for comparing strings with mixed encodings (by transparently decoding, see `std.algorithm.cmp`), case-insensitive comparison and normalization.

Last but not least, a desired string sorting order differs by culture and language and is usually nothing like code point for code point comparison. The natural order of strings is obtained by applying the Unicode collation algorithm that should be implemented in the standard library.

C’s printf() and Strings

`printf()` is a C function and is not part of D. `printf()` will print C strings, which are 0 terminated. There are two ways to use `printf()` with D strings. The first is to add a terminating 0, and cast the result to a char*:

```cpp
str ~= "\0";
printf("the\string\is\’%s\n", str.ptr);
```
import std.string;
printf("the string is '%s'
", std.string.toStringz(str));

String literals already have a 0 appended to them, so can be used directly:
printf("the string is '%s'
", "string literal".ptr);

So, why does the first string literal to printf not need the .ptr? The first parameter is prototyped as a const(char)*, and a string literal can be implicitly cast to a const(char)*. The rest of the arguments to printf, however, are variadic (specified by ...), and a string literal typed immutable(char)[] cannot pass to variadic parameters.

The second way is to use the precision specifier. The length comes first, followed by the pointer:
printf("the string is '%.*s'
", str.length, str.ptr);

The best way is to use std.stdio.writeln, which can handle D strings:
import std.stdio;
writeln("the string is '%s'", str);

Void Arrays

There is a special type of array which acts as a wildcard that can hold arrays of any kind, declared as void[]. Void arrays are used for low-level operations where some kind of array data is being handled, but the exact type of the array elements are unimportant. The .length of a void array is the length of the data in bytes, rather than the number of elements in its original type. Array indices in indexing and slicing operations are interpreted as byte indices.

Arrays of any type can be implicitly converted to a void array; the compiler inserts the appropriate calculations so that the .length of the resulting array’s size is in bytes rather than number of elements. Void arrays cannot be converted back to the original type without using a cast, and it is an error to convert to an array type whose element size does not evenly divide the length of the void array.

void main()
{
    int[] data1 = [1,2,3];
    long[] data2;

    void[] arr = data1; // OK, int[] implicit converts to void[].
    assert(data1.length == 3);
    assert(arr.length == 12); // length is implicitly converted to bytes.
12.17. IMPLICIT CONVERSIONS

```java
//data1 = arr; // Illegal: void[] does not implicitly convert to int[].
int[] data3 = cast(int[]) arr; // OK, can convert with explicit cast.
data2 = cast(long[]) arr; // Runtime error: long.sizeof == 8, which does not divide arr.length, which is 12 // bytes.
```

Void arrays can also be static if their length is known at compile-time. The length is specified in bytes:

```java
void main()
{
    byte[2] x;
    int[2] y;

    void[2] a = x; // OK, lengths match
}
```

While it may seem that void arrays are just fancy syntax for `ubyte[]`, there is a subtle distinction. The garbage collector generally will not scan `ubyte[]` arrays for pointers, `ubyte[]` being presumed to contain only pure byte data, not pointers. However, it will scan `void[]` arrays for pointers, since such an array may have been implicitly converted from an array of pointers or an array of elements that contain pointers. Allocating an array that contains pointers as `ubyte[]` may run the risk of the GC collecting live memory if these pointers are the only remaining references to their targets.

### 12.17 Implicit Conversions

A pointer `T*` can be implicitly converted to one of the following:

- `void*`

A static array `T[dim]` can be implicitly converted to one of the following:

- `T[]`
- `const(U)[]`
- `const(U[])`
- `void[]`

A dynamic array `T[]` can be implicitly converted to one of the following (`U` is a base class of `T`):
- `const(U)`
- `const(U[])`
- `void[]`
Chapter 13

Associative Arrays

Associative arrays have an index that is not necessarily an integer, and can be sparsely populated. The index for an associative array is called the key, and its type is called the KeyType.

Associative arrays are declared by placing the KeyType within the [ ] of an array declaration:

```plaintext
int[string] aa;  // Associative array of ints that are
                // indexed by string keys.
                // The KeyType is string.
```

```plaintext
aa["hello"] = 3;  // set value associated with key "hello" to 3
int value = aa["hello"];  // lookup value from a key
assert(value == 3);
```

Neither the KeyTypes nor the element types of an associative array can be function types or void.

**Implementation Defined:** The built-in associative arrays do not preserve the order of the keys inserted into the array. In particular, in a foreach loop the order in which the elements are iterated is typically unspecified.

### 13.1 Removing Keys

Particular keys in an associative array can be removed with the remove function:

```plaintext
aa.remove("hello");
```

remove(key) does nothing if the given key does not exist and returns false. If the given key does exist, it removes it from the AA and returns true.

All keys can be removed by using the method clear.
13.2 Testing Membership

The InExpression yields a pointer to the value if the key is in the associative array, or null if not:

```c
int* p;
p = ("hello" in aa);
if (p !is null)
{
    *p = 4; // update value associated with key
    assert(aa["hello"] == 4);
}
```

**Undefined Behavior**: Adjusting the pointer to point before or after the element whose address is returned, and then dereferencing it.

13.3 Using Classes as the KeyType

Classes can be used as the KeyType. For this to work, the class definition must override the following member functions of class Object:

- `size_t toHash() @trusted nothrow`
- `bool opEquals(Object)`

Note that the parameter to `opEquals` is of type `Object`, not the type of the class in which it is defined.

For example:

```c
class Foo
{
    int a, b;

    override size_t toHash() { return a + b; }

    override bool opEquals(Object o)
    {
        Foo foo = cast(Foo) o;
        return foo && a == foo.a && b == foo.b;
    }
}
```
Implementation Defined: `opCmp` is not used to check for equality by the associative array. However, since the actual `opEquals` or `opCmp` called is not decided until runtime, the compiler cannot always detect mismatched functions. Because of legacy issues, the compiler may reject an associative array key type that overrides `opCmp` but not `opEquals`. This restriction may be removed in future versions.

Undefined Behavior:

1. If `toHash` must consistently be the same value when `opEquals` returns true. In other words, two objects that are considered equal should always have the same hash value. Otherwise, undefined behavior will result.

Best Practices:

1. Use the attributes `@safe`, `@nogc`, `pure`, `const`, and `scope` as much as possible on the `toHash` and `opEquals` overrides.

13.4 Using Structs or Unions as the KeyType

If the `KeyType` is a struct or union type, a default mechanism is used to compute the hash and comparisons of it based on the binary data within the struct value. A custom mechanism can be used by providing the following functions as struct members:

```cpp
size_t toHash() const @safe pure nothrow;
bool opEquals(ref const typeof(this) s) const @safe pure nothrow;
```

For example:

```cpp
import std.string;

struct MyString
{
    string str;

    size_t toHash() const @safe pure nothrow
    {
        size_t hash;
        foreach (char c; str)
            hash = (hash * 9) + c;
        return hash;
    }

    bool opEquals(ref const MyString s) const @safe pure nothrow
```
```cpp
{
    return std::string::cmp(this.str, s.str) == 0;
}
}

The functions can use `@trusted` instead of `@safe`.

**Implementation Defined**: `opCmp` is not used to check for equality by the associative array. For this reason, and for legacy reasons, an associative array key is not allowed to define a specialized `opCmp`, but omit a specialized `opEquals`. This restriction may be removed in future versions of D.

**Undefined Behavior**:

1. If `toHash` must consistently be the same value when `opEquals` returns true. In other words, two structs that are considered equal should always have the same hash value. Otherwise, undefined behavior will result.

**Best Practices**:

1. Use the attributes `@nogc` as much as possible on the `toHash` and `opEquals` overrides.

### 13.5 Construction or Assignment on Setting AA Entries

When an AA indexing access appears on the left side of an assignment operator, it is specially handled for setting an AA entry associated with the key.

```cpp
string[int] aa;
string s;
s = aa[1];       // throws RangeError in runtime
aa[1] = "hello"; // handled for setting AA entry
s = aa[1];       // succeeds to lookup
assert(s == "hello");
```

If the assigned value type is equivalent with the AA element type:

1. If the indexing key does not yet exist in AA, a new AA entry will be allocated, and it will be initialized with the assigned value.
2. If the indexing key already exists in the AA, the setting runs normal assignment.

```cpp
struct S
{
    int val;
    void opAssign(S rhs) { this.val = rhs.val * 2; }
}
```
13.5. CONSTRUCTION OR ASSIGNMENT ON SETTING AA ENTRIES

```c
S[int] aa;
```
```c
aa[1] = S(10); // first setting initializes the entry aa[1]
```
```c
assert(aa[1].val == 10);
```
```c
aa[1] = S(10); // second setting invokes normal assignment, and
    // operator-overloading rewrites it to member opAssign function.
assert(aa[1].val == 20);
```

If the assigned value type is \textbf{not} equivalent with the AA element type, the expression could invoke operator overloading with normal indexing access:

```c
struct S
{
    int val;
    void opAssign(int v) { this.val = v * 2; }
}
```
```c
S[int] aa;
```
```c
aa[1] = 10; // is rewritten to: aa[1].opAssign(10), and
            // throws RangeError before opAssign is called
```

However, if the AA element type is a struct which supports an implicit constructor call from the assigned value, implicit construction is used for setting the AA entry:

```c
struct S
{
    int val;
    this(int v) { this.val = v; }
    void opAssign(int v) { this.val = v * 2; }
}
```
```c
S s = 1; // OK, rewritten to: S s = S(1);
```
```c
s = 1; // OK, rewritten to: s.opAssign(1);
```

```c
S[int] aa;
```
```c
aa[1] = 10; // first setting is rewritten to: aa[1] = S(10);
```
```c
assert(aa[1].val == 10);
```
```c
aa[1] = 10; // second setting is rewritten to: aa[1].opAssign(10);
```
```c
assert(aa[1].val == 20);
```

This is designed for efficient memory reuse with some value-semantics structs, eg. `std.bigint.BigInt`.

```c
import std.bigint;
```
```c
BigInt[string] aa;
```
```c
aa["a"] = 10; // construct BigInt(10) and move it in AA
```
```c
aa["a"] = 20; // call aa["a"].opAssign(20)
```
13.6 Inserting if not present

When AA access requires that there must be a value corresponding to the key, a value must be constructed and inserted if not present. The require function provides a means to construct a new value via a lazy argument. The lazy argument is evaluated when the key is not present. The require operation avoids the need to perform multiple key lookups.

```cpp
class C{}
C[string] aa;

auto a = aa.require("a", new C); // lookup "a", construct if not present
```

Sometimes it is necessary to know whether the value was constructed or already exists. The require function doesn't provide a boolean parameter to indicate whether the value was constructed but instead allows the construction via a function or delegate. This allows the use of any mechanism as demonstrated below.

```cpp
class C{}
C[string] aa;

bool constructed;
auto a = aa.require("a", { constructed=true; return new C;}());
assert(constructed == true);

C newc;
auto b = aa.require("b", { newc = new C; return newc;}());
assert(b is newc);
```

13.7 Advanced updating

Typically updating a value in an associative array is simply done with an assign statement.

```cpp
int[string] aa;

aa["a"] = 3; // set value associated with key "a" to 3
```

Sometimes it is necessary to perform different operations depending on whether a value already exists or needs to be constructed. The update function provides a means to construct a new value via the create delegate or update an existing value via the update delegate. The update operation avoids the need to perform multiple key lookups.

```cpp
class C{}
C[string] aa;
```
13.8 Static Initialization of AAs

```java
C older;
C newer;
aa.update("a",
{
    newer = new C;
    return newer;
},
(ref C c)
{
    older = c;
    newer = new C;
    return newer;
});
```

13.8 Static Initialization of AAs

```java
immutable long[string] aa = [
    "foo": 5,
    "bar": 10,
    "baz": 2000
];

unittest
{
    assert(aa["foo"] == 5);
    assert(aa["bar"] == 10);
    assert(aa["baz"] == 2000);
}
```

13.9 Runtime Initialization of Immutable AAs

Immutable associative arrays are often desirable, but sometimes initialization must be done at runtime. This can be achieved with a constructor (static constructor depending on scope), a buffer associative array and `assumeUnique`:

```java
immutable long[string] aa;

static this()
{
```
13.10 Construction and Reference Semantics

An Associative Array defaults to null, and is constructed upon assigning the first key/value pair. However, once constructed, an associative array has reference semantics, meaning that assigning one array to another does not copy the data. This is especially important when attempting to create multiple references to the same array.

```plaintext
int[int] aa;                  // defaults to null
int[int] aa2 = aa;           // copies the null reference
aa[1] = 1;
assert(aa2.length == 0);     // aa2 still is null
aa2 = aa;
aa2[2] = 2;
assert(aa[2] == 2);          // now both refer to the same instance
```

13.11 Properties

Properties for associative arrays are:
### 13.11. PROPERTIES

#### Associative Array Properties

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>.sizeof</code></td>
<td>Returns the size of the reference to the associative array; it is 4 in 32-bit builds and 8 on 64-bit builds.</td>
</tr>
<tr>
<td><code>.length</code></td>
<td>Returns number of values in the associative array. Unlike for dynamic arrays, it is</td>
</tr>
</tbody>
</table>
**Assortive Array Example: word count**

Let’s consider the file is ASCII encoded with LF EOL. In general case we should use `uchar c` for iteration over code points and functions from std.uni.

```d
import std.file; // D file I/O
import std.stdio;
import std.ascii;

void main (string[] args)
{
    ulong totalWords, totalLines, totalChars;
    ulong[string] dictionary;

    writeln("lines words bytes file");
    foreach (arg; args[1 .. $]) // for each argument except the first one
    {
        ulong wordCount, lineCount, charCount;

        foreach (line; File(arg).byLine())
        {
            bool inWord;
            size_t wordStart;

            void tryFinishWord(size_t wordEnd)
            {
                if (inWord)
                {
                    auto word = line[wordStart .. wordEnd];
                    ++dictionary[word.dup]; // increment count for word
                    inWord = false;
                }
            }

            foreach (i, char c; line)
            {
                if (std.ascii.isDigit(c))
                {
                    // c is a digit (0..9)
                }
            }
        }
    }
}
```
else if (std.ascii.isAlpha(c))
{
    // c is an ASCII letter (A..Z, a..z)
    if (!inWord)
    {
        wordStart = i;
        inWord = true;
        ++wordCount;
    }
}
else
    tryFinishWord(i);
    ++charCount;
}
tryFinishWord(line.length);
    ++lineCount;
}

println("%8s%8s%8s %s", lineCount, wordCount, charCount, arg);
totalWords += wordCount;
totalLines += lineCount;
totalChars += charCount;
}

if (args.length > 2)
{
    println("-------------------------------------\n%8s%8s%8s total",
            totalLines, totalWords, totalChars);
}
println("-------------------------------------");
foreach (word; dictionary.keys.sort)
{
    println("%3s", dictionary[word], word);
}
**Associative Array Example: counting Tuples**

An Associative Array can be iterated in key/value fashion using a foreach statement. As an example, the number of occurrences of all possible substrings of length 2 (aka 2-mers) in a string will be counted:

```plaintext
import std.range : dropOne, only, save, zip;
import std.stdio : writeln;
import std.typecons : Tuple;
import std.utf : byCodeUnit; // avoids UTF-8 auto-decoding

int[Tuple!(immutable char, immutable char)] aa;

// The string 'arr' has a limited alphabet: {A, C, G, T}
// Thus, for better performance, iteration can be done _without_ decoding
auto arr = "AGATAGA".byCodeUnit;

// iterate over all pairs in the string and observe each pair
// ("A", "G"), ("G", "A"), ("A", "T"), ...
foreach (window; arr.zip(arr.save.dropOne))
    aa[window]++;

// iterate over all key/value pairs of the Associative Array
foreach (key, value; aa)
{
    // the second parameter uses tuple-expansion
    writeln("key: %s [%s], value: %d", key, key.expand.only, value);
}
```

```
% rdmd count.d
key: Tuple!(immutable(char), immutable(char))('A', 'G') [AG], value: 2
key: Tuple!(immutable(char), immutable(char))('G', 'A') [GA], value: 2
key: Tuple!(immutable(char), immutable(char))('A', 'T') [AT], value: 1
key: Tuple!(immutable(char), immutable(char))('T', 'A') [TA], value: 1
```
Chapter 14

Structs and Unions

Whereas classes are reference types, structs are value types. Structs and unions are simple aggregations of data and their associated operations on that data.

\textit{AggregateDeclaration:}
\begin{itemize}
  \item ClassDeclaration
  \item InterfaceDeclaration
  \item StructDeclaration
  \item UnionDeclaration
\end{itemize}

\textit{StructDeclaration:}
\begin{verbatim}
struct Identifier ;
struct Identifier AggregateBody
StructTemplateDeclaration
AnonStructDeclaration
\end{verbatim}

\textit{AnonStructDeclaration:}
\begin{verbatim}
struct AggregateBody
\end{verbatim}

\textit{UnionDeclaration:}
\begin{verbatim}
union Identifier ;
union Identifier AggregateBody
UnionTemplateDeclaration
AnonUnionDeclaration
\end{verbatim}
AnonUnionDeclaration:
   union AggregateBody

AggregateBody:
   { DeclDefs_opt }

A struct is defined to not have an identity; that is, the implementation is free to make bit copies
of the struct as convenient.

Structs and unions may not contain an instance of themselves, however, they may contain a
pointer to the same type.

Best Practices:

1. Bit fields are supported with the bitfields template.

14.1 Struct Layout

The non-static data members of a struct are called fields. Fields are laid out in lexical order. Fields
are aligned according to the Align Attribute in effect. Unnamed padding is inserted between fields
to align fields. There is no padding between the first field and the start of the object.

Structs with no fields of non-zero size (aka Empty Structs) have a size of one byte.

Non-static function-nested D structs, which access the context of their enclosing scope, have an
extra field.

Implementation Defined:

1. The default layout of the fields of a struct is an exact match with the associated C compiler.
2. g++ and clang++ differ in how empty structs are handled. Both return 1 from sizeof,
   however, clang++ does not push them onto the parameter stack while g++ does. This is a
   binary incompatibility between g++ and clang++. dmd follows clang++ behavior for OSX
   and FreeBSD, and g++ behavior for Linux and other Posix platforms.
3. clang and gcc both return 0 from sizeof for empty structs. Using extern "C++" in clang++
   and g++ does not cause them to conform to the behavior of their respective C compilers.

Undefined Behavior:

1. The padding data can be accessed, but its contents are undefined.
2. Do not pass or return structs with no fields of non-zero size to extern (C) functions. 
   According to C11 6.7.2.1p8 this is undefined behavior.
14.2. Plain Old Data

Best Practices:

1. When laying out a struct to match an externally defined layout, use align attributes to describe an exact match. Using a Static Assert to ensure the result is as expected.
2. Although the contents of the padding are often zero, do not rely on that.
3. Avoid using empty structs when interfacing with C and C++ code.
4. Avoid using empty structs as parameters or arguments to variadic functions.

A struct or union is *Plain Old Data* (POD) if it meets the following criteria:

1. it is not nested
2. it has no postblits, destructors, or assignment operators
3. it has no ref fields or fields that are themselves non-POD

Best Practices: Structs or unions that interface with C code should be POD.

14.3 Opaque Structs and Unions

Opaque struct and union declarations do not have a *AggregateBody*:

```c
struct S;
union U;
```

The members are completely hidden to the user, and so the only operations on those types are ones that do not require any knowledge of the contents of those types. For example:

```c
struct S;
S.sizeof; // error, size is not known
S s;      // error, cannot initialize unknown contents
S* p;     // ok, knowledge of members is not necessary
```

Best Practices: They can be used to implement the PIMPL idiom.

14.4 Default Initialization of Structs

Struct fields are by default initialized to whatever the *Initializer* for the field is, and if none is supplied, to the default initializer for the field’s type.

```c
struct S { int a = 4; int b; }
S x; // x.a is set to 4, x.b to 0
```
The default initializers are evaluated at compile time.
The default initializers may not contain references to mutable data.

### 14.5 Static Initialization of Structs

If a `StructInitializer` is supplied, the fields are initialized by the `StructMemberInitializer` syntax. `StructMemberInitializers` with the `Identifier : NonVoidInitializer` syntax may be appear in any order, where `Identifier` is the field identifier. `StructMemberInitializers` with the `NonVoidInitializer` syntax appear in the lexical order of the fields in the `StructDeclaration`.

Fields not specified in the `StructInitializer` are default initialized.

```
struct S { int a, b, c, d = 7; }
S r;     // r.a = 0, r.b = 0, r.c = 0, r.d = 7
S s = { a:1, b:2 };  // s.a = 1, s.b = 2, s.c = 0, s.d = 7
S t = { c:4, b:5, a:2, d:5 };  // t.a = 2, t.b = 5, t.c = 4, t.d = 5
S u = { 1, 2 };  // u.a = 1, u.b = 2, u.c = 0, u.d = 7
S v = { 1, d:3 };  // v.a = 1, v.b = 0, v.c = 0, v.d = 3
S w = { b:1, 3 };  // v.a = 0, v.b = 1, v.c = 3, v.d = 7
```

Initializing a field more than once is an error:

```
S x = { 1, a:2 };  // error: duplicate initializer for field `a`
```

### 14.6 Default Initialization of Unions

Unions are by default initialized to whatever the `Initializer` for the first field is, and if none is supplied, to the default initializer for the first field's type.

If the union is larger than the first field, the remaining bits are set to 0.

```
union U { int a = 4; long b; }
U x;  // x.a is set to 4, x.b to an implementation-defined value

union V { int a; long b = 4; }
V y;  // y.a is set to 0, y.b to an implementation-defined value

union W { int a = 4; long b = 5; }  // error: overlapping default initialization for `a` and `b`
```

The default initializer is evaluated at compile time.

**Implementation Defined:** The values the fields other than the default initialized field are set to.

14.7 Static Initialization of Unions

Unions are initialized similarly to structs, except that only one initializer is allowed.

```c
union U { int a; double b; }
U u = { 2 };  // u.a = 2
U v = { b: 5.0 };  // v.b = 5.0
U w = { 2, 3 };  // error: overlapping initialization for field 'a' and 'b'
```

If the union is larger than the initialized field, the remaining bits are set to 0.

**Implementation Defined**: The values the fields other than the initialized field are set to.

### 14.8 Dynamic Initialization of Structs

The static initializer syntax can also be used to initialize non-static variables. The initializer need not be evaluable at compile time.

```c
struct S { int a, b, c, d = 7; }

void test(int i)
{
    S q = { 1, b:i };  // q.a = 1, q.b = i, q.c = 0, q.d = 7
}
```

Structs can be dynamically initialized from another value of the same type:

```c
struct S { int a; }
S t;  // default initialized
t.a = 3;
S s = t;  // s.a is set to 3
```

If `opCall` is overridden for the struct, and the struct is initialized with a value that is of a different type, then the `opCall` operator is called:

```c
struct S
{

    int a;

    static S opCall(int v)
    {
        S s;
        s.a = v;
        return s;
    }

    void print()
    {
        printf("%d\n", a);
    }
};
```
```c
static S opCall(S v)  
{
    assert(0);
}

S s = 3;  // sets s.a to 3 using S.opCall(int)
S t = s;  // sets t.a to 3, S.opCall(S) is not called
```

### 14.9 Struct Literals

Struct literals consist of the name of the struct followed by a parenthesized argument list:

```c
struct S { int x; float y; }

int foo(S s) { return s.x; }

foo( S(1, 2) );  // set field x to 1, field y to 2
```

Struct literals are syntactically like function calls. If a struct has a member function named `opCall`, then struct literals for that struct are not possible. See also `opCall` operator overloading for the issue workaround. It is an error if there are more arguments than fields of the struct. If there are fewer arguments than fields, the remaining fields are initialized with their respective default initializers. If there are anonymous unions in the struct, only the first member of the anonymous union can be initialized with a struct literal, and all subsequent non-overlapping fields are default initialized.

### 14.10 Struct Properties

<table>
<thead>
<tr>
<th>Struct Properties</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>.sizeof</td>
<td>Size in bytes of struct</td>
</tr>
<tr>
<td>.alignof</td>
<td>Size boundary struct needs to be aligned on</td>
</tr>
</tbody>
</table>
14.11 Struct Instance Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>.tupleof</td>
<td>An expression sequence of all struct fields - see Class Properties for a class-based example.</td>
</tr>
</tbody>
</table>

14.12 Struct Field Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>.offsetof</td>
<td>Offset in bytes of field from beginning of struct</td>
</tr>
</tbody>
</table>

14.13 Const, Immutable and Shared Structs

A struct declaration can have a storage class of `const`, `immutable` or `shared`. It has an equivalent effect as declaring each member of the struct as `const`, `immutable` or `shared`.

```c
const struct S { int a; int b = 2; }
void main()
{
    S s = S(3);  // initializes s.a to 3
    S t;  // initializes t.a to 0
    t = s;  // error, t.a and t.b are const, so cannot modify them.
    t.a = 4;  // error, t.a is const
}
```

14.14 Struct Constructors

Struct constructors are used to initialize an instance of a struct when a more complex construction is needed than is allowed by static initialization or a struct literal.

Constructors are defined with a function name of `this` and having no return value. The grammar is the same as for the class `Constructor`.

A struct constructor is called by the name of the struct followed by `Parameters`. If the `ParameterList` is empty, the struct instance is default initialized.

```c
struct S
{
    int x, y = 4, z = 6;
}
this(int a, int b)
{
    x = a;
    y = b;
}
}

void main()
{
    S a = S(4, 5); // calls S.this(4, 5): a.x = 4, a.y = 5, a.z = 6
    S b = S();   // default initialized: a.x = 0, b.y = 4, b.y = 6
    S c = S(1);  // error, matching this(int) not found
}

A default constructor (i.e. one with an empty ParameterList) is not allowed.

struct S
{
    int x;
    this() { } // error, struct default constructor not allowed
}

Constructors can call other constructors for the same struct in order to share common initializations (this is called a delegating constructor):

struct S
{
    int j = 1;
    long k = 2;
    this(long k)
    {
        this.k = k;
    }
    this(int i)
    {
        // At this point: j=1, k=2
        this(6); // delegating constructor call
        // At this point: j=1, k=6
        j = i;
        // At this point: j=i, k=6
    }
}

The following restrictions apply to struct construction:

1. If a constructor’s code contains a delegate constructor call, all possible execution paths through the constructor must make exactly one delegate constructor call:

```c
struct S
{
    int a;
    this(int i) { }

this(char c)
{
    c || this(1); // error, not on all paths
}

this(wchar w)
{
    (w) ? this(1) : this('c'); // ok

this(byte b)
{
    foreach (i; 0 .. b)
    {
        this(1); // error, inside loop
    }
}
}
```

2. It is illegal to refer to this implicitly or explicitly prior to making a delegate constructor call.
3. Once the delegate constructor returns, all fields are considered constructed.
4. Delegate constructor calls cannot appear after labels.

When an instance of a struct is created, the following steps happen:

1. The raw data is statically initialized using the values provided in the struct definition. This operation is equivalent to doing a memory copy of a static version of the object onto the newly allocated one.
2. If there is a constructor defined for the struct, the constructor matching the argument list is called.
3. If struct invariant checking is turned on, the struct invariant is called at the end of the constructor.
A constructor qualifier (\texttt{const}, \texttt{immutable} or \texttt{shared}) constructs the object instance with that specific qualifier.

```cpp
struct S1
{
    int[] a;
    this(int n) { a = new int[](n); }
}
struct S2
{
    int[] a;
    this(int n) immutable { a = new int[](n); }
}
void main()
{
    // Mutable constructor creates mutable object.
    S1 m1 = S1(1);

    // Constructed mutable object is implicitly convertible to const.
    const S1 c1 = S1(1);

    // Constructed mutable object is not implicitly convertible to immutable.
    immutable i1 = S1(1); // error

    // Mutable constructor cannot construct immutable object.
    auto x1 = immutable S1(1); // error

    // Immutable constructor creates immutable object.
    immutable i2 = immutable S2(1);

    // Immutable constructor cannot construct mutable object.
    auto x2 = S2(1); // error

    // Constructed immutable object is not implicitly convertible to mutable.
    S2 m2 = immutable S2(1); // error

    // Constructed immutable object is implicitly convertible to const.
    const S2 c2 = immutable S2(1);
}
```
Constructors can be overloaded with different attributes.

```cpp
struct S {
    this(int);          // non-shared mutable constructor
    this(int) shared;   // shared mutable constructor
    this(int) immutable; // immutable constructor
}
```

```cpp
S m = S(1);
shared s = shared S(2);
immutable i = immutable S(3);
```

If the constructor can create a unique object (i.e. if it is `pure`), the object is implicitly convertible to any qualifiers.

```cpp
struct S {
    this(int) pure;  // Based on the definition, this creates a mutable object. But the
                    // created object cannot contain any mutable global data.
                    // Therefore the created object is unique.

    this(int[] arr) immutable pure;  // Based on the definition, this creates an immutable object. But
                                       // the argument int[] never appears in the created object so it
                                       // isn't implicitly convertible to immutable. Also, it cannot store
                                       // any immutable global data.
                                       // Therefore the created object is unique.
}
```

```cpp
immutable i = immutable S(1);  // this(int) pure is called
shared s = shared S(1);        // this(int) pure is called
S m = S([1,2,3]);              // this(int[]) immutable pure is called
```

### 14.15 Disabling Default Struct Construction

If struct constructor is annotated with `@disable` and has an empty `ParameterList`, the struct has disabled default construction. The only way it can be constructed is via a call to another constructor with a non-empty `ParameterList`. 
A struct with a disabled default constructor, and no other constructors, cannot be instantiated other than via a VoidInitializer.

A disabled default constructor may not have a FunctionBody.

If any fields have disabled default construction, the struct default construction is also disabled.

```c
struct S
{
    int x;

    // Disables default construction
    @disable this();

    this(int v) { x = v; }
}
struct T
{
    int y;
    S s;
}
void main()
{
    S s;       // error: default construction is disabled
    S t = S(); // error: also disabled
    S u = S(1); // constructed by calling ‘S.this(1)’
    S v = void; // not initialized, but allowed
    S w = { 1 }; // error: cannot use { } since constructor exists
    S[3] a;    // error: default construction is disabled
    S[3] b = [S(1), S(20), S(-2)]; // ok
    T t;       // error: default construction is disabled
}
```

**Best Practices:** Disabling default construction is useful when the default value, such as null, is not acceptable.

### 14.16 Union Constructors

Unions are constructed in the same way as structs.
14.17 Field initialization inside constructor

In a constructor body, if a delegate constructor is called, all field assignments are considered assignments. Otherwise, the first instance of field assignment is its initialization, and assignments of the form `field = expression` are treated as equivalent to `typeof(field)(expression)`. The values of fields may be read before initialization or construction with a delegate constructor.

```c
struct S
{
    int num;
    int ber;
    this(int i)
    {
        num = i + 1;  // initialization
        num = i + 2;  // assignment
        ber = ber + 1;  // ok to read before initialization
    }
    this(int i, int j)
    {
        this(i);
        num = i + 1;  // assignment
    }
}
```

If the field type has an `opAssign` method, it will not be used for initialization.

```c
struct A
{
    this(int n) {}  // default constructor
    void opAssign(A rhs) {}
}
struct S
{
    A val;
    this(int i)
    {
        val = A(i);  // val is initialized to the value of A(i)
        val = A(2);  // rewritten to val.opAssign(A(2))
    }
}
```

If the field type is not mutable, multiple initialization will be rejected.
struct S
{
    immutable int num;
    this(int)
    {
        num = 1;  // OK
        num = 2;  // Error: assignment to immutable
    }
}

If the field is initialized on one path, it must be initialized on all paths.

struct S
{
    immutable int num;
    immutable int ber;
    this(int i)
    {
        if (i)
           num = 3;  // initialization
        else
           num = 4;  // initialization
    }
    this(long j)
    {
        j ? (num = 3) : (num = 4); // ok
        j || (ber = 3); // Error: initialized on only one path
        j && (ber = 3); // Error: initialized on only one path
    }
}

A field initialization may not appear in a loop or after a label.

struct S
{
    immutable int num;
    immutable string str;
    this(int j)
    {
        foreach (i; 0..j)
        {
            num = 1;  // Error: field initialization not allowed in loops
14.18. STRUCT POSTBLITS

```cpp
size_t i = 0;
Label:
str = "hello"; // Error: field initialization not allowed after labels
if (i++ < 2)
  goto Label;
this(int j, int k)
{
  switch (j)
  {
    case 1: ++j; break;
    default: break;
  }
  num = j; // Error: ‘case’ and ‘default’ are also labels
}

If a field’s type has disabled default construction, then it must be initialized in the constructor.
struct S { int y; @disable this(); }
struct T
{
  S s;
  this(S t) { s = t; } // ok
  this(int i) { this(‘c’); } // ok
  this(char) { } // Error: s not initialized
}

14.18 Struct Postblits

Postblit:
  this ( this ) MemberFunctionAttributes_opt ;
  this ( this ) MemberFunctionAttributes_opt FunctionBody

Copy construction is defined as initializing a struct instance from another struct of the same type. Copy construction is divided into two parts:

1. blitting the fields, i.e. copying the bits
2. running postblit on the result

The first part is done automatically by the language, the second part is done if a postblit function is defined for the struct. The postblit has access only to the destination struct object, not the source. Its job is to ‘fix up’ the destination as necessary, such as making copies of referenced data, incrementing reference counts, etc. For example:

```c
struct S
{
    int[] a; // array is privately owned by this instance
    this(this)
    {
        a = a.dup;
    }
}
```

Disabling struct postblit makes the object not copyable.

```c
struct T
{
    @disable this(this); // disabling makes T not copyable
}
```

```c
struct S
{
    T t; // unc Copyable member makes S also not copyable
}
```

```c
void main()
{
    S s;
    S t = s; // error, S is not copyable
}
```

Depending on the struct layout, the compiler may generate the following internal postblit functions:

1. `void __postblit()`. The compiler assigns this name to the explicitly defined postblit `this(this)` so that it can be treated exactly as a normal function. Note that if a struct defines a postblit, it cannot define a function named `__postblit` - no matter the signature - as this would result in a compilation error due to the name conflict.

2. `void __fieldPostblit()`. If a struct X has at least one struct member that in turn defines (explicitly or implicitly) a postblit, then a field postblit is generated for X that calls all the underlying postblits of the struct fields in declaration order.
3. **void __aggrPostblit().** If a struct has an explicitly defined postblit and at least 1 struct member that has a postblit (explicit or implicit) an aggregated postblit is generated which calls __fieldPostblit first and then __postblit.

4. **void __xpostblit().** The field and aggregated postblits, although generated for a struct, are not actual struct members. In order to be able to call them, the compiler internally creates an alias, called __xpostblit which is a member of the struct and which points to the generated postblit that is the most inclusive.

```cpp
// struct with alias __xpostblit = __postblit
struct X
{
    this(this) {}
}

// struct with alias __xpostblit = __fieldPostblit
// which contains a call to X.__xpostblit
struct Y
{
    X a;
}

// struct with alias __xpostblit = __aggrPostblit which contains
// a call to Y.__xpostblit and a call to Z.__postblit
struct Z
{
    Y a;
    this(this) {}
}

void main()
{
    // X has __postblit and __xpostblit (pointing to __postblit)
    static assert(__traits(hasMember, X, "__postblit"));
    static assert(__traits(hasMember, X, "__xpostblit"));

    // Y does not have __postblit, but has __xpostblit (pointing to __fieldPostblit)
    static assert(!__traits(hasMember, Y, "__postblit"));
    static assert(__traits(hasMember, Y, "__xpostblit"));
    // __fieldPostblit is not a member of the struct
    static assert(!__traits(hasMember, Y, "__fieldPostblit"));
```
Neither of the above postblits is defined for structs that don’t define `this` and don’t have fields that transitively define it. If a struct does not define a postblit (implicit or explicit) but defines functions that use the same name/signature as the internally generated postblits, the compiler is able to identify that the functions are not actual postblits and does not insert calls to them when the struct is copied. Example:

```c
struct X
{
}

int a;

struct Y
{
    int a;
    X b;
    void __fieldPostPostblit()
    {
        a = 42;
    }
}

void main()
{
    static assert(!__traits(hasMember, X, "__postblit"));
    static assert(!__traits(hasMember, X, "__xpostblit"));

    static assert(!__traits(hasMember, Y, "__postblit"));
    static assert(!__traits(hasMember, Y, "__xpostblit"));

    Y y;
    auto y2 = y;
    assert(a == 0); // __fieldPostBlit does not get called
    ```
Postblits cannot be overloaded. If two or more postblits are defined, even if the signatures differ, the compiler assigns the \_\_postblit name to both and later issues a conflicting function name error:

```plaintext
struct X
{
    this(this) {}
    this(this) const {} // error: function X.__postblit conflicts with function X.__postblit
}
```

The following describes the behavior of the qualified postblit definitions:

1. **const.** When a postblit is qualified with `const` as in `this(this) const;` or `const this(this);` then the postblit is successfully called on mutable (unqualified), `const`, and `immutable` objects, but the postblit cannot modify the object because it regards it as `const`; hence `const` postblits are of limited usefulness. Example:

   ```plaintext
   struct S
   {
       int n;
       this(this) const
       {
           import std.stdio : writeln;
           writeln("postblit called");
           //++n; // error: cannot modify this.n in ‘const’ function
       }
   }
   
   void main()
   {
       S s1;
       auto s2 = s1;
       const S s3;
       auto s4 = s3;
       immutable S s5;
       auto s6 = s5;
   }
   ```

2. **immutable.** When a postblit is qualified with `immutable` as in `this(this) immutable` or `immutable this(this)` the code is ill-formed. The `immutable` postblit passes the compilation phase but cannot be invoked. Example:

   ```plaintext
   struct Y
   ```
\begin{verbatim}
{
    // not invoked anywhere, no error is issued
    this(this) immutable
    { }
}

struct S
{
    this(this) immutable
    { }
}

void main()
{
    S s1;
    auto s2 = s1;  // error: immutable method `__postblit` is not callable using a mutable
    const S s3;
    auto s4 = s3;  // error: immutable method `__postblit` is not callable using a mutable
    immutable S s5;
    auto s6 = s5;  // error: immutable method `__postblit` is not callable using a mutable
}

3. shared. When a postblit is qualified with shared as in this(this) shared or shared this(this) solely shared objects may invoke the postblit; attempts of postbliting unshared objects will result in compile time errors:

struct S
{
    this(this) shared
    { }
}

void main()
{
    S s1;
    auto s2 = s1;  // error: shared method `__postblit` is not callable using a non-shared
    const S s3;
    auto s4 = s3;  // error: shared method `__postblit` is not callable using a non-shared
    immutable S s5;
    auto s6 = s5;  // error: shared method `__postblit` is not callable using a non-shared
\end{verbatim}
14.18. **STRUCT POSTBLITS**

```cpp
// calling the shared postblit on a shared object is accepted
shared S s7;
auto s8 = s7;
}

An unqualified postblit will get called even if the struct is instantiated as `immutable` or `const`, but the compiler issues an error if the struct is instantiated as `shared`:

```cpp
struct S
{
    int n;
    this(this) { ++n; }
}

void main()
{
    immutable S a; // shared S a; => error: non-shared method is not callable using a shared object
    auto a2 = a;
    import std.stdio: writeln;
    writeln(a2.n); // prints 1
}
```

From a postblit perspective, qualifying the struct definition yields the same result as explicitly qualifying the postblit.

The following table lists all the possibilities of grouping qualifiers for a postblit associated with the type of object that needs to be used in order to successfully invoke the postblit:

<table>
<thead>
<tr>
<th>Qualifier Groups</th>
<th>const</th>
<th>immutable</th>
<th>shared</th>
</tr>
</thead>
<tbody>
<tr>
<td>object type to be invoked on</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>any object type</td>
<td>✓</td>
<td></td>
<td></td>
</tr>
<tr>
<td>uncancellable</td>
<td>✓</td>
<td>✓</td>
<td></td>
</tr>
<tr>
<td>shared object</td>
<td></td>
<td>✓</td>
<td></td>
</tr>
<tr>
<td>uncancellable</td>
<td>✓</td>
<td>✓</td>
<td></td>
</tr>
<tr>
<td>shared object</td>
<td>✓</td>
<td>✓</td>
<td></td>
</tr>
<tr>
<td>uncancellable</td>
<td>✓</td>
<td>✓</td>
<td></td>
</tr>
<tr>
<td>uncancellable</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
</tbody>
</table>
Note that when `const` and `immutable` are used to explicitly qualify a postblit as in
\[\text{this(this)} \text{ const immutable} \]  
\[\text{or const immutable this(this);} \]  - the order in which the qualifiers are declared does not matter - the compiler generates a conflicting attribute error, however declaring the struct as `const/immutable` and the postblit as `immutable/const` achieves the effect of applying both qualifiers to the postblit. In both cases the postblit is qualified with the more restrictive qualifier, which is `immutable`.

The postblits `__fieldPostblit` and `__aggrPostblit` are generated without any implicit qualifiers and are not considered struct members. This leads to the situation where qualifying an entire struct declaration does not have any impact on the above mentioned postblits. However, since `__xpostblit` is a member of the struct and an alias of one of the other postblits, the qualifiers applied to the struct will affect the aliased postblit:

```c
struct S
{
    this(this)
    { }
}

// `__xpostblit` aliases the aggregated postblit so the `const` applies to it.
// However, the aggregated postblit calls the field postblit which does not have
// any qualifier applied, resulting in a qualifier mismatch error
const struct B
{
    S a;  // error : mutable method B.__fieldPostblit is not callable using a const object
    this(this)
    { }
}

// `__xpostblit` aliases the field postblit; no error
const struct B2
{
    S a;
}

// Similar to B
immutable struct C
{
    S a;  // error : mutable method C.__fieldPostblit is not callable using a immutable object
    this(this)
    { }
}
```
14.19. **STRUCT DESTRUCTORS**

Destructors are called when an object goes out of scope. Their purpose is to free up resources owned by the struct object.

Unions may not have fields that have destructors.

**14.20 Struct Invariants**

```
StructInvariant:
    invariant ( ) BlockStatement
```
StructInvariants specify the relationships among the members of a struct instance. Those relationships must hold for any interactions with the instance from its public interface.

The invariant is in the form of a \texttt{const} member function. The invariant is defined to hold if all the \texttt{AssertExpressions} within the invariant that are executed succeed.

If the invariant does not hold, then the program enters an invalid state.

Any invariants for fields are applied before the struct invariant.

There may be multiple invariants in a struct. They are applied in lexical order.

StructInvariants must hold at the exit of the struct constructor (if any), and at the entry of the struct destructor (if any).

StructInvariants must hold at the entry and exit of all public or exported non-static member functions. The order of application of invariants is:

1. preconditions
2. invariant
3. function body
4. invariant
5. postconditions

The invariant need not hold if the struct instance is implicitly constructed using the default \texttt{.init} value.

\begin{verbatim}
struct Date
{
  this(int d, int h)
  {
    day = d;  // days are 1..31
    hour = h;  // hours are 0..23
  }

  invariant
  {
    assert(1 <= day && day <= 31);
    assert(0 <= hour && hour < 24);
  }

  private:
  int day;
}\end{verbatim}
int hour;
}

Public or exported non-static member functions cannot be called from within an invariant.

struct Foo
{
    public void f() { }
    private void g() { }

    invariant
    {
        f(); // error, cannot call public member function from invariant
        g(); // ok, g() is not public
    }
}

Undefined Behavior: happens if the invariant does not hold and execution continues.

Implementation Defined:

1. Whether the StructInvariant is executed at runtime or not. This is typically controlled with a compiler switch.
2. The behavior when the invariant does not hold is typically the same as for when AssertExpressions fail.

Best Practices:

1. Do not indirectly call exported or public member functions within a struct invariant, as this can result in infinite recursion.
2. Avoid reliance on side effects in the invariant, as the invariant may or may not be executed.
3. Avoid having mutable public fields of structs with invariants, as then the invariant cannot verify the public interface.

14.21 Identity Assignment Overload

While copy construction takes care of initializing an object from another object of the same type, or elaborate destruction is needed for the type, assignment is defined as copying the contents of one object over another, already initialized, type:

struct S { ... } // S has postblit or destructor
S s; // default construction of s
S t = s; // t is copy-constructed from s
t = s; // t is assigned from s
Struct assignment \( t = s \) is defined to be semantically equivalent to:

\[
t.\text{opAssign}(s);
\]

where \( \text{opAssign} \) is a member function of \( S \):

\[
\text{ref } S \ \text{opAssign}(\text{ref } S \ s)
\]

\[
\{
\quad S \ \text{tmp} = this; \quad \// \ \text{bitcopy this into tmp}
\quad \text{this} = s; \quad \quad \quad \// \ \text{bitcopy s into this}
\quad \text{tmp}.__\text{dtor}(); \quad \// \ \text{call destructor on tmp}
\quad \text{return this;}
\}
\]

An identity assignment overload is required for a struct if one or more of these conditions hold:

- it has a destructor
- it has a postblit
- it has a field with an identity assignment overload

If an identity assignment overload is required and does not exist, an identity assignment overload function of the type \( \text{ref } S \ \text{opAssign}(\text{ref } S) \) will be automatically generated.

A user-defined one can implement the equivalent semantics, but can be more efficient.

One reason a custom \( \text{opAssign} \) might be more efficient is if the struct has a reference to a local buffer:

\[
\text{struct } S
\]

\[
\{
\quad \text{int}[] \ \text{buf};
\quad \text{int} \ a;
\}
\]

\[
\text{ref } S \ \text{opAssign}(\text{ref } \text{const } S \ s)
\]

\[
\{
\quad a = s.a;
\quad \text{return this;}
\}
\]

\[
\text{this}(\text{this})
\]

\[
\{
\quad \text{buf} = \text{buf.dup};
\}
\]
Here, S has a temporary workspace buf[]. The normal postblit will pointlessly free and reallocate it. The custom opAssign will reuse the existing storage.

### 14.22 Nested Structs

A nested struct is a struct that is declared inside the scope of a function or a templated struct that has aliases to local functions as a template argument. Nested structs have member functions. It has access to the context of its enclosing scope (via an added hidden field).

```cpp
void foo()
{
    int i = 7;
    struct SS
    {
        int x, y;
        int bar() { return x + i + 1; }
    }
    SS s;
    s.x = 3;
    s.bar(); // returns 11
}
```

A struct can be prevented from being nested by using the static attribute, but then of course it will not be able to access variables from its enclosing scope.

```cpp
void foo()
{
    int i = 7;
    static struct SS
    {
        int x, y;
        int bar()
        {
            return i; // error, SS is not a nested struct
        }
    }
}
```

### 14.23 Unions and Special Member Functions

Unions may not have postblits, destructors, or invariants.
Chapter 15

Classes

The object-oriented features of D all come from classes. The class hierarchy has as its root the class Object. Object defines a minimum level of functionality that each derived class has, and a default implementation for that functionality.

Classes are programmer defined types. Support for classes are what make D an object oriented language, giving it encapsulation, inheritance, and polymorphism. D classes support the single inheritance paradigm, extended by adding support for interfaces. Class objects are instantiated by reference only.

A class can be exported, which means its name and all its non-private members are exposed externally to the DLL or KE.

A class declaration is defined:

ClassDeclaration:
  class Identifier ;
  class Identifier BaseClassList opt AggregateBody
  ClassTemplateDeclaration

BaseClassList:
  : SuperClass
  : SuperClass , Interfaces
  : Interfaces

SuperClass:
  BasicType
Interfaces:
  Interface
  Interface, Interfaces

Interface:
  BasicType

Classes consist of:

- a super class
- interfaces
- dynamic fields
- static fields
- types
- an optional synchronized attribute
- member functions
  - static member functions
  - Virtual Functions
  - Constructors
  - Destructors
  - Static Constructors
  - Static Destructors
  - SharedStaticConstructors
  - SharedStaticDestructors
  - Class Invariants
  - Unit Tests
  - Class Allocators
  - Class Deallocators
  - Alias This

A class is defined:

class Foo
{
  ... members ...
}
Note that there is no trailing ; after the closing } of the class definition. It is also not possible to declare a variable var like:

```d
class Foo { } var;
```

Instead:

```d
class Foo { }
Foo var;
```

### 15.1 Access Control

Access to class members is controlled using visibility attributes. The default visibility attribute is public.

### 15.2 Fields

Class members are always accessed with the . operator.

Members of a base class can be accessed by prepending the name of the base class followed by a dot:

```d
class A { int a; int a2;}
class B : A { int a; }

void foo(B b)
{
    b.a = 3;    // accesses field B.a
    b.a2 = 4;   // accesses field A.a2
    b.A.a = 5;  // accesses field A.a
}
```

The D compiler is free to rearrange the order of fields in a class to optimally pack them in an implementation-defined manner. Consider the fields much like the local variables in a function - the compiler assigns some to registers and shuffles others around all to get the optimal stack frame layout. This frees the code designer to organize the fields in a manner that makes the code more readable rather than being forced to organize it according to machine optimization rules. Explicit control of field layout is provided by struct/union types, not classes.

### 15.3 Field Properties

The .offsetof property gives the offset in bytes of the field from the beginning of the class instantiation. .offsetof is not available for fields of extern(Objective-C) classes due to their fields...
CHAPTER 15. CLASSES

having a dynamic offset. \texttt{offsetof} can only be applied to expressions which produce the type of the field itself, not the class type:

```c
class Foo {
    int x;
}
...
void test(Foo foo) {
    size_t o;
    o = Foo.x.offsetof; // error, Foo.x needs a 'this' reference
    o = foo.x.offsetof; // ok
}
```

### 15.4 Class Properties

The \texttt{.tupleof} property is an expression sequence of all the fields in the class, excluding the hidden fields and the fields in the base class. \texttt{.tupleof} is not available for \texttt{extern(Objective-C)} classes due to their fields having a dynamic offset.

```c
class Foo { int x; long y; }
void test(Foo foo) {
    import std.stdio;
    static assert(typeof(foo.tupleof).stringof == '(int, long)');

    foo.tupleof[0] = 1; // set foo.x to 1
    foo.tupleof[1] = 2; // set foo.y to 2
    foreach (x; foo.tupleof)
        write(x); // prints 12
}
```

The properties \texttt{._vptr} and \texttt{._monitor} give access to the class object’s vtbl[] and monitor, respectively, but should not be used in user code.
15.5 Super Class

All classes inherit from a super class. If one is not specified, it inherits from Object. Object forms the root of the D class inheritance hierarchy.

15.6 Member Functions

Non-static member functions have an extra hidden parameter called this through which the class object’s other members can be accessed.

Non-static member functions can have, in addition to the usual FunctionAttributes, the attributes const, immutable, shared, or inout. These attributes apply to the hidden this parameter.

```cpp
class C
{
    int a;
    const void foo()
    {
        a = 3; // error, 'this' is const
    }
    void foo() immutable
    {
        a = 3; // error, 'this' is immutable
    }
}
```

15.7 Synchronized Classes

All member functions of synchronized classes are synchronized. A static member function is synchronized on the classinfo object for the class, which means that one monitor is used for all static member functions for that synchronized class. For non-static functions of a synchronized class, the monitor used is part of the class object. For example:

```cpp
synchronized class Foo
{
    void bar() { ...statements... }
}
```

is equivalent to (as far as the monitors go):

```cpp
synchronized class Foo
{
```
void bar()
{
    synchronized (this) { ...statements... }
}

Member functions of non-synchronized classes can be individually marked as synchronized.

class Foo
{
    synchronized void foo(); // foo is synchronized
}

Member fields of a synchronized class cannot be public:
synchronized class Foo
{
    int foo; // disallowed: public field
}

synchronized class Bar
{
    private int bar; // ok
}

The synchronized attribute can only be applied to classes, structs cannot be marked to be synchronized.

15.8 Constructors

Constructor:

    Constructor:  
    this Parameters MemberFunctionAttributes opt;
    this Parameters MemberFunctionAttributes opt FunctionBody
    ConstructorTemplate

Fields are by default initialized to the default initializer for their type (usually 0 for integer types and NAN for floating point types). If the field declaration has an optional Initializer that will be used instead of the default.

class Abc
{
    int a; // default initializer for a is 0
15.8. CONSTRUCTORS

```java
long b = 7; // default initializer for b is 7
float f; // default initializer for f is NAN
}

The Initializer is evaluated at compile time.
This initialization is done before any constructors are called.
Constructors are defined with a function name of this and having no return value:

class Foo {
    this(int x) // declare constructor for Foo
    {
        ...
    }
    this()
    {
        ...
    }
}

Base class construction is done by calling the base class constructor by the name super:

class A { this(int y) { } }

class B : A {
    int j;
    this()
    {
        ...
        super(3); // call base constructor A.this(3)
        ...
    }
}

Constructors can call other constructors for the same class in order to share common initializations (this is called a delegating constructor):

class C {
    int j;
    this()
    {
        ...
    }
}
this(int i)
{
    this(); // delegating constructor call
    j = i;
}

If no call to constructors via this or super appear in a constructor, and the base class has a constructor, a call to super() is inserted at the beginning of the constructor.

If there is no constructor for a class, but there is a constructor for the base class, a default constructor is implicitly generated with the form:

\[
\text{this}()\{\}\]

The following restrictions apply to class construction:

1. It is illegal for constructors to mutually call each other.

   \[
   \text{this}()\{\text{this}(1);\}\]
   \[
   \text{this}(\text{int} \ i)\{\text{this}();\}\] // illegal, cyclic constructor calls

   **Implementation Defined:** The compiler is not required to detect cyclic constructor calls.
   **Undefined Behavior:** If the program executes with cyclic constructor calls.

2. If a constructor’s code contains a delegate constructor call, all possible execution paths through the constructor must make exactly one delegate constructor call:

   \[
   \text{this}()\{\text{a || super();}\}\] // illegal

   \[
   \text{this}()\{(\text{a})\?\text{this}(1):\text{super();}\}\] // ok

   this()
   {
       for (...){
           super(); // illegal, inside loop
       }
   }

3. It is illegal to refer to this implicitly or explicitly prior to making a delegate constructor call.
4. Delegate constructor calls cannot appear after labels.

Instances of class objects are created with a *NewExpression*:

\[
A \ a = \text{new} \ A(3);
\]
The following steps happen:

1. Storage is allocated for the object. If this fails, rather than return `null`, an `OutOfMemoryError` is thrown. Thus, tedious checks for null references are unnecessary.
2. The raw data is statically initialized using the values provided in the class definition. The pointer to the `vtbl[]` (the array of pointers to virtual functions) is assigned. Constructors are passed fully formed objects for which virtual functions can be called. This operation is equivalent to doing a memory copy of a static version of the object onto the newly allocated one.
3. If there is a constructor defined for the class, the constructor matching the argument list is called.
4. If a delegating constructor is not called, a call to the base class's default constructor is issued.
5. The body of the constructor is executed.
6. If class invariant checking is turned on, the class invariant is called at the end of the constructor.

Constructors can have one of these member function attributes: `const`, `immutable`, and `shared`. Construction of qualified objects will then be restricted to the implemented qualified constructors.

```cpp
class C
{
    this();  // non-shared mutable constructor
}
```

// create mutable object
C m = new C();

// create const object using by mutable constructor
const C c2 = new const C();

// a mutable constructor cannot create an immutable object
// immutable C i = new immutable C();

// a mutable constructor cannot create a shared object
// shared C s = new shared C();

Constructors can be overloaded with different attributes.

```cpp
class C
{
    this();  // non-shared mutable constructor
```
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```csharp
this() shared;  // shared mutable constructor
this() immutable;  // immutable constructor
}

C m = new C();
shared s = new shared C();
immutable i = new immutable C();

If the constructor can create a unique object (e.g. if it is pure), the object can be implicitly convertible to any qualifiers.

class C
{
    this() pure;
    // Based on the definition, this creates a mutable object. But the
    // created object cannot contain any mutable global data.
    // Therefore the created object is unique.

    this(int[] arr) immutable pure;
    // Based on the definition, this creates an immutable object. But
    // the argument int[] never appears in the created object so it
    // isn’t implicitly convertible to immutable. Also, it cannot store
    // any immutable global data.
    // Therefore the created object is unique.
}

immutable i = new immutable C();  // this() pure is called
shared s = new shared C();  // this() pure is called
C m = new C([1,2,3]);  // this(int[]) immutable pure is called
```

15.9 Field initialization inside constructor

In a constructor body, the first instance of field assignment is its initialization.

class C
{
    int num;
    this()
    {
        num = 1;  // initialization
        num = 2;  // assignment
```
15.9. FIELD INITIALIZATION INSIDE CONSTRUCTOR

If the field type has an \texttt{opAssign} method, it will not be used for initialization.

```cpp
struct A
{
    this(int n) {}
    void \texttt{opAssign}(A rhs) {}
}

class C
{
    A val;
    this()
    {
        val = A(1); // val is initialized to the value of A(1)
        val = A(2); // rewritten to val.\texttt{opAssign}(A(2))
    }
}
```

If the field type is not mutable, multiple initialization will be rejected.

```cpp
class C
{
    immutable int num;
    this()
    {
        num = 1; // OK
        num = 2; // Error: multiple field initialization
    }
}
```

If the field is initialized on one path, it must be initialized on all paths.

```cpp
class C
{
    immutable int num;
    immutable int ber;
    this(int i)
    {
        if (i)
            num = 3; // initialization
        else
```
num = 4;  // initialization
}
this(long j)
{
    j ? (num = 3) : (num = 4);  // ok
    j || (ber = 3);  // error, initialized on only one path
    j && (ber = 3);  // error, initialized on only one path
}

A field initialization may not appear in a loop or after a label.

class C
{
    immutable int num;
    immutable string str;
    this()
    {
        foreach (i; 0..2)
        {
            num = 1;  // Error: field initialization not allowed in loops
        }
        size_t i = 0;
        Label:
        str = "hello";  // Error: field initialization not allowed after labels
        if (i++ < 2)
            goto Label;
    }
}

If a field’s type has disabled default construction, then it must be initialized in the constructor.

struct S { int y; @disable this(); };

class C
{
    S s;
    this(S t) { s = t; }  // ok
    this(int i) { this(); }  // ok
    this() { }  // error, s not initialized
}
15.10 Destructors

Destructor:

\[
\begin{align*}
\sim \text{this} ( ) & \quad \text{MemberFunctionAttributes}_{\text{opt}} ; \\
\sim \text{this} ( ) & \quad \text{MemberFunctionAttributes}_{\text{opt}} \quad \text{FunctionBody}
\end{align*}
\]

The garbage collector calls the destructor function when the object is deleted. The syntax is:

```cpp
class Foo
{
    \sim\text{this}() // destructor for Foo
    {
    }
}
```

There can be only one destructor per class, the destructor does not have any parameters, and has no attributes. It is always virtual.

The destructor is expected to release any resources held by the object.

The program can explicitly inform the garbage collector that an object is no longer referred to with `destroy`, and then the garbage collector calls the destructor immediately. The destructor is guaranteed to never be called twice.

The destructor for the super class automatically gets called when the destructor ends. There is no way to call the super destructor explicitly.

The garbage collector is not guaranteed to run the destructor for all unreferenced objects. Furthermore, the order in which the garbage collector calls destructors for unreferenced objects is not specified. This means that when the garbage collector calls a destructor for an object of a class that has members which are references to garbage collected objects, those references may no longer be valid. This means that destructors cannot reference sub objects. This rule does not apply to auto objects or objects destructed with `destroy`, as the destructor is not being run by the garbage collector, meaning all references are valid.

Objects referenced from the data segment never get collected by the gc.

15.11 Static Constructors

StaticConstructor:

\[
\begin{align*}
\text{static } \text{this} ( ) & \quad \text{MemberFunctionAttributes}_{\text{opt}} ; \\
\text{static } \text{this} ( ) & \quad \text{MemberFunctionAttributes}_{\text{opt}} \quad \text{FunctionBody}
\end{align*}
\]

A static constructor is a function that performs initializations of thread local data before the `main()` function gets control for the main thread, and upon thread startup.
Static constructors are used to initialize static class members with values that cannot be computed at compile time.

Static constructors in other languages are built implicitly by using member initializers that can’t be computed at compile time. The trouble with this stems from not having good control over exactly when the code is executed, for example:

```cpp
class Foo
{
    static int a = b + 1;
    static int b = a * 2;
}
```

What values do `a` and `b` end up with, what order are the initializations executed in, what are the values of `a` and `b` before the initializations are run, is this a compile error, or is this a runtime error? Additional confusion comes from it not being obvious if an initializer is static or dynamic.

D makes this simple. All member initializations must be determinable by the compiler at compile time, hence there is no order-of-evaluation dependency for member initializations, and it is not possible to read a value that has not been initialized. Dynamic initialization is performed by a static constructor, defined with a special syntax `static this()`.

```cpp
class Foo
{
    static int a;       // default initialized to 0
    static int b = 1;
    static int c = b + a; // error, not a constant initializer

    static this()      // static constructor
    {
        a = b + 1;    // a is set to 2
        b = a * 2;    // b is set to 4
    }
}
```

If `main()` or the thread returns normally, (does not throw an exception), the static destructor is added to the list of functions to be called on thread termination.

Static constructors have empty parameter lists.

Static constructors within a module are executed in the lexical order in which they appear. All the static constructors for modules that are directly or indirectly imported are executed before the static constructors for the importer.

The `static` in the static constructor declaration is not an attribute, it must appear immediately before the `this`:

```cpp
class Foo
```
15.12. STATIC DESTRUCTORS

```
{
    static this() { ... } // a static constructor
    static private this() { ... } // not a static constructor
    static
    {
        this() { ... } // not a static constructor
    }
    static:
    this() { ... } // not a static constructor
}
```

15.12 Static Destructors

A static destructor is defined as a special static function with the syntax `static ~this()`. A static destructor gets called on thread termination, but only if the static constructor completed successfully. Static destructors have empty parameter lists. Static destructors get called in the reverse order that the static constructors were called in.

The `static` in the static destructor declaration is not an attribute, it must appear immediately before the `~this:`.

```
class Foo
{
    static ~this() // static destructor
    {
    }
}
```

```
class Foo
{
    static ~this() { ... } // a static destructor
    static private ~this() { ... } // not a static destructor
    static
    {
        ~this() { ... } // not a static destructor
    }
```
static:
    ~this() { ... } // not a static destructor
}

15.13 Shared Static Constructors

\texttt{SharedStaticConstructor}:
\begin{verbatim}
    shared static this ( ) MemberFunctionAttributes_opt ;
    shared static this ( ) MemberFunctionAttributes_opt FunctionBody
\end{verbatim}

Shared static constructors are executed before any \texttt{StaticConstructors}, and are intended for initializing any shared global data.

15.14 Shared Static Destructors

\texttt{SharedStaticDestructor}:
\begin{verbatim}
    shared static ~ this ( ) MemberFunctionAttributes_opt ;
    shared static ~ this ( ) MemberFunctionAttributes_opt FunctionBody
\end{verbatim}

Shared static destructors are executed at program termination in the reverse order that \texttt{SharedStaticConstructors} were executed.

15.15 Class Invariants

\texttt{ClassInvariant}:
\begin{verbatim}
    invariant ( ) BlockStatement
    invariant BlockStatement
    invariant ( AssertArguments ) ;
\end{verbatim}

\texttt{ClassInvariant} specify the relationships among the members of a class instance. Those relationships must hold for any interactions with the instance from its public interface.

The invariant is in the form of a \texttt{const} member function. The invariant is defined to \textit{hold} if all the \texttt{AssertExpressions} within the invariant that are executed succeed.

If the invariant does not hold, then the program enters an invalid state.

Any class invariants for base classes are applied before the class invariant for the derived class. There may be multiple invariants in a class. They are applied in lexical order.
Class Invariants must hold at the exit of the class constructor (if any), at the entry of the class destructor (if any).

Class Invariants must hold at the entry and exit of all public or exported non-static member functions. The order of application of invariants is:

1. preconditions
2. invariant
3. function body
4. invariant
5. postconditions

The invariant need not hold if the class instance is implicitly constructed using the default .init value.

class Date
{
    this(int d, int h)
    {
        day = d;       // days are 1..31
        hour = h;      // hours are 0..23
    }

    invariant
    {
        assert(1 <= d && d <= 31);
        assert(0 <= h && h < 24);
    }

    private:
    int day;
    int hour;
}

Public or exported non-static member functions cannot be called from within an invariant.

class Foo
{
    public void f() { }
    private void g() { }

    invariant
    {

\begin{verbatim}
f(); // error, cannot call public member function from invariant
g(); // ok, g() is not public
\end{verbatim}

**Undefined Behavior:** happens if the invariant does not hold and execution continues.

**Implementation Defined:**

1. Whether the *Class Invariant* is executed at runtime or not. This is typically controlled with a compiler switch.
2. The behavior when the invariant does not hold is typically the same as for when *AssertExpressions* fail.

**Best Practices:**

1. Do not indirectly call exported or public member functions within a class invariant, as this can result in infinite recursion.
2. Avoid reliance on side effects in the invariant, as the invariant may or may not be executed.
3. Avoid having mutable public fields of classes with invariants, as then the invariant cannot verify the public interface.

### 15.16 Class Allocators

**Note:** Class allocators are deprecated in D2.

**Allocator:**

```d
new Parameters;
new Parameters FunctionBody
```

A class member function of the form:

```d
new(uint size)
{
    ...
}
```

is called a class allocator. The class allocator can have any number of parameters, provided the first one is of type `uint`. Any number can be defined for a class, the correct one is determined by the usual function overloading rules. When a new expression:

```d
new Foo;
```
is executed, and Foo is a class that has an allocator, the allocator is called with the first argument set to the size in bytes of the memory to be allocated for the instance. The allocator must allocate the memory and return it as a `void*`. If the allocator fails, it must not return a `null`, but must throw an exception. If there is more than one parameter to the allocator, the additional arguments are specified within parentheses after the `new` in the `NewExpression`:

```cpp
class Foo
{
    this(char[] a) { ... }

    new(uint size, int x, int y)
    {
        ... 
    }
}

... 

new(1,2) Foo(a);       // calls new(Foo.sizeof,1,2)
```

Derived classes inherit any allocator from their base class, if one is not specified. The class allocator is not called if the instance is created on the stack.

See also Explicit Class Instance Allocation.

### 15.17 Class Deallocation

**Note:** Class deallocators and the delete operator are deprecated in D2. Use the `destroy` function to finalize an object by calling its destructor. The memory of the object is **not** immediately deallocated, instead the GC will collect the memory of the object at an undetermined point after finalization:

```cpp
class Foo { int x; this() { x = 1; } }
Foo foo = new Foo;
destroy(foo);
assert(foo.x == int.init); // object is still accessible
```

**Deallocator:**

```
delete Parameters ;
delete Parameters FunctionBody
```
A class member function of the form:

```c
delete(void *p)
{
    ...
}
```

is called a class deallocator. The deallocator must have exactly one parameter of type `void*`. Only one can be specified for a class. When a delete expression:

```c
delete f;
```

is executed, and `f` is a reference to a class instance that has a deallocator, the deallocator is called with a pointer to the class instance after the destructor (if any) for the class is called. It is the responsibility of the deallocator to free the memory.

Derived classes inherit any deallocator from their base class, if one is not specified.

The class allocator is not called if the instance is created on the stack.

See also Explicit Class Instance Allocation.

### 15.18 Alias This

**AliasThis**: alias `Identifier` this ;

An `AliasThis` declaration names a member to subtype. The `Identifier` names that member. A class or struct can be implicitly converted to the `AliasThis` member.

```c
struct S
{
    int x;
    alias x this;
}

int foo(int i) { return i * 2; }

void test()
{
    S s;
    s.x = 7;
    int i = -s;  // i == -7
    i = s + 8;   // i == 15
```
i = s + s; // i == 14
i = 9 + s; // i == 16
i = foo(s); // implicit conversion to int
}

If the member is a class or struct, undefined lookups will be forwarded to the AliasThis member.

struct Foo
{
    int baz = 4;
    int get() { return 7; }
}

class Bar
{
    Foo foo;
    alias foo this;
}

void test()
{
    auto bar = new Bar;
    int i = bar.baz; // i == 4
    i = bar.get(); // i == 7
}

If the Identifier refers to a property member function with no parameters, conversions and undefined lookups are forwarded to the return value of the function.

struct S
{
    int x;
    @property int get()
    {
        return x * 2;
    }
    alias get this;
}

void test()
{
    S s;
s.x = 2;
int i = s; // i == 4
}

Attributes are ignored for AliasThis.
Multiple AliasThis are allowed. For implicit conversions and forwarded lookups, all AliasThis declarations are attempted; if more than one AliasThis is eligible, the ambiguity is disallowed by raising an error. Note: Multiple AliasThis is currently unimplemented.

15.19 Scope Classes

Note: Scope classes have been recommended for deprecation.
A scope class is a class with the scope attribute, as in:

```java
scope class Foo { ... }
```

The scope characteristic is inherited, so any classes derived from a scope class are also scope.
A scope class reference can only appear as a function local variable. It must be declared as being scope:

```java
scope class Foo { ... }
```

```java
void func()
{
    Foo f; // error, reference to scope class must be scope
    scope Foo g = new Foo(); // correct
}
```

When a scope class reference goes out of scope, the destructor (if any) for it is automatically called. This holds true even if the scope was exited via a thrown exception.

15.20 Final Classes

Final classes cannot be subclassed:

```java
final class A { }
class B : A { } // error, class A is final
```

Methods of a final class are final by default.

15.21 Nested Classes

A nested class is a class that is declared inside the scope of a function or another class. A nested class has access to the variables and other symbols of the classes and functions it is nested inside:
class Outer
{
    int m;

    class Inner
    {
        int foo()
        {
            return m;  // Ok to access member of Outer
        }
    }
}

void func()
{
    int m;

    class Inner
    {
        int foo()
        {
            return m;  // Ok to access local variable m of func()
        }
    }
}

If a nested class has the static attribute, then it can not access variables of the enclosing scope that are local to the stack or need a this:

class Outer
{
    int m;
    static int n;

    static class Inner
    {
        int foo()
        {
            return m;  // Error, Inner is static and m needs a this
            return n;  // Ok, n is static
        }
    }
}
Non-static nested classes work by containing an extra hidden member (called the context pointer) that is the frame pointer of the enclosing function if it is nested inside a function, or the this of the enclosing class’s instance if it is nested inside a class.

When a non-static nested class is instantiated, the context pointer is assigned before the class’s constructor is called, therefore the constructor has full access to the enclosing variables. A non-static nested class can only be instantiated when the necessary context pointer information is available:

```java
class Outer
{
    class Inner { }

    static class SInner { }
}

void func()
{
    class Nested { }

    Outer o = new Outer;       // Ok
    Outer.Inner oi = new Outer.Inner;  // Error, no 'this' for Outer
    Outer.SInner os = new Outer.SInner;  // Ok

    Nested n = new Nested;   // Ok
}
```
A `this` can be supplied to the creation of an inner class instance by prefixing it to the `NewExpression`:

```java
class Outer
{
    int a;

    class Inner
    {
        int foo()
        {
            return a;
        }
    }
}

int bar()
{
    Outer o = new Outer;
    o.a = 3;
    Outer.Inner oi = o.new Inner;
    return oi.foo();  // returns 3
}
```

Here `o` supplies the `this` to the outer class instance of `Outer`.

The property `.outer` used in a nested class gives the `this` pointer to its enclosing class. If there is no enclosing class context, `.outer` would return a pointer to enclosing function frame with `void*`.

```java
class Outer
{
    class Inner1
    {
        Outer getOuter()
        {
            return this.outer;
        }
    }

    void foo()
    {
```
Inner1 i = new Inner1;
assert(i.getOuter() is this);
}

void bar()
{
    // x is referenced from nested scope, so
    // bar makes a closure environment.
    int x = 1;

class Inner2
{
    Outer getOuter()
    {
        x = 2;
        // The Inner2 instance owns function frame of bar
        // as static frame pointer, but .outer yet returns
        // the enclosing Outer class instance property.
        return this.outer;
    }
}

Inner2 i = new Inner2;
assert(i.getOuter() is this);
}

static void baz()
{
    // make a closure environment
    int x = 1;

class Inner3
{
    void* getOuter()
    {
        x = 2;
        // There's no accessible enclosing class instance, so
        // .outer property returns the function frame of bar.
        return this.outer;
    }
}
15.22. ANONYMOUS NESTED CLASSES

}  
  Inner3 i = new Inner3;  
  assert(i.getOuter() !is null);  
}  
}

15.22 Anonymous Nested Classes

An anonymous nested class is both defined and instantiated with a `NewAnonClassExpression`:

`NewAnonClassExpression`:
- `new AllocatorArguments opt class ClassArguments opt SuperClass opt Interfaces opt AggregateBody`

`ClassArguments`:
- `(ArgumentList opt)`

which is equivalent to:

`class Identifier : SuperClass Interfaces AggregateBody  
new (ArgumentList) Identifier (ArgumentList)`;

where `Identifier` is the name generated for the anonymous nested class.

15.23 Const, Immutable and Shared Classes

If a `ClassDeclaration` has a `const`, `immutable` or `shared` storage class, then it is as if each member of the class was declared with that storage class. If a base class is const, immutable or shared, then all classes derived from it are also const, immutable or shared.
Chapter 16

Interfaces

InterfaceDeclaration:
  interface Identifier ;
  interface Identifier BaseInterfaceList opt AggregateBody
  InterfaceTemplateDeclaration

BaseInterfaceList:
  : Interfaces

Interfaces describe a list of functions that a class that inherits from the interface must implement. A class that implements an interface can be converted to a reference to that interface.

Some operating system objects, like COM/OLE/ActiveX for Win32, have specialized interfaces. D interfaces that are compatible with COM/OLE/ActiveX are called COM Interfaces.

C++ Interfaces are another form of interfaces, meant to be binary compatible with C++.

Interfaces cannot derive from classes; only from other interfaces. Classes cannot derive from an interface multiple times.

interface D
{
  void foo();
}

class A : D, D // error, duplicate interface
{
}

An instance of an interface cannot be created.
Virtual interface member functions do not have implementations. Interfaces are expected to implement static or final functions.

Interfaces can have function templates in the members. All instantiated functions are implicitly final.

Classes that inherit from an interface may not override final or static interface member functions.

All interface functions must be defined in a class that inherits from that interface:
interface D
{
    void foo();
}

class A : D
{
    void foo() { } // ok, provides implementation
}

class B : D
{
    int foo() { } // error, no void foo() implementation
}

Interfaces can be inherited and functions overridden:

interface D
{
    int foo();
}

class A : D
{
    int foo() { return 1; }
}

class B : A
{
    int foo() { return 2; }
}

...

B b = new B();
b.foo(); // returns 2
D d = cast(D) b; // ok since B inherits A's D implementation
d.foo(); // returns 2;

Interfaces can be reimplemented in derived classes:

interface D
class A : D
{
    int foo() { return 1; }
}

class B : A, D
{
    int foo() { return 2; }
}
...

B b = new B();
b.foo();       // returns 2
D d = cast(D) b;
d.foo();       // returns 2
A a = cast(A) b;
D d2 = cast(D) a;
d2.foo();     // returns 2, even though it is A’s D, not B’s D

A reimplemented interface must implement all the interface functions, it does not inherit them from a super class:

interface D
{
    int foo();
}

class A : D
{
    int foo() { return 1; }
}

class B : A, D
{
}    // error, no foo() for interface D
16.1 Interfaces with Contracts

Interface member functions can have contracts even though there is no body for the function. The contracts are inherited by any class member function that implements that interface member function.

```cpp
interface I
{
    int foo(int i)
    in { assert(i > 7); }
    out (result) { assert(result & 1); }

    void bar();
}
```

16.2 Const and Immutable Interfaces

If an interface has `const` or `immutable` storage class, then all members of the interface are `const` or `immutable`. This storage class is not inherited.

16.3 COM Interfaces

A variant on interfaces is the COM interface. A COM interface is designed to map directly onto a Windows COM object. Any COM object can be represented by a COM interface, and any D object with a COM interface can be used by external COM clients.

A COM interface is defined as one that derives from the interface `core.stdc.windows.com.IUnknown`. A COM interface differs from a regular D interface in that:

- It derives from the interface `core.stdc.windows.com.IUnknown`.
- It cannot be the argument to `destroy`.
- References cannot be upcast to the enclosing class object, nor can they be downcast to a derived interface. To accomplish this, an appropriate `QueryInterface()` would have to be implemented for that interface in standard COM fashion.
- Classes derived from COM interfaces are COM classes.
- The default linkage for member functions of COM classes is `extern(System)`.

Note that if you want to implement or override any base-class methods of D interfaces or classes (ones which do not inherit from `IUnknown`), you have to explicitly mark them as having the `extern(D)` linkage:
import core.sys.windows.windows;
import core.stdc.windows.com;

interface IText
{
    void write();
}

abstract class Printer : IText
{
    void print() { }
}

class C : Printer, IUnknown
{
    // Implements the IText 'write' class method.
    extern(D) void write() { }

    // Overrides the Printer 'print' class method.
    extern(D) override void print() { }

    // Overrides the Object base class 'toString' method.
    extern(D) override string toString() { return "Class C"; }

    // Methods of class implementing the IUnknown interface have
    // the extern(System) calling convention by default.
    HRESULT QueryInterface(const(IID)*, void**);
    uint AddRef();
    uint Release();
}

The same applies to other Object methods such as opCmp, toHash, etc.
• The first member of the vtbl[] is not the pointer to the InterfaceInfo, but the first virtual
  function pointer.

For more information, see Modern COM Programming in D

16.4 C++ Interfaces

C++ interfaces are interfaces declared with C++ linkage:
extern (C++) interface Ifoo
{
    void foo();
    void bar();
}

which is meant to correspond with the following C++ declaration:

class Ifoo
{
    virtual void foo();
    virtual void bar();
};

Any interface that derives from a C++ interface is also a C++ interface. A C++ interface differs from a D interface in that:

- It cannot be the argument to `destroy`.
- References cannot be upcast to the enclosing class object, nor can they be downcast to a derived interface.
- The C++ calling convention is the default convention for its member functions, rather than the D calling convention.
- The first member of the `vtbl[]` is not the pointer to the `Interface`, but the first virtual function pointer.
Chapter 17

Enums

```
EnumDeclaration:
  enum Identifier EnumBody
  enum Identifier : EnumBaseType EnumBody
  AnonymousEnumDeclaration

EnumBaseType:
  Type

EnumBody:
  { EnumMembers } ;

EnumMembers:
  EnumMember
  EnumMember ,
  EnumMember , EnumMembers

EnumMemberAttributes:
  EnumMemberAttribute
  EnumMemberAttribute EnumMemberAttributes
```
EnumMemberAttribute:
  DeprecatedAttribute
  UserDefinedAttribute
  @disable

EnumMember:
  EnumMemberAttributes opt Identifier
  EnumMemberAttributes opt Identifier = AssignExpression

AnonymousEnumDeclaration:
  enum : EnumBaseType { EnumMembers }
  enum { EnumMembers }
  enum { AnonymousEnumMembers }

AnonymousEnumMembers:
  AnonymousEnumMember
  AnonymousEnumMember ,
  AnonymousEnumMember , AnonymousEnumMembers

AnonymousEnumMember:
  EnumMember
  Type Identifier = AssignExpression

Enum declarations are used to define a group of constants.

17.1 Named Enums

Named enums are used to declare related constants and group them by giving them a unique type. The EnumMembers are declared in the scope of the named enum. The named enum declares a new type, and all the EnumMembers have that type.

This defines a new type X which has values X.A=0, X.B=1, X.C=2:

```csharp
enum X { A, B, C } // named enum
```

If the EnumBaseType is not explicitly set, and the first EnumMember has an AssignExpression, it is set to the type of that AssignExpression. Otherwise, it defaults to type int.
17.1. NAMED Enums

Named enum members may not have individual Types.

A named enum member can be implicitly cast to its EnumBaseType, but EnumBaseType types cannot be implicitly cast to an enum type.

The value of an EnumMember is given by its AssignExpression. If there is no AssignExpression and it is the first EnumMember, its value is EnumBaseType.init.

If there is no AssignExpression and it is not the first EnumMember, it is given the value of the previous EnumMember+1. If the value of the previous EnumMember is EnumBaseType.max, it is an error. If the value of the previous EnumMember+1 is the same as the value of the previous EnumMember, it is an error. (This can happen with floating point types.)

All EnumMembers are in scope for the AssignExpressions.

```c
enum A = 3;
enum B
{
    A = A // error, circular reference
}
enum C
{
    A = B, // A = 4
    B = D, // B = 4
    C = 3, // C = 3
    D // D = 4
}
enum E : C
{
    E1 = C.D,
    E2 // error, C.D is C.max
}
```

An empty enum body (For example enum E;) signifies an opaque enum - the enum members are unknown.

**Enum Default Initializer**

The .init property of an enum type is the value of the first member of that enum. This is also the default initializer for the enum type.

```c
enum X { A=3, B, C }
X x; // x is initialized to 3
```
Enum Properties

Enum properties only exist for named enums.

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>.init</td>
<td>First enum member value</td>
</tr>
<tr>
<td>.min</td>
<td>Smallest value of enum</td>
</tr>
<tr>
<td>.max</td>
<td>Largest value of enum</td>
</tr>
<tr>
<td>.sizeof</td>
<td>Size of storage for an enumerated value</td>
</tr>
</tbody>
</table>

For example:

```cpp
enum X { A=3, B, C }
X.min // is X.A
X.max // is X.C
X.sizeof // is same as int.sizeof
```

The `EnumBaseType` of named enums must support comparison in order to compute the `.max` and `.min` properties.

### 17.2 Anonymous Enums

If the enum `Identifier` is not present, then the enum is an *anonymous enum*, and the `EnumMembers` are declared in the scope the `EnumDeclaration` appears in. No new type is created.

The `EnumMembers` can have different types. Those types are given by the first of:

1. The `Type`, if present. Types are not permitted when an `EnumBaseType` is present.
2. The `EnumBaseType`, if present.
3. The type of the `AssignExpression`, if present.
4. The type of the previous `EnumMember`, if present.
5. `int`

```cpp
enum { A, B, C } // anonymous enum
```

Defines the constants A=0, B=1, C=2, all of type `int`.

Enums must have at least one member.

The value of an `EnumMember` is given by its `AssignExpression`. If there is no `AssignExpression` and it is the first `EnumMember`, its value is the `.init` property of the `EnumMember`’s type.

If there is no `AssignExpression` and it is not the first `EnumMember`, it is given the value of the previous `EnumMember`+1. If the value of the previous `EnumMember` is the `.max` property if the previous `EnumMember`’s type, it is an error. If the value of the previous `EnumMember`+1 is the same as the value of the previous `EnumMember`, it is an error. (This can happen with floating point types.)

All `EnumMembers` are in scope for the `AssignExpressions`. 
17.3. MANIFEST CONSTANTS

```cpp
enum { A, B = 5+7, C, D = 8+C, E }
    Sets A=0, B=12, C=13, D=21, and E=22, all of type int.
enum : long { A = 3, B }
    Sets A=3, B=4 all of type long.
enum : string
{
    A = "hello",
    B = "betty",
    C  // error, cannot add 1 to "betty"
}
enum
{
    A = 1.2f,   // A is 1.2f of type float
    B,         // B is 2.2f of type float
    int C = 3,  // C is 3 of type int
    D          // D is 4 of type int
}
```

17.3 Manifest Constants

If there is only one member of an anonymous enum, the `{ }` can be omitted. Grammatically speaking, this is an AutoDeclaration.

```cpp
enum i = 4;        // i is 4 of type int
enum long l = 3;   // l is 3 of type long
```

Manifest constants are not lvalues, meaning their address cannot be taken. They exist only in the memory of the compiler.

```cpp
enum size = __traits(classInstanceSize, Foo);  // evaluated at compile-time
```

The initializer for a manifest constant is evaluated using compile time function evaluation.

```cpp
template Foo(T)
{
    // Not bad, but the 'size' variable will be located in the executable.
    const size_t size = T.sizeof;  // evaluated at compile-time

    // ... use of 'size' at compile time ...
}
template Bar(T)
{
    // Better, the manifest constant has no runtime location in the executable.
    enum size_t size = T.sizeof;  // evaluated at compile-time

    // ... use of 'size' at compile time ...

    // If you take the address of Foo!T.size, it would also go into exe file.
    auto p = &Foo!T.size;
}
Chapter 18

Type Qualifiers

Type qualifiers modify a type by applying a TypeCtor. TypeCtors are: `const, immutable, shared,` and `inout`. Each applies transitively to all subtypes.

18.1 Const and Immutable

When examining a data structure or interface, it is very helpful to be able to easily tell which data can be expected to not change, which data might change, and who may change that data. This is done with the aid of the language typing system. Data can be marked as const or immutable, with the default being changeable (or `mutable`).

`immutable` applies to data that cannot change. Immutable data values, once constructed, remain the same for the duration of the program’s execution. Immutable data can be placed in ROM (Read Only Memory) or in memory pages marked by the hardware as read only. Since immutable data does not change, it enables many opportunities for program optimization, and has applications in functional style programming.

`const` applies to data that cannot be changed by the `const` reference to that data. It may, however, be changed by another reference to that same data. Const finds applications in passing data through interfaces that promise not to modify them.

Both immutable and const are transitive, which means that any data reachable through an immutable reference is also immutable, and likewise for `const`.

18.2 Immutable Storage Class

The simplest immutable declarations use it as a storage class. It can be used to declare manifest constants.

```plaintext
immutable int x = 3; // x is set to 3
```
The type can be inferred from the initializer:

```c
immutable y = 4; // y is of type int
y = 5; // error, y is immutable
```

If the initializer is not present, the immutable can be initialized from the corresponding constructor:

```c
immutable int z;
void test()
{
    z = 3; // error, z is immutable
}
```

The initializer for a non-local immutable declaration must be evaluable at compile time:

```c
int foo(int f) { return f * 3; }
int i = 5;
immutable x = 3 * 4; // ok, 12
immutable y = i + 1; // error, cannot evaluate at compile time
immutable z = foo(2) + 1; // ok, foo(2) can be evaluated at compile time, 7
```

The initializer for a non-static local immutable declaration is evaluated at run time:

```c
int foo(int f)
{
    immutable x = f + 1; // evaluated at run time
    x = 3; // error, x is immutable
}
```

Because immutable is transitive, data referred to by an immutable is also immutable:

```c
immutable char s = "foo";
s[0] = 'a'; // error, s refers to immutable data
s = "bar"; // error, s is immutable
```

Immutable declarations can appear as lvalues, i.e. they can have their address taken, and occupy storage.
18.3  Const Storage Class

A const declaration is exactly like an immutable declaration, with the following differences:

- Any data referenced by the const declaration cannot be changed from the const declaration, but it might be changed by other references to the same data.
- The type of a const declaration is itself const.

18.4  Immutable Type

Data that will never change its value can be typed as immutable. The immutable keyword can be used as a type qualifier:

```c
immutable(char)[] s = "hello";
```

The immutable applies to the type within the following parentheses. So, while `s` can be assigned new values, the contents of `s[]` cannot be:

```c
s[0] = 'b';  // error, s[] is immutable
s = null;    // ok, s itself is not immutable
```

Immutability is transitive, meaning it applies to anything that can be referenced from the immutable type:

```c
immutable(char*)** p = ...;
p = ...;      // ok, p is not immutable
*p = ...;    // ok, *p is not immutable
**p = ...;   // error, **p is immutable
***p = ...;  // error, ***p is immutable
```

Immutable used as a storage class is equivalent to using immutable as a type qualifier for the entire type of a declaration:

```c
immutable int x = 3;  // x is typed as immutable(int)
immutable(int) y = 3; // y is immutable
```

18.5  Creating Immutable Data

The first way is to use a literal that is already immutable, such as string literals. String literals are always immutable.

```c
auto s = "hello";  // s is immutable(char)[5]
char[] p = "world"; // error, cannot implicitly convert immutable to mutable
```
The second way is to cast data to immutable. When doing so, it is up to the programmer to ensure that no other mutable references to the same data exist.

```cpp
char[] s = ...;
immutable(char)[] p = cast(immutable)s; // undefined behavior
immutable(char)[] p = cast(immutable)s.dup; // ok, unique reference
```

The `idup` property is a convenient way to create an immutable copy of an array:

```cpp
auto p = s.idup;
p[0] = ...; // error, p[] is immutable
```

### 18.6 Removing Immutable or Const with a Cast

An immutable or const type qualifier can be removed with a cast:

```cpp
immutable int* p = ...;
int* q = cast(int*)p;
```

This does not mean, however, that one can change the data:

```cpp
*q = 3; // allowed by compiler, but result is undefined behavior
```

The ability to cast away immutable-correctness is necessary in some cases where the static typing is incorrect and not fixable, such as when referencing code in a library one cannot change. Casting is, as always, a blunt and effective instrument, and when using it to cast away immutable-correctness, one must assume the responsibility to ensure the immutability of the data, as the compiler will no longer be able to statically do so.

Note that casting away a const qualifier and then mutating is undefined behavior, too, even when the referenced data is mutable. This is so that compilers and programmers can make assumptions based on const alone. For example, here it may be assumed that `f` does not alter `x`:

```cpp
void f(const int* a);
void main()
{
    int x = 1;
    f(&x);
    assert(x == 1); // guaranteed to hold
}
```

### 18.7 Immutable Member Functions

Immutable member functions are guaranteed that the object and anything referred to by the `this` reference is immutable. They are declared as:
18.8. CONST TYPE

```
struct S {
    int x;

    void foo() immutable {
        x = 4;  // error, x is immutable
        this.x = 4;  // error, x is immutable
    }
}
```

Note that using immutable on the left hand side of a method does not apply to the return type:
```
struct S {
    immutable int[] bar()  // bar is still immutable, return type is not!
    {
    }
}
```

To make the return type immutable, you need to surround the return type with parentheses:
```
struct S {
    immutable(int[]) bar()  // bar is now mutable, return type is immutable.
    {
    }
}
```

To make both the return type and the method immutable, you can write:
```
struct S {
    immutable(int[]) bar() immutable {
    }
}
```

18.8 Const Type

Const types are like immutable types, except that const forms a read-only view of data. Other aliases to that same data may change it at any time.
18.9 Const Member Functions

Const member functions are functions that are not allowed to change any part of the object through the member function’s this reference.

18.10 Combining Qualifiers

More than one qualifier may apply to a type. The order of application is irrelevant, for example given an unqualified type \( T \), \texttt{const shared} \( T \) and \texttt{shared const} \( T \) are the same type. For that reason, this document depicts qualifier combinations without parentheses unless necessary and in alphabetic order.

Applying a qualifier to a type that already has that qualifier is legal but has no effect, e.g. given an unqualified type \( T \), \texttt{shared(const shared} \( T \) yields the type \texttt{const shared} \( T \).

Applying the \texttt{immutable} qualifier to any type (qualified or not) results in \texttt{immutable} \( T \). Applying any qualifier to \texttt{immutable} \( T \) results in \texttt{immutable} \( T \). This makes \texttt{immutable} a fixed point of qualifier combinations and makes types such as \texttt{const(immutable(shared} \( T \))} impossible to create.

Assuming \( T \) is an unqualified type, the graph below illustrates how qualifiers combine (combinations with \texttt{immutable} are omitted). For each node, applying the qualifier labeling the edge leads to the resulting type.
18.11 Implicit Qualifier Conversions

Values that have no mutable indirections (including structs that don’t contain any field with mutable indirections) can be implicitly converted across `mutable`, `const`, `immutable`, `const shared`, `inout` and `inout shared`.

References to qualified objects can be implicitly converted according to the following rules:
In the graph above, any directed path is a legal implicit conversion. No other qualifier combinations than the ones shown is valid. The same information is shown below in tabular format:

**Implicit Conversion of Reference Types**

<table>
<thead>
<tr>
<th>from/to</th>
<th>mutable</th>
<th>const</th>
<th>shared</th>
<th>const shared</th>
<th>const inout shared</th>
<th>immutable</th>
</tr>
</thead>
<tbody>
<tr>
<td>mutable</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>const</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>const inout</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>const shared</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>const inout shared</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>immutable</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>inout</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>shared</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>inout shared</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
</tbody>
</table>

If an implicit conversion is disallowed by the table, an *Expression* may be converted if:

An expression may be converted from mutable or shared to immutable if the expression is unique and all expressions it transitively refers to are either unique or immutable.
An expression may be converted from mutable to shared if the expression is unique and all expressions it transitively refers to are either unique, immutable, or shared.

An expression may be converted from immutable to mutable if the expression is unique.

An expression may be converted from shared to mutable if the expression is unique.

A *Unique Expression* is one for which there are no other references to the value of the expression and all expressions it transitively refers to are either also unique or are immutable. For example:

```c
void main()
{
  immutable int** p = new int*(null); // ok, unique

  int x;
  immutable int** q = new int*(&x); // error, there may be other references to x

  immutable int y;
  immutable int** r = new immutable(int)*(&y); // ok, y is immutable
}
```

Otherwise, a *CastExpression* can be used to force a conversion when an implicit version is disallowed, but this cannot be done in `@safe` code, and the correctness of it must be verified by the user.
Chapter 19

Functions

19.1 Grammar

Function declaration

\[
\text{FuncDeclaration}: \quad \text{StorageClasses}_{\text{opt}} \ \text{BasicType} \ \text{FuncDeclarator} \ \text{FunctionBody} \\
\text{AutoFuncDeclaration}
\]

\[
\text{AutoFuncDeclaration}: \quad \text{StorageClasses} \ \text{Identifier} \ \text{FuncDeclaratorSuffix} \ \text{FunctionBody}
\]

\[
\text{FuncDeclarator}: \quad \text{BasicType2}_{\text{opt}} \ \text{Identifier} \ \text{FuncDeclaratorSuffix}
\]

\[
\text{FuncDeclaratorSuffix}: \quad \text{Parameters} \ \text{MemberFunctionAttributes}_{\text{opt}} \\
\text{TemplateParameters} \ \text{Parameters} \ \text{MemberFunctionAttributes}_{\text{opt}} \ \text{Constraint}_{\text{opt}}
\]

Parameters

\[
\text{Parameters}: \quad \left( \text{ParameterList}_{\text{opt}} \right)
\]
ParameterList:
  Parameter
  Parameter , ParameterList
  ...

Parameter:
  ParameterAttributes opt BasicType Declarator
  ParameterAttributes opt BasicType Declarator ...
  ParameterAttributes opt BasicType Declarator = AssignExpression
  ParameterAttributes opt Type
  ParameterAttributes opt Type ...

ParameterAttributes:
  InOut
  UserDefinedAttribute
  ParameterAttributes InOut
  ParameterAttributes UserDefinedAttribute
  ParameterAttributes

InOut:
  auto
  TypeCtor
  final
  in
  lazy
  out
  ref
  return ref
  scope

Function attributes

FunctionAttributes:
  FunctionAttribute
  FunctionAttribute FunctionAttributes
FunctionAttribute:
   noexcept
   pure
   Property

MemberFunctionAttributes:
   MemberFunctionAttribute
   MemberFunctionAttribute MemberFunctionAttributes

MemberFunctionAttribute:
   const
   immutable
   inout
   return
   shared
   FunctionAttribute

Function body

FunctionBody:
   SpecifiedFunctionBody
   MissingFunctionBody

FunctionLiteralBody:
   SpecifiedFunctionBody

SpecifiedFunctionBody:
   do_opt BlockStatement
   FunctionContracts_opt InOutContractExpression do_opt BlockStatement
   FunctionContracts_opt InOutStatement do BlockStatement

MissingFunctionBody:
### Function contracts

**FunctionContracts**:

- **FunctionContract**
  - FunctionContract FunctionContracts

**FunctionContract**:

- **InOutContractExpression**
  - InContractExpression
  - OutContractExpression

**InOutContractExpression**:

- **InContractExpression**
  - **in** ( AssertArguments )

**OutContractExpression**:

- **out** ( ; AssertArguments )
  - **out** ( Identifier ; AssertArguments )

**InStatement**:

- **in** BlockStatement
19.2 Con tracts

The **in** and **out** blocks or expressions of a function declaration specify the pre- and post-conditions of the function. They are used in Contract Programming. The code inside these blocks should not have any side-effects, including modifying function parameters and/or return values.

19.3 Function Return Values

Function return values are considered to be *rvalues*. This means they cannot be passed by reference to other functions.

19.4 Functions Without Bodies

Functions without bodies:

```c
int foo();
```

that are not declared as **abstract** are expected to have their implementations elsewhere, and that implementation will be provided at the link step. This enables an implementation of a function to be completely hidden from the user of it, and the implementation may be in another language such as C, assembler, etc.

19.5 Pure Functions

Pure functions are functions that cannot directly access global or static mutable state. **pure** guarantees that a pure function call won’t access or modify any implicit state in the program.

Unlike other functional programming languages, D’s **pure** functions allow modification of the caller state through their mutable parameters.

```c
pure int foo(int[] arr) { arr[] += 1; return arr.length; }
int[] a = [1, 2, 3];
foo(a);
assert(a == [2, 3, 4]);
```

A **pure** function accepting parameters with mutable indirections offers what’s called "weak purity" because it can change program state transitively through its arguments. A **pure** function
that has no parameter with mutable indirections is called "strongly pure" and fulfills the purity
definition in traditional functional languages. Weakly pure functions are useful as reusable building
blocks for strongly pure functions.

To control mutations, D has the immutable type qualifier. If all of a pure function’s parameters
are immutable or copied values without any indirections, it can guarantee that the pure function
has no side effects.

To prevent mutation, D offers the immutable type qualifier. If all of a pure function’s parameters
are immutable or copied values without any indirections (e.g. int), the type system guarantees no
side effects.

```c
struct S { double x; }
pure int foo(immutable(int)[*] arr, int num, S val)
{
    //arr[num] = 1; // compile error
    num = 2;     // has no side effect to the caller side
    val.x = 3.14; // ditto
    return arr.length;
}
```

The maximum guarantee of pure is called "strong purity". It can enable optimizations based
on the fact that a function is guaranteed to not mutate anything which isn’t passed to it. For cases
where the compiler can guarantee that a pure function cannot alter its arguments, it can enable
full, functional purity (i.e. the guarantee that the function will always return the same result for
the same arguments). To that end, a pure function:

- does not read or write any global or static mutable state
- cannot call functions that are not pure
- can override an impure function, but cannot be overidden by an impure function
- is covariant with an impure function
- cannot perform I/O

This definition of mutable functions is more general than the one traditionally employed by
pure functional languages because it allows a D pure function to use state mutation, as long as all
state is created internally or reachable through its arguments. In particular, a pure function may
allocate memory by means of e.g. new or malloc without these being special cases. A pure function
is allowed to loop indefinitely or terminate the program.

As a concession to practicality, a pure function can also:

- read and write the floating point exception flags
- read and write the floating point mode flags, as long as those flags are restored to their initial
  state upon function entry
19.5. PURE FUNCTIONS

- perform impure operations in statements that are in a `ConditionalStatement` controlled by a `DebugCondition`.

A pure function can throw exceptions.

```plaintext
import std.stdio;
int x;
immutable int y;
const int* pz;

pure int foo(int i, char* p, const char* q, immutable int* s)
{
    // ok, impure code allowed in debug statement
    debug writeln("in foo()");
    x = i;  // error, modifying global state
    i = x;  // error, reading mutable global state
    i = y;  // ok, reading immutable global state
    i = *pz;  // error, reading const global state
    return i;
}
```

An implementation may assume that a pure function that (a) accepts only parameters without mutable indirections, and (b) returns a result without mutable indirections, will have the same effect for all invocation with equivalent arguments, and is allowed to memoize the result of the function under the assumption that equivalent parameters always produce equivalent results. Such functions are termed strongly pure functions in this document. Note that a strongly pure function may still have behavior inconsistent with memoization by e.g. using casts or by changing behavior depending on the address of its parameters. An implementation is currently not required to enforce validity of memoization in all cases.

A pure function that accepts only parameters without mutable indirections and returns a result that has mutable indirections is called a pure factory function. An implementation may assume that all mutable memory returned by the call is not referenced by any other part of the program, i.e. it is newly allocated by the function. Conversely, the mutable references of the result may be assumed to not refer to any object that existed before the function call. For example:

```plaintext
struct List { int payload; List* next; }
pure List* make(int a, int b)
{
    auto result = new List(a, null);
    result.next = new List(b, result);
}
```cpp
return result;
}
```

Here, an implementation may assume (without having knowledge of the body of `make`) that all references in `make`'s result refer to other `List` objects created by `make`, and that no other part of the program refers to any of these objects.

Any `pure` function that is not strongly pure cannot be assumed to be memoizable, and calls to it may not be elided even if it returns `void` (save for compiler optimizations that prove the function has no effect). Function calls may still be elided, or results be memoized, by means of traditional inlining and optimization techniques available for all functions.

If a strongly pure function throws an exception or an error, the assumptions related to memoization and references do not carry to the thrown exception.

Pure destructors do not benefit of special elision.

### 19.6 Nothrow Functions

Nothrow functions can only throw exceptions derived from class `Error`.

Nothrow functions are covariant with throwing ones.

### 19.7 Ref Functions

Ref functions allow functions to return by reference. This is analogous to ref function parameters.

```cpp
ref int foo()
{
    auto p = new int;
    return *p;
}
```

```cpp
... foo() = 3; // reference returns can be lvalues
```

### 19.8 Auto Functions

Auto functions have their return type inferred from any `ReturnStatements` in the function body.

An auto function is declared without a return type. If it does not already have a storage class, use the auto storage class.

If there are multiple `ReturnStatements`, the types of them must be implicitly convertible to a common type. If there are no `ReturnStatements`, the return type is inferred to be `void`. 
19.9 Auto Ref Functions

Auto ref functions infer their return type just as auto functions do. In addition, they become ref functions if all return expressions are lvalues, and it would not be a reference to a local or a parameter.

```cpp
auto ref f1(int x) { return x; } // value return
auto ref f2() { return 3; } // value return
auto ref f3(ref int x) { return x; } // ref return
auto ref f4(out int x) { return x; } // ref return
auto ref f5() { static int x; return x; } // ref return
```

The ref-ness of a function is determined from all ReturnStatements in the function body:

```cpp
auto ref f1(ref int x) { return 3; return x; } // ok, value return
auto ref f2(ref int x) { return x; return 3; } // ok, value return
auto ref f3(ref int x, ref double y) {
    return x; return y;
    // The return type is deduced to double, but cast(double)x is not an lvalue,
    // then become a value return.
}
```

Auto ref function can have explicit return type.

```cpp
auto ref int (ref int x) { return x; } // ok, ref return
auto ref int foo(double x) { return x; } // error, cannot convert double to int
```

19.10 Inout Functions

Functions that deal with mutable, const, or immutable types with equanimity often need to transmit their type to the return value:

```cpp
int[] f1(int[] a, int x, int y) { return a[x .. y]; }
```

```cpp
const(int)[] f2(const(int)[] a, int x, int y) { return a[x .. y]; }
```

```cpp
immutable(int)[] f3(immutable(int)[] a, int x, int y) { return a[x .. y]; }
```
The code generated by these three functions is identical. To indicate that these can be one function, the inout type constructor is employed:

```c
inout(int)[] foo(inout(int)[] a, int x, int y) { return a[x .. y]; }
```

The inout forms a wildcard that stands in for any of mutable, const, immutable, inout, or inout const. When the function is called, the inout of the return type is changed to whatever the mutable, const, immutable, inout, or inout const status of the argument type to the parameter inout was.

Inout types can be implicitly converted to const or inout const, but to nothing else. Other types cannot be implicitly converted to inout. Casting to or from inout is not allowed in @safe functions.

A set of arguments to a function with inout parameters is considered a match if any inout argument types match exactly, or:

1. No argument types are composed of inout types.
2. A mutable, const or immutable argument type can be matched against each corresponding parameter inout type.

If such a match occurs, the inout is considered the common qualifier of the matched qualifiers. If more than two parameters exist, the common qualifier calculation is recursively applied.

### Common qualifier of the two type qualifiers

<table>
<thead>
<tr>
<th></th>
<th>mutable</th>
<th>const</th>
<th>immutable</th>
<th>inout</th>
<th>inout const</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>mutable</strong> (= m)</td>
<td>m</td>
<td>c</td>
<td>c</td>
<td>c</td>
<td>c</td>
</tr>
<tr>
<td><strong>const</strong> (= c)</td>
<td>c</td>
<td>c</td>
<td>c</td>
<td>c</td>
<td>c</td>
</tr>
<tr>
<td><strong>immutable</strong> (= i)</td>
<td>c</td>
<td>c</td>
<td>i</td>
<td>wc</td>
<td>wc</td>
</tr>
<tr>
<td><strong>inout</strong> (= w)</td>
<td>c</td>
<td>c</td>
<td>wc</td>
<td>w</td>
<td>wc</td>
</tr>
<tr>
<td><strong>inout const</strong> (= wc)</td>
<td>c</td>
<td>c</td>
<td>wc</td>
<td>wc</td>
<td>wc</td>
</tr>
</tbody>
</table>

The inout in the return type is then rewritten to be the inout matched qualifiers:

```c
int[] ma;
const(int)[] ca;
immutable(int)[] ia;
```

```c
inout(int)[] foo(inout(int)[] a) { return a; }
void test1()
{
    // inout matches to mutable, so inout(int)[] is
    // rewritten to int[]
    int[] x = foo(ma);

    // inout matches to const, so inout(int)[] is
```
// rewritten to const(int)[]
const(int)[] y = foo(ca);

// inout matches to immutable, so inout(int)[] is
// rewritten to immutable(int)[]
immutable(int)[] z = foo(ia);
}

inout(const(int))[] bar(inout(int)[] a) { return a; }
void test2()
{
    // inout matches to mutable, so inout(const(int))[] is
    // rewritten to const(int)[]
    const(int)[] x = bar(ma);

    // inout matches to const, so inout(const(int))[] is
    // rewritten to const(int)[]
    const(int)[] y = bar(ca);

    // inout matches to immutable, so inout(int)[] is
    // rewritten to immutable(int)[]
    immutable(int)[] z = bar(ia);
}

Note: Shared types are not overlooked. Shared types cannot be matched with inout. Nested functions inside pure function are implicitly marked as pure.

pure int foo(int x, immutable int y)
{
    int bar()
    // implicitly marked as pure, to be "weak purity"
    // hidden context pointer is mutable
    {
        x = 10;    // can access states in enclosing scope
    // through the mutable context pointer
        return x;
    }
    pragma(msg, typeof(&bar)); // int delegate() pure

    int baz() immutable
    // qualify hidden context pointer with immutable,
// and has no other parameters, make "strong purity"
{
    // return x; // error, cannot access mutable data
    return y; // ok
}

// can call pure nested functions
return bar() + baz();

### 19.11 Optional Parentheses

If a function call passes no explicit argument, i.e. it would syntactically use `()`, then these parentheses may be omitted, similar to a getter invocation of a property function.

```cpp
void foo() {} // no arguments
void fun(int x = 10) {}; // for UFCS

void main()
{
    foo();       // OK
    foo;         // also OK
    fun;         // OK

    int[] arr;
    arr.bar();   // OK
    arr.bar;    // also OK
}
```

Optional parentheses are not applied to delegates or function pointers.

```cpp
void main()
{
    int function() fp;

    assert(fp == 6);       // Error, incompatible types int function() and int
    assert(*fp == 6);    // Error, incompatible types int() and int

    int delegate() dg;
```
assert(dg == 6);  // Error, incompatible types int delegate() and int
}

If a function returns a delegate or function pointer, the parentheses are required if the returned
value is to be called.

struct S {
  int function() callfp() { return &numfp; }
  int delegate() calldg() { return &numdg; }
  int numdg() { return 6; }
}

int numfp() { return 6; }

void main()
{
  S s;
  int function() fp;

  fp = s.callfp;
  assert(fp() == 6);

  fp = s.callfp();
  assert(fp() == 6);

  int x = s.callfp()();
  assert(x == 6);

  int delegate() dg;

  dg = s.calldg;
  assert(dg() == 6);

  dg = s.calldg();
  assert(dg() == 6);

  int y = s.calldg()();
  assert(y == 6);
}
19.12 Property Functions

WARNING: The definition and usefulness of property functions is being reviewed, and the implementation is currently incomplete. Using property functions is not recommended until the definition is more certain and implementation more mature.

Properties are functions that can be syntactically treated as if they were fields or variables. Properties can be read from or written to. A property is read by calling a method or function with no arguments; a property is written by calling a method or function with its argument being the value it is set to.

Simple getter and setter properties can be written using UFCS. These can be enhanced with the addition of the `@property` attribute to the function, which adds the following behaviors:

- `@property` functions cannot be overloaded with non-`@property` functions with the same name.
- `@property` functions can only have zero, one or two parameters.
- `@property` functions cannot have variadic parameters.
- For the expression `typeof(exp)` where `exp` is an `@property` function, the type is the return type of the function, rather than the type of the function.
- For the expression `__traits(compiles, exp)` where `exp` is an `@property` function, a further check is made to see if the function can be called.
- `@property` are mangled differently, meaning that `@property` must be consistently used across different compilation units.
- The ObjectiveC interface recognizes `@property` setter functions as special and modifies them accordingly.

A simple property would be:

```cpp
struct Foo
{
    @property int data() { return m_data; } // read property

    @property int data(int value) { return m_data = value; } // write property

    private:
        int m_data;
};
```

To use it:

```cpp
int test()
{
    Foo f;
```
f.data = 3; // same as f.data(3);
return f.data + 3; // same as return f.data() + 3;
}

The absence of a read method means that the property is write-only. The absence of a write method means that the property is read-only. Multiple write methods can exist; the correct one is selected using the usual function overloading rules.

In all the other respects, these methods are like any other methods. They can be static, have different linkages, have their address taken, etc.

The built in properties .sizeof, .alignof, and .mangleof may not be declared as fields or methods in structs, unions, classes or enums.

If a property function has no parameters, it works as a getter. If has exactly one parameter, it works as a setter.

19.13 Virtual Functions

Virtual functions are functions that are called indirectly through a function pointer table, called a vtbl[], rather than directly. All public and protected member functions which are non-static and are not templatized are virtual unless the compiler can determine that they will never be overridden (e.g. they are marked with final and do not override any functions in a base class), in which case, it will make them non-virtual. This results in fewer bugs caused by not declaring a function virtual and then overriding it anyway.

Member functions which are private or package are never virtual, and hence cannot be overridden.

Functions with non-D linkage cannot be virtual and hence cannot be overridden.

Member template functions cannot be virtual and hence cannot be overridden.

Functions marked as final may not be overridden in a derived class, unless they are also private. For example:

class A
{
    int def() { ... }
    final int foo() { ... }
    final private int bar() { ... }
    private int abc() { ... }
}

class B : A
{
    override int def() { ... } // ok, overrides A.def
override int foo() { ... } // error, A.foo is final
int bar() { ... } // ok, A.bar is final private, but not virtual
int abc() { ... } // ok, A.abc is not virtual, B.abc is virtual
}

void test(A a)
{
a.def(); // calls B.def
a.foo(); // calls A.foo
a.bar(); // calls A.bar
a.abc(); // calls A.abc
}

void func()
{
    B b = new B();
test(b);
}

Covariant return types are supported, which means that the overriding function in a derived
class can return a type that is derived from the type returned by the overridden function:
class A { }
class B : A { }

class Foo
{
    A test() { return null; }
}

class Bar : Foo
{
    // overrides and is covariant with Foo.test()
    override B test() { return null; }
}

Virtual functions all have a hidden parameter called the this reference, which refers to the class
object for which the function is called.
To avoid dynamic binding on member function call, insert base class name before the member
function name. For example:
class B
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```cpp
{
    int foo() { return 1; }
}

class C : B {
{
    override int foo() { return 2; }

    void test()
    {
        assert(B.foo() == 1); // translated to this.B.foo(), and
        // calls B.foo statically.
        assert(C.foo() == 2); // calls C.foo statically, even if
        // the actual instance of 'this' is D.
    }
}

class D : C {
{
    override int foo() { return 3; }
}

void main()
{
    auto d = new D();
    assert(d.foo() == 3); // calls D.foo
    assert(d.B.foo() == 1); // calls B.foo
    assert(d.C.foo() == 2); // calls C.foo
    d.test();
}
```

Function Inheritance and Overriding

A function in a derived class with the same name and parameter types as a function in a base class overrides that function:

```cpp
class A {
{
    int foo(int x) { ... }
}
}
```

```cpp
class B : A {
```
override int foo(int x) { ... }
}

void test()
{
    B b = new B();
    bar(b);
}

void bar(A a)
{
    a.foo(1);  // calls B.foo(int)
}

However, when doing overload resolution, the functions in the base class are not considered:

class A
{
    int foo(int x) { ... }
    int foo(long y) { ... }
}

class B : A
{
    override int foo(long x) { ... }
}

void test()
{
    B b = new B();
    b.foo(1);  // calls B.foo(long), since A.foo(int) not considered
    A a = b;

    a.foo(1);  // issues runtime error (instead of calling A.foo(int))
}

To consider the base class’s functions in the overload resolution process, use an AliasDeclaration:

class A
{
    int foo(int x) { ... }
    int foo(long y) { ... }

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```java
class B : A
{
    alias foo = A.foo;
    override int foo(long x) { ... }
}

test()
{
    B b = new B();
    bar(b);
}

bar(A a)
{
    a.foo(1); // calls A.foo(int)
    B b = new B();
    b.foo(1); // calls A.foo(int)
}

If such an AliasDeclaration is not used, the derived class’s functions completely override all the functions of the same name in the base class, even if the types of the parameters in the base class functions are different. If, through implicit conversions to the base class, those other functions do get called, a compile-time error will be given:

```java
class A
{
    void set(long i) { }
    void set(int i) { }
}

class B : A
{
    void set(long i) { }
}
```

```java
foo(A a)
{
    int i;
    a.set(3); // error, use of A.set(int) is hidden by B
    // use ’alias set = A.set;’ to introduce base class overload set.
```
assert(i == 1);
}

void main()
{
    foo(new B);
}

If an error occurs during the compilation of your program, the use of overloads and overrides needs to be reconsidered in the relevant classes.

The compiler will not give an error if the hidden function is disjoint, as far as overloading is concerned, from all the other virtual functions is the inheritance hierarchy.

A function parameter's default value is not inherited:

class A
{
    void foo(int x = 5) { ... }
}

class B : A
{
    void foo(int x = 7) { ... }
}

class C : B
{
    void foo(int x) { ... }
}

void test()
{
    A a = new A();
a.foo(); // calls A.foo(5)

    B b = new B();
b.foo(); // calls B.foo(7)

    C c = new C();
c.foo(); // error, need an argument for C.foo
}
If a derived class overrides a base class member function with different *FunctionAttributes*, the missing attributes will be automatically compensated by the compiler.

```plaintext
class B
{
    void foo() pure nothrow @safe {};
}
class D : B
{
    override void foo() {};
}
void main()
{
    auto d = new D();
    pragma(msg, typeof(&d.foo));
    // prints "void delegate() pure nothrow @safe" in compile time
}
```

It’s not allowed to mark an overridden method with the attributes *@disable* or *deprecated*. To stop the compilation or to output the deprecation message, the compiler must be able to determine the target of the call, which can’t be guaranteed when it is virtual.

```plaintext
class B
{
    void foo() {};
}
class D : B
{
    @disable override void foo() {};
}
void main()
{
    B b = new D;
    b.foo(); // compiles and calls the most derived even if disabled.
}
```
19.14 Inline Functions

The compiler makes the decision whether to inline a function or not. This decision may be controlled by `pragma(inline)`, assuming that the compiler implements it, which is not mandatory.

Note that any `FunctionLiteral` should be inlined when used in its declaration scope.

19.15 Function Overloading

Functions are overloaded based on how well the arguments to a function can match up with the parameters. The function with the best match is selected. The levels of matching are:

1. no match
2. match with implicit conversions
3. match with conversion to const
4. exact match

Each argument (including any `this` pointer) is compared against the function’s corresponding parameter, to determine the match level for that argument. The match level for a function is the worst match level of each of its arguments.

Literals do not match `ref` or `out` parameters.

If two or more functions have the same match level, then partial ordering is used to try to find the best match. Partial ordering finds the most specialized function. If neither function is more specialized than the other, then it is an ambiguity error. Partial ordering is determined for functions `f()` and `g()` by taking the parameter types of `f()`, constructing a list of arguments by taking the default values of those types, and attempting to match them against `g()`. If it succeeds, then `g()` is at least as specialized as `f()`. For example:

```cpp
class A { }
class B : A { }
class C : B { }
void foo(A);
void foo(B);

void test()
{
    C c;
    /* Both foo(A) and foo(B) match with implicit conversion rules.
       * Applying partial ordering rules,
       * foo(B) cannot be called with an A, and foo(A) can be called
       * with a B. Therefore, foo(B) is more specialized, and is selected.
    */
```
19.15. FUNCTION OVERLOADING

A function with a variadic argument is considered less specialized than a function without. Functions defined with non-D linkage cannot be overloaded. This is because the name mangling might not take the parameter types into account.

Overload Sets

Functions declared at the same scope overload against each other, and are called an Overload Set. A typical example of an overload set are functions defined at module level:

```plaintext
module A;
void foo() { }
void foo(long i) { }

A.foo() and A.foo(long) form an overload set. A different module can also define functions with the same name:

module B;
class C { }
void foo(C) { }
void foo(int i) { }

and A and B can be imported by a third module, C. Both overload sets, the A.foo overload set and the B.foo overload set, are found. An instance of foo is selected based on it matching in exactly one overload set:

```plaintext
import A;
import B;

void bar(C c)
{
    foo(); // calls A.foo()
    foo(1L); // calls A.foo(long)
    foo(c); // calls B.foo(C)
    foo(1,2); // error, does not match any foo
    foo(1); // error, matches A.foo(long) and B.foo(int)
    A.foo(1); // calls A.foo(long)
}

Even though B.foo(int) is a better match than A.foo(long) for foo(1), it is an error because the two matches are in different overload sets.

Overload sets can be merged with an alias declaration:
import A;
import B;

alias foo = A.foo;
alias foo = B.foo;

void bar(C c)
{
    foo();    // calls A.foo()
    foo(1L); // calls A.foo(long)
    foo(c);  // calls B.foo(C)
    foo(1,2); // error, does not match any foo
    foo(1);  // calls B.foo(int)
    A.foo(1); // calls A.foo(long)
}

19.16 Function Parameters

Parameter Storage Classes

Parameter storage classes are in, out, ref, lazy, const, immutable, shared, inout or scope. For example:

int foo(in int x, out int y, ref int z, int q);

x is in, y is out, z is ref, and q is none.

- The function declaration makes it clear what the inputs and outputs to the function are.
- It eliminates the need for IDL (interface description language) as a separate language.
- It provides more information to the compiler, enabling more error checking and possibly better code generation.
### Parameter Storage Classes

<table>
<thead>
<tr>
<th>Storage Class</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>none</td>
<td>Parameter becomes a mutable copy of its argument</td>
</tr>
<tr>
<td>in</td>
<td>Defined as scope constant. However, in has not yet been properly implemented so it's current implementation is equivalent to constant. It is recommended to avoid using in until it is properly defined and implemented. Use scope constant or constant explicitly instead.</td>
</tr>
<tr>
<td>out</td>
<td>Parameter is initialized upon function entry with the default value for its type</td>
</tr>
<tr>
<td>ref</td>
<td>Parameter is passed by reference</td>
</tr>
<tr>
<td>scope</td>
<td>References in the parameter cannot be escaped (e.g., assigned to a global variable). Ignored for parameters with no references</td>
</tr>
<tr>
<td>lazy</td>
<td>Argument is evaluated by the called function and not by the caller</td>
</tr>
<tr>
<td>const</td>
<td>Argument is implicitly converted to a constant type</td>
</tr>
<tr>
<td>immutable</td>
<td>Argument is implicitly converted to an immutable type</td>
</tr>
<tr>
<td>shared</td>
<td>Argument is implicitly converted to a shared type</td>
</tr>
<tr>
<td>inout</td>
<td>Argument is implicitly converted to an inout type</td>
</tr>
</tbody>
</table>

```null
void foo(out int x)
{
    // x is set to int.init,
    // which is 0, at start of foo()
}

int a = 3;
foo(a);
// a is now 0

void abc(out int x)
{
    x = 2;
}

int y = 3;
abc(y);
// y is now 2

void def(ref int x)
{
    x += 1;
```
int z = 3;
def(z);
// z is now 4

For dynamic array and object parameters, which are passed by reference, in/out/ref apply only to the reference and not the contents.

Lazy Parameters

An argument to a lazy parameter is not evaluated before the function is called. The argument is only evaluated if/when the parameter is evaluated within the function. Hence, a lazy argument can be executed 0 or more times.

```cpp
void dotimes(int n, lazy void exp)
{
    while (n--)
        exp();
}

void test()
{
    int x;
    dotimes(3, writeln(x++));
}
```

prints to the console:

```
0
1
2
```

A lazy parameter cannot be an lvalue.
A lazy parameter of type void can accept an argument of any type.
See Also: Lazy Variadic Functions

Function Default Arguments

Function parameter declarations can have default values:

```cpp
void foo(int x, int y = 3)
{
    ...
```
Default parameters are evaluated in the context of the function declaration. If the default value for a parameter is given, all following parameters must also have default values.

**Return Ref Parameters**

Note: The *return* attribute is currently only enforced by dmd when the `-dip25` switch is passed.

Return ref parameters are used with ref functions to ensure that the returned reference will not outlive the matching argument’s lifetime.

```d
ref int identity(ref int x) {
    return x; // pass-through function that does nothing
}
```

```d
ref int fun() {
    int x;
    return identity(x); // Error: escaping reference to local variable x
}
```

```d
ref int gun(ref int x) {
    return identity(x); // OK
}
```

Ref methods marked with the *return* attribute ensure the returned reference will not outlive the respective aggregate instance.

```d
struct S {
    private int x;
    ref int get() return { return x; }
}
```

```d
ref int escape()
{
    S s;
    return s.get(); // Error: escaping reference to local variable s
}
```

Template functions and lambdas can deduce the *return* attribute. *inout ref* parameters imply the *return* attribute.
User-Defined Attributes for Parameters

See also: User-Defined Attributes

Variadic Functions

Functions taking a variable number of arguments are called variadic functions. A variadic function can take one of three forms:

1. C-style variadic functions
2. Variadic functions with type info
3. Typesafe variadic functions

C-style Variadic Functions

A C-style variadic function is declared as taking a parameter of ... after the required function parameters. It has non-D linkage, such as extern (C):

```
extern (C) void foo(int x, int y, ...);
```

```
foo(3, 4);   // ok
foo(3, 4, 6.8); // ok, one variadic argument
foo(2);      // error, y is a required argument
```

There must be at least one non-variadic parameter declared.

```
extern (C) int def(...); // error, must have at least one parameter
```

C-style variadic functions match the C calling convention for variadic functions, and is most useful for calling C library functions like printf. C-style variadic functions cannot be marked as @safe.

Access to variadic arguments is done using the standard library module core.stdcore.stdarg.

```
import core.stdcore.stdarg;
```

```
void test()
{
    foo(3, 4, 5);  // first variadic argument is 5
}
```

```
void foo(int x, int y, ...)
{
    va_list args;
```
va_start(args, y); // y is the last named parameter

int z;
va_arg(args, z); // z is set to 5
}

D-style Variadic Functions

Variadic functions with argument and type info are declared as taking a parameter of ... after the required function parameters. It has D linkage, and need not have any non-variadic parameters declared:

int abc(char c, ...);  // one required parameter: c
int def(...);          // ok

To access them, the following import is required:

import core.vararg;

These variadic functions have a special local variable declared for them, _argptr, which is a core.vararg reference to the first of the variadic arguments. To access the arguments, _argptr must be used in conjunction with va_arg:

import core.vararg;

void test()
{
    foo(3, 4, 5);   // first variadic argument is 5
}

void foo(int x, int y, ...)
{
    int z;

    z = va_arg(int,_argptr); // z is set to 5
}

An additional hidden argument with the name _arguments and type TypeInfo[] is passed to the function. _arguments gives the number of arguments and the type of each, enabling type safety to be checked at run time.

import std.stdio;
import core.vararg;
class Foo { int x = 3; }
class Bar { long y = 4; }

void printargs(int x, ...)
{
    writeln("%d arguments", _arguments.length);
    for (int i = 0; i < _arguments.length; i++)
    {
        writeln(_arguments[i]);

        if (_arguments[i] == typeid(int))
        {
            int j = va_arg!(int)(_argptr);
            writeln("\t%d", j);
        }
        else if (_arguments[i] == typeid(long))
        {
            long j = va_arg!(long)(_argptr);
            writeln("\t%d", j);
        }
        else if (_arguments[i] == typeid(double))
        {
            double d = va_arg!(double)(_argptr);
            writeln("\t%g", d);
        }
        else if (_arguments[i] == typeid(Foo))
        {
            Foo f = va_arg!(Foo)(_argptr);
            writeln("\t%s", f);
        }
        else if (_arguments[i] == typeid(Bar))
        {
            Bar b = va_arg!(Bar)(_argptr);
            writeln("\t%s", b);
        }
        else
        {
            assert(0);
        }
    }
}

void main()
{
    Foo f = new Foo();
    Bar b = new Bar();

    printf("%s", f);
    printargs(1, 2, 3L, 4.5, f, b);
}

which prints:
0x00870FE0
5 arguments
int 2
long 3
double 4.5
Foo 0x00870FE0
Bar 0x00870FD0

D-style variadic functions cannot be marked as @safe.

Typesafe Variadic Functions

Typesafe variadic functions are used when the variable argument portion of the arguments are used to construct an array or class object.

For arrays:

int main()
{
    return sum(1, 2, 3) + sum(); // returns 6+0
}

int func()
{
    int[3] ii = [4, 5, 6];
    return sum(ii); // returns 15
}
int sum(int[] ar ...) {
    int s;
    foreach (int x; ar)
        s += x;
    return s;
}

For static arrays:
int test() {
    return sum(2, 3); // error, need 3 values for array
    return sum(1, 2, 3); // returns 6
}

int func() {
    int[3] ii = [4, 5, 6];
    int[] jj = ii;
    return sum(ii); // returns 15
    return sum(jj); // error, type mismatch
}

int sum(int[3] ar ...) {
    int s;
    foreach (int x; ar)
        s += x;
    return s;
}

For class objects:
class Foo {
    int x;
    string s;

    this(int x, string s) {
    
}
void test(int x, Foo f ...);
...

Foo g = new Foo(3, "abc");
test(1, g); // ok, since g is an instance of Foo
test(1, 4, "def"); // ok
test(1, 5); // error, no matching constructor for Foo

An implementation may construct the object or array instance on the stack. Therefore, it is an error to refer to that instance after the variadic function has returned:

Foo test(Foo f ...)
{
    return f; // error, f instance contents invalid after return
}

int[] test(int[] a ...)
{
    return a; // error, array contents invalid after return
    return a[0..1]; // error, array contents invalid after return
    return a.dup; // ok, since copy is made
}

For other types, the argument is built with itself, as in:

int test(int i ...)
{
    return i;
}
...

test(3); // returns 3
test(3, 4); // error, too many arguments
int[] x;
test(x); // error, type mismatch
Lazy Variadic Functions

If the variadic parameter is an array of delegates with no parameters:

```cpp
void foo(int delegate()[] dgs ...);
```

Then each of the arguments whose type does not match that of the delegate is converted to a delegate.

```cpp
int delegate() dg;
foo(1, 3+x, dg, cast(int delegate())null);
```

is the same as:

```cpp
foo( { return 1; }, { return 3+x; }, dg, null );
```

The lazy variadic delegate solution is preferable to using a lazy variadic array, because each array index would evaluate every element:

```cpp
import std.stdio;
void foo(lazy int[] arr...)
{
    writeln(arr[0]); // 1
    writeln(arr[1]); // 4, not 2
}
void main()
{
    int x;
    foo(++x, ++x);
}
```

19.17 Local Variables

It is an error to use a local variable without first assigning it a value. The implementation may not always be able to detect these cases. Other language compilers sometimes issue a warning for this, but since it is always a bug, it should be an error.

It is an error to declare a local variable that hides another local variable in the same function:

```cpp
void func(int x)
{
    int x; // error, hides previous definition of x
double y;
```
19.17. LOCAL VARIABLES

...  
{  
    char y; // error, hides previous definition of y  
    int z;  
}  
{  
    wchar z; // legal, previous z is out of scope  
}  
}

While this might look unreasonable, in practice whenever this is done it either is a bug or at least looks like a bug.

It is an error to return the address of or a reference to a local variable.

It is an error to have a local variable and a label with the same name.

Local Static Variables

Local variables in functions can be declared as static or __gshared in which case they are statically allocated rather than being allocated on the stack. As such, their value persists beyond the exit of the function.

void foo()
{
    static int n;
    if (++n == 100)
        writeln("called 100 times");
}

The initializer for a static variable must be evaluable at compile time, and they are initialized upon the start of the thread (or the start of the program for __gshared). There are no static constructors or static destructors for static local variables.

Although static variable name visibility follows the usual scoping rules, the names of them must be unique within a particular function.

void main()
{
    { static int x; }  
    { static int x; } // error  
    { int i; }  
    { int i; } // ok
}
19.18 Nested Functions

Functions may be nested within other functions:

```c
int bar(int a)
{
    int foo(int b)
    {
        int abc() { return 1; }

        return b + abc();
    }
    return foo(a);
}

void test()
{
    int i = bar(3); // i is assigned 4
}
```

Nested functions can be accessed only if the name is in scope.

```c
void foo()
{
    void A()
    {
        B(); // error, B() is forward referenced
        C(); // error, C undefined
    }
    void B()
    {
        A(); // ok, in scope
        void C()
        {
            void D()
            {
                A(); // ok
                B(); // ok
                C(); // ok
                D(); // ok
            }
        }
    }
```
A(); // ok
B(); // ok
C(); // error, C undefined

and:

```c
int bar(int a)
{
    int foo(int b) { return b + 1; }
    int abc(int b) { return foo(b); } // ok
    return foo(a);
}

void test()
{
    int i = bar(3); // ok
    int j = bar.foo(3); // error, bar.foo not visible
}
```

Nested functions have access to the variables and other symbols defined by the lexically enclosing function. This access includes both the ability to read and write them.

```c
int bar(int a)
{
    int c = 3;

    int foo(int b)
    {
        b += c; // 4 is added to b
        c++;
        return b + c; // 12 is returned
    }
    c = 4;
    int i = foo(a); // i is set to 12
    return i + c; // returns 17
}

void test()
{
    int i = bar(3); // i is assigned 17
```
This access can span multiple nesting levels:

```c
int bar(int a)
{
    int c = 3;

    int foo(int b)
    {
        int abc()
        {
            return c; // access bar.c
        }
        return b + c + abc();
    }
    return foo(3);
}
```

Static nested functions cannot access any stack variables of any lexically enclosing function, but can access static variables. This is analogous to how static member functions behave.

```c
int bar(int a)
{
    int c;
    static int d;

    static int foo(int b)
    {
        static int abc()
        {
            return d; // ok
        }
        b = d; // error, foo() cannot access frame of bar()
        return b + 1;
    }
    return foo(a);
}
```

Functions can be nested within member functions:

```c
struct Foo
{
    int a;

    int bar()
```
{  
    int c;

    int foo()  
    {  
        return c + a;
    }  
    return 0;
}

Nested functions always have the D function linkage type. Unlike module level declarations, declarations within function scope are processed in order. This means that two nested functions cannot mutually call each other:

```cpp
void test()
{
    void foo() { bar(); } // error, bar not defined
    void bar() { foo(); } // ok
}
```

There are several workarounds for this limitation:

- Declare the functions to be static members of a nested struct:

```cpp
void test()
{
    static struct S
    {
        static void foo() { bar(); } // ok
        static void bar() { foo(); } // ok
    }

    S.foo(); // compiles (but note the infinite runtime loop)
}
```

- Declare one or more of the functions to be function templates even if they take no specific template arguments:

```cpp
void test()
{
    void foo()() { bar(); } // ok (foo is a function template)
    void bar() { foo(); } // ok
}
• Declare the functions inside of a mixin template:

```cpp
mixin template T()
{
    void foo() { bar(); } // ok
    void bar() { foo(); } // ok
}

void main()
{
    mixin T!();
}
```

• Use a delegate:

```cpp
void test()
{
    void delegate() fp;
    void foo() { fp(); }
    void bar() { foo(); }
    fp = &bar;
}
```

Nested functions cannot be overloaded.

## 19.19 Delegates, Function Pointers, and Closures

A function pointer can point to a static nested function:

```cpp
int function() fp;

void test()
{
    static int a = 7;
    static int foo() { return a + 3; }

    fp = &foo;
}

void bar()
{
```
```c
void test()
{
    int a = 7;
    int foo() { return a + 3; }
    
    dg = &foo;
    int i = dg(); // i is set to 10
}
```

The stack variables referenced by a nested function are still valid even after the function exits (this is different from D 1.0). This is called a closure. Returning addresses of stack variables, however, is not a closure and is an error.

```c
int* bar()
{
    int b;
    test();
    int i = dg(); // ok, test.a is in a closure and still exists
    return &b; // error, bar.b not valid after bar() exits
}
```

Delegates to non-static nested functions contain two pieces of data: the pointer to the stack frame of the lexically enclosing function (called the frame pointer) and the address of the function. This is analogous to struct/class non-static member function delegates consisting of a this pointer.
and the address of the member function. Both forms of delegates are interchangeable, and are actually the same type:

```c
struct Foo
{
    int a = 7;
    int bar() { return a; }
}

int foo(int delegate() dg)
{
    return dg() + 1;
}

void test()
{
    int x = 27;
    int abc() { return x; }
    Foo f;
    int i;

    i = foo(&abc); // i is set to 28
    i = foo(&f.bar); // i is set to 8
}
```

This combining of the environment and the function is called a *dynamic closure*. The `.ptr` property of a delegate will return the `frame pointer` value as a `void*`. The `.funcptr` property of a delegate will return the `function pointer` value as a function type.

Functions and delegates declared at module scope are zero-initialized by default. However both can be initialized to any function pointer (including a function literal). For delegates, the context pointer `.ptr` is initialized to null.

```c
int function() foo = { return 42; }; int delegate() bar = { return 43; }; int delegate() baz;
void main()
{
    assert(foo() == 42);
    assert(bar() == 43);
    assert(baz is null);
}
```
Future directions: Function pointers and delegates may merge into a common syntax and be interchangeable with each other.

Anonymous Functions and Anonymous Delegates
See Function Literals.

19.20 main() Function

For console programs, main() serves as the entry point. It gets called after all the module initializers are run, and after any unit tests are run. After it returns, all the module destructors are run. main() must be declared using one of the following forms:

```c
void main() { ... }
void main(string[] args) { ... }
int main() { ... }
int main(string[] args) { ... }
```

19.21 Function Templates

Template functions are useful for avoiding code duplication - instead of writing several copies of a function, each with a different parameter type, a single function template can be sufficient. For example:

```c
// Only one copy of func needs to be written
void func(T) (T x)
{
    writeln(x);
}
void main()
{
    func!(int)(1); // pass an int
    func(1);      // pass an int, inferring T = int
    func("x");   // pass a string
    func(1.0);    // pass a float
    struct S {}
    S s;
    func(s);      // pass a struct
}```
**func** takes a template parameter T and a runtime parameter, x. T is a placeholder identifier that can accept any type. In this case T can be inferred from the runtime argument type.

**Note:** Using the name T is just a convention. The name TypeOfX could have been used instead. For more information, see function templates.

### 19.22 Compile Time Function Execution (CTFE)

Functions which are both portable and free of global side-effects can be executed at compile time. In certain contexts, such compile time execution is guaranteed. It is called Compile Time Function Execution (CTFE) then. The contexts that trigger CTFE are:

- initialization of a static variable or a manifest constant
- static initializers of struct/class members
- dimension of a static array
- argument for a template value parameter
- **static if**
- **static foreach**
- **static assert**
- **mixin** statement
- **pragma** argument

```cpp
def eval(Args...) = Args[0];

def square(int i)
{
    return i * i;
}

def foo()
{
    static j = square(3);      // CTFE
    writeln(j);
    assert(square(4));         // run time
    writeln(eval!(square(5)));  // CTFE
}
```

CTFE is subject to the following restrictions:

1. The function source code must be available to the compiler. Functions which exist in the source code only as extern declarations cannot be executed in CTFE.
2. Executed expressions may not reference any global or local static variables.
3. asm statements are not permitted
4. Non-portable casts (eg, from `int` to `float`), including casts which depend on endianness, are not permitted. Casts between signed and unsigned types are permitted.
5. Reinterpretation of overlapped fields in a Union is not permitted.

Pointers are permitted in CTFE, provided they are used safely:

- C-style semantics on pointer arithmetic are strictly enforced. Pointer arithmetic is permitted only on pointers which point to static or dynamic array elements. Such pointers must point to an element of the array, or to the first element past the array. Pointer arithmetic is completely forbidden on pointers which are null, or which point to a non-array.
- The memory location of different memory blocks is not defined. Ordered comparison (`<`, `<=`, `>`, `>=`) between two pointers is permitted when both pointers point to the same array, or when at least one pointer is null.
- Pointer comparisons between independent memory blocks will generate a compile-time error, unless two such comparisons are combined using `&&` or `||` to yield a result which is independent of the ordering of memory blocks. Each comparison must consist of two pointer expressions compared with `<`, `<=`, `>`, or `>=`, and may optionally be negated with `!`. For example, the expression `(p1 > q1 && p2 <= q2)` is permitted when `p1`, `p2` are expressions yielding pointers to memory block `P`, and `q1`, `q2` are expressions yielding pointers to memory block `Q`, even when `P` and `Q` are unrelated memory blocks. It returns true if `[p1..p2]` lies inside `[q1..q2]`, and false otherwise. Similarly, the expression `(p1 < q1 | p2 > q2)` is true if `[p1..p2]` lies outside `[q1..q2]`, and false otherwise.
- Equality comparisons (`==`, `!=`, `is`, `!is`) are permitted between all pointers, without restriction.
- Any pointer may be cast to `void*` and from `void*` back to its original type. Casting between pointer and non-pointer types is prohibited.

Note that the above restrictions apply only to expressions which are actually executed. For example:

```c
static int y = 0;

int countTen(int x)
{
    if (x > 10)
        ++y;
    return x;
}
```
The \_ctfe boolean pseudo-variable, which evaluates to true in CTFE, but false otherwise, can be used to provide an alternative execution path to avoid operations which are forbidden in CTFE. Every usage of \_ctfe is evaluated before code generation and therefore has no run-time cost, even if no optimizer is used.

Executing functions via CTFE can take considerably longer than executing it at run time. If the function goes into an infinite loop, it will hang at compile time (rather than hanging at run time).

Non-recoverable errors (such as assert failures) do not throw exceptions; instead, they end interpretation immediately.

Functions executed via CTFE can give different results from run time in the following scenarios:

- floating point computations may be done at a higher precision than run time
- dependency on implementation defined order of evaluation
- use of uninitialized variables

These are the same kinds of scenarios where different optimization settings affect the results.

String Mixins and Compile Time Function Execution

Any functions that execute in CTFE must also be executable at run time. The compile time evaluation of a function does the equivalent of running the function at run time. This means that the semantics of a function cannot depend on compile time values of the function. For example:

```cpp
int foo(char[] s)
{
    return mixin(s);
}
```

```cpp
const int x = foo("1");
```

is illegal, because the runtime code for `foo` cannot be generated. A function template would be the appropriate method to implement this sort of thing.

19.23 No-GC Functions

No-GC functions are functions marked with the \@nogc attribute. Those functions do not allocate memory on the GC heap, through the following language features:

- constructing an array on the heap
19.23. **NO-GC FUNCTIONS**

- resizing an array by writing to its `.length` property
- array concatenation and appending
- constructing an associative array on the heap
- indexing an associative array (because it may throw `RangeError` if the specified key is not present)
- allocating an object on the heap

```cpp
@nogc void foo()
{
    auto a = ['a'];  // error, allocates
    a.length = 1;   // error, array resizing allocates
    a = a ~ a;     // error, arrays concatenation allocates
    a ^= 'c';      // error, appending to arrays allocates

    auto aa = ["x":1];  // error, allocates
    aa["abc"];  // error, indexing may allocate and throws

    auto p = new int;  // error, operator new allocates
}
```

No-GC functions cannot call functions that are not `@nogc`.

```cpp
@nogc void foo()
{
    bar();  // error, bar() may allocate
}
```

```cpp
void bar() {}  
```

No-GC functions cannot be closures.

```cpp
@nogc int delegate() foo()
{
    int n;  // error, variable n cannot be allocated on heap
    return (){
        return n;
    }
}
```

`@nogc` affects the type of the function. A `@nogc` function is covariant with a non-`@nogc` function.

```cpp
void function() fp;
void function() @nogc gp;  // pointer to @nogc function
```

```cpp
void foo();
```
@nogc void bar();

void test()
{
    fp = &foo; // ok
    fp = &bar; // ok, it’s covariant
    gp = &foo; // error, not contravariant
    gp = &bar; // ok
}

To ease debugging, in a ConditionalStatement controlled by a DebugCondition @nogc functions can call functions that are not @nogc.

19.24 Function Safety

Safe functions are functions that are statically checked to exhibit no possibility of undefined behavior. Undefined behavior is often used as a vector for malicious attacks.

Safe Functions

Safe functions are marked with the @safe attribute.

The following operations are not allowed in safe functions:

- No casting from a pointer type to any type other than void*.
- No casting from any non-pointer type to a pointer type.
- No pointer arithmetic (including pointer indexing).
- Cannot access unions that have pointers or references overlapping with other types.
- Calling any system functions.
- No catching of exceptions that are not derived from class Exception.
- No inline assembler.
- No explicit casting of mutable objects to immutable.
- No explicit casting of immutable objects to mutable.
- No explicit casting of thread local objects to shared.
- No explicit casting of shared objects to thread local.
- No taking the address of a local variable or function parameter.
- Cannot access __gshared variables.

When indexing and slicing an array, an out of bounds access will cause a runtime error, in order to prevent undefined behavior.

Functions nested inside safe functions default to being safe functions.
Safe functions are covariant with trusted or system functions.

Note: The verifiable safety of functions may be compromised by bugs in the compiler and specification. Please report all such errors so they can be corrected.

**Trusted Functions**

Trusted functions are marked with the `@trusted` attribute.

Trusted functions are guaranteed by the programmer to not exhibit any undefined behavior if called by a safe function. Generally, trusted functions should be kept small so that they are easier to manually verify.

Trusted functions may call safe, trusted, or system functions.

Trusted functions are covariant with safe or system functions.

**System Functions**

System functions are functions not marked with `@safe` or `@trusted` and are not nested inside `@safe` functions. System functions may be marked with the `@system` attribute. A function being system does not mean it actually is unsafe, it just means that the compiler is unable to verify that it cannot exhibit undefined behavior.

System functions are not covariant with trusted or safe functions.

**19.25 Function Attribute Inference**

*Function Literals* and function templates, since their function bodies are always present, infer the `pure`, `nothrow`, `@safe`, and `@nogc` attributes unless specifically overridden.

Attribute inference is not done for other functions, even if the function body is present.

The inference is done by determining if the function body follows the rules of the particular attribute.

Cyclic functions (i.e. functions that wind up directly or indirectly calling themselves) are inferred as being impure, throwing, and `@system`.

If a function attempts to test itself for those attributes, then the function is inferred as not having those attributes.

**19.26 Uniform Function Call Syntax (UFCS)**

A free function can be called with a syntax that looks as if the function were a member function of its first parameter type.

```cpp
void func(X thisObj);
```
X obj;
obj.func();
// If 'obj' does not have regular member 'func',
// it's automatically rewritten to 'func(obj)'

This provides a way to add functions to a class externally as if they were public final member
functions, which enables function chaining and component programming.

stdin.byLine(KeepTerminator.yes)
    .map!(a => a.idup)
    .array
    .sort
    .copy(stdout.lockingTextWriter());

It also works with @property functions:

@property prop(X thisObj);
@property prop(X thisObj, int value);

X obj;
obj.prop;   // Rewrites to: prop(obj);
obj.prop = 1; // Rewrites to: prop(obj, 1);

Syntactically parenthesis-less check for @property functions is done at the same time as UFCS
rewrite.

When UFCS rewrite is necessary, compiler searches the name on accessible module level scope,
in order from the innermost scope.

module a;
void foo(X);
alias boo = foo;
void main()
{
    void bar(X);
    import b : baz;  // void baz(X);

    X obj;
    obj.foo();   // OK, calls a.foo;
    //obj.bar();  // NG, UFCS does not see nested functions
    obj.baz();   // OK, calls b.baz, because it is declared at the
    // top level scope of module b

    import b : boo = baz;
obj.boo(); // OK, calls aliased b.baz instead of a.boo (== a.foo),
// because the declared alias name 'boo' in local scope
// overrides module scope name
}
class C {
    void mfoo(X);
    static void sbar(X);
    import b : ibaz = baz; // void baz(X);
    void test() {
        X obj;
        //obj.mfoo(); // NG, UFCS does not see member functions
        //obj.sbar(); // NG, UFCS does not see static member functions
        obj.ibaz(); // OK, ibaz is an alias of baz which declared at
                     // the top level scope of module b
    }
}

The reason why local symbols are not considered by UFCS, is to avoid unexpected name conflicts. See below problematic examples.

int front(int[] arr) { return arr[0]; }

void main() {
    int[] a = [1,2,3];
    auto x = a.front(); // call .front by UFCS
    auto front = x;      // front is now a variable
    auto y = a.front(); // Error, front is not a function
}
class C {
    int[] arr;
    int front() {
        return arr.front(); // Error, C.front is not callable
                          // using argument types (int[])
Chapter 20

Operator Overloading

Operator overloading is accomplished by rewriting operators whose operands are class or struct objects into calls to specially named member functions. No additional syntax is used.

- Unary Operator Overloading
- Cast Operator Overloading
- Binary Operator Overloading
- Overloading the Comparison Operators
  - Overloading == and !=
  - Overloading <, <=, >, and >=

- Function Call Operator Overloading
- Assignment Operator Overloading
- Op Assignment Operator Overloading
- Array Indexing and Slicing Operators Overloading
  - Index Operator Overloading
  - Slice Operator Overloading
  - Dollar Operator Overloading

- Forwarding
- D1 style operator overloading
20.1 Unary Operator Overloading

### Overloadable Unary Operators

<table>
<thead>
<tr>
<th>op</th>
<th>rewrite</th>
</tr>
</thead>
<tbody>
<tr>
<td>(-)</td>
<td>(e).opUnary!(&quot;-&quot;)()</td>
</tr>
<tr>
<td>(+)</td>
<td>(e).opUnary!(&quot;+&quot;)()</td>
</tr>
<tr>
<td>(\sim)</td>
<td>(e).opUnary!(&quot;\sim&quot;)()</td>
</tr>
<tr>
<td>(*)</td>
<td>(e).opUnary!(&quot;\ast&quot;)()</td>
</tr>
<tr>
<td>(++)</td>
<td>(e).opUnary!(&quot;++&quot;)()</td>
</tr>
<tr>
<td>(--)</td>
<td>(e).opUnary!(&quot;--&quot;)()</td>
</tr>
</tbody>
</table>

For example, in order to overload the \(-\) (negation) operator for struct \(S\), and no other operator:

```cpp
struct S {
    int m;

    int opUnary(string s)() if (s == "-") {
        return -m;
    }
}

int foo(S s) {
    return -s;
}
```

### Postincrement \(e++\) and Postdecrement \(e--\) Operators

These are not directly overloadable, but instead are rewritten in terms of the \(++e\) and \(-e\) prefix operators:

<table>
<thead>
<tr>
<th>Postfix Operator Rewrites</th>
</tr>
</thead>
<tbody>
<tr>
<td>op</td>
</tr>
<tr>
<td>-------</td>
</tr>
<tr>
<td>(--)</td>
</tr>
<tr>
<td>(++)</td>
</tr>
</tbody>
</table>
Overloading Index Unary Operators

<table>
<thead>
<tr>
<th>op</th>
<th>rewrite</th>
</tr>
</thead>
<tbody>
<tr>
<td>(-a[b_1, b_2, \ldots b_n])</td>
<td>(a\text{.opIndexUnary!}(-)(b_1, b_2, \ldots b_n))</td>
</tr>
<tr>
<td>(+a[b_1, b_2, \ldots b_n])</td>
<td>(a\text{.opIndexUnary!}(+))(b_1, b_2, \ldots b_n)</td>
</tr>
<tr>
<td>(-a[b_1, b_2, \ldots b_n])</td>
<td>(a\text{.opIndexUnary!}(\ldots)(b_1, b_2, \ldots b_n))</td>
</tr>
<tr>
<td>(*a[b_1, b_2, \ldots b_n])</td>
<td>(a\text{.opIndexUnary!}(*)(b_1, b_2, \ldots b_n))</td>
</tr>
<tr>
<td>(+a[b_1, b_2, \ldots b_n])</td>
<td>(a\text{.opIndexUnary!}(++))(b_1, b_2, \ldots b_n)</td>
</tr>
<tr>
<td>(-a[b_1, b_2, \ldots b_n])</td>
<td>(a\text{.opIndexUnary!}(--))(b_1, b_2, \ldots b_n)</td>
</tr>
</tbody>
</table>

Overloading Slice Unary Operators

<table>
<thead>
<tr>
<th>op</th>
<th>rewrite</th>
</tr>
</thead>
<tbody>
<tr>
<td>(-a[i..j])</td>
<td>(a\text{.opIndexUnary!}(\ldots)(a\text{.opSlice}(i, j)))</td>
</tr>
<tr>
<td>(+a[i..j])</td>
<td>(a\text{.opIndexUnary!}(\ldots)(a\text{.opSlice}(i, j)))</td>
</tr>
<tr>
<td>(-a[i..j])</td>
<td>(a\text{.opIndexUnary!}(\ldots)(a\text{.opSlice}(i, j)))</td>
</tr>
<tr>
<td>(*a[i..j])</td>
<td>(a\text{.opIndexUnary!}(\ldots)(a\text{.opSlice}(i, j)))</td>
</tr>
<tr>
<td>(+a[i..j])</td>
<td>(a\text{.opIndexUnary!}(\ldots)(a\text{.opSlice}(i, j)))</td>
</tr>
<tr>
<td>(-a[i..j])</td>
<td>(a\text{.opIndexUnary!}(\ldots)(a\text{.opSlice}(i, j)))</td>
</tr>
<tr>
<td>(-a[\ ])</td>
<td>(a\text{.opIndexUnary!}(\ldots)())</td>
</tr>
<tr>
<td>(+a[\ ])</td>
<td>(a\text{.opIndexUnary!}(\ldots)())</td>
</tr>
<tr>
<td>(-a[\ ])</td>
<td>(a\text{.opIndexUnary!}(\ldots)())</td>
</tr>
<tr>
<td>(*a[\ ])</td>
<td>(a\text{.opIndexUnary!}(\ldots)())</td>
</tr>
<tr>
<td>(+a[\ ])</td>
<td>(a\text{.opIndexUnary!}(\ldots)())</td>
</tr>
<tr>
<td>(-a[\ ])</td>
<td>(a\text{.opIndexUnary!}(\ldots)())</td>
</tr>
</tbody>
</table>

For backward compatibility, if the above rewrites fail and \texttt{opSliceUnary} is defined, then the rewrites \(a\text{.opSliceUnary!(op)}(a, i, j)\) and \(a\text{.opSliceUnary!(op)}\) are tried instead, respectively.

20.2 Cast Operator Overloading

To define how one type can be cast to another, define the \texttt{opCast} template method, which is used as follows:
Cast Operators

<table>
<thead>
<tr>
<th>op</th>
<th>rewrite</th>
</tr>
</thead>
<tbody>
<tr>
<td>cast(type) e</td>
<td>e.opCast!(type)()</td>
</tr>
</tbody>
</table>

Note that \texttt{opCast} is only ever used with an explicit \texttt{cast} expression, except in the case of boolean operations (see next section)

**Boolean Operations**

Notably absent from the list of overloaded unary operators is the ! logical negation operator. More obscurely absent is a unary operator to convert to a bool result. Instead, these are covered by a rewrite to:

\[
\text{opCast!}(\text{bool})(e)
\]

So,

\[
\begin{align*}
\text{if } (e) & \Rightarrow \text{if } (e.\text{opCast!}(\text{bool})) \\
\text{if } (!e) & \Rightarrow \text{if } (!e.\text{opCast!}(\text{bool}))
\end{align*}
\]

etc., whenever a bool result is expected. This only happens, however, for instances of structs. Class references are converted to bool by checking to see if the class reference is null or not.

**20.3 Binary Operator Overloading**

The following binary operators are overloadable:

**Overloadable Binary Operators**

<table>
<thead>
<tr>
<th>+</th>
<th>-</th>
<th>*</th>
<th>/</th>
<th>%</th>
<th>^ ^</th>
<th>&amp;</th>
</tr>
</thead>
<tbody>
<tr>
<td>^</td>
<td>«</td>
<td>«</td>
<td>»</td>
<td>&gt;&gt;</td>
<td>&gt;&gt;&gt;</td>
<td>~</td>
</tr>
</tbody>
</table>

The expression:

\[
a \text{ op } b
\]

is rewritten as both:

\[
a.\text{opBinary!}("op")(b) \\
b.\text{opBinaryRight!}("op")(a)
\]

and the one with the ‘better’ match is selected. It is an error for both to equally match.

Operator overloading for a number of operators can be done at the same time. For example, if only the + or - operators are supported:
20.4. OVERLOADING THE COMPARISON OPERATORS

D allows overloading of the comparison operators ==, !-, <, <=, >=, > via two functions, opEquals and opCmp.

The equality and inequality operators are treated separately because while practically all user-defined types can be compared for equality, only a subset of types have a meaningful ordering. For example, while it makes sense to determine if two RGB color vectors are equal, it is not meaningful to say that one color is greater than another, because colors do not have an ordering. Thus, one would define opEquals for a Color type, but not opCmp.

Furthermore, even with orderable types, the order relation may not be linear. For example, one may define an ordering on sets via the subset relation, such that \( x < y \) is true if \( x \) is a (strict) subset of \( y \). If \( x \) and \( y \) are disjoint sets, then neither \( x < y \) nor \( y < x \) holds, but that does not imply that \( x = y \). Thus, it is insufficient to determine equality purely based on opCmp alone. For this reason, opCmp is only used for the inequality operators <, <=, >=, and >. The equality operators == and != always employ opEquals instead.

Therefore, it is the programmer’s responsibility to ensure that opCmp and opEquals are consistent with each other. If opEquals is not specified, the compiler provides a default version that does member-wise comparison. If this suffices, one may define only opCmp to customize the behaviour of the inequality operators. But if not, then a custom version of opEquals should be defined as well, in order to preserve consistent semantics between the two kinds of comparison operators.

Finally, if the user-defined type is to be used as a key in the built-in associative arrays, then the programmer must ensure that the semantics of opEquals and toHash are consistent. If not, the associative array may not work in the expected manner.
Overloading == and !=

Expressions of the form a != b are rewritten as !(a == b).

Given a == b:

1. If a and b are both class objects, then the expression is rewritten as:
   .object.opEquals(a, b)

   and that function is implemented as:

   ```cpp
   bool opEquals(Object a, Object b) {
     if (a is b) return true;
     if (a is null || b is null) return false;
     if (typeid(a) == typeid(b)) return a.opEquals(b);
     return a.opEquals(b) && b.opEquals(a);
   }
   ```

2. Otherwise the expressions a.opEquals(b) and b.opEquals(a) are tried. If both resolve to the same opEquals function, then the expression is rewritten to be a.opEquals(b).

3. If one is a better match than the other, or one compiles and the other does not, the first is selected.

4. Otherwise, an error results.

If overriding Object.opEquals() for classes, the class member function signature should look like:

```cpp
class C {
  override bool opEquals(Object o) { ... }
}
```

If structs declare an opEquals member function for the identity comparison, it could have several forms, such as:

```cpp
struct S {
  // lhs should be mutable object
  bool opEquals(const S s) { ... }  // for r-values (e.g. temporaries)
  bool opEquals(ref const S s) { ... }  // for l-values (e.g. variables)

  // both hand side can be const object
  bool opEquals(const S s) const { ... }  // for r-values (e.g. temporaries)
}
```
Alternatively, you can declare a single templated `opEquals` function with an auto ref parameter:

```c++
struct S
{
  // for l-values and r-values,
  // with converting both hand side implicitly to const
  bool opEquals()(auto ref const S s) const { ... }
}
```

**Overloading `<`, `<=`, `>`, and `>=`**

Comparison operations are rewritten as follows:

<table>
<thead>
<tr>
<th>Rewriting of comparison operations</th>
</tr>
</thead>
<tbody>
<tr>
<td>comparison</td>
</tr>
<tr>
<td>a &lt; b</td>
</tr>
<tr>
<td>a &lt;= b</td>
</tr>
<tr>
<td>a &gt; b</td>
</tr>
<tr>
<td>a &gt;= b</td>
</tr>
</tbody>
</table>

Both rewrites are tried. If only one compiles, that one is taken. If they both resolve to the same function, the first rewrite is done. If they resolve to different functions, the best matching one is used. If they both match the same, but are different functions, an ambiguity error results.

If overriding `Object::opCmp()` for classes, the class member function signature should look like:

```c++
class C
{
  override int opCmp(Object o) { ... }
}
```

If structs declare an `opCmp` member function, it should have the following form:

```c++
struct S
{
  int opCmp(ref const S s) const { ... }
}
```

Note that `opCmp` is only used for the inequality operators; expressions like `a == b` always uses `opEquals`. If `opCmp` is defined but `opEquals` isn’t, the compiler will supply a default version of `opEquals` that performs member-wise comparison. If this member-wise comparison is not consistent with the user-defined `opCmp`, then it is up to the programmer to supply an appropriate version of `opEquals`. Otherwise, inequalities like `a <= b` will behave inconsistently with equalities like `a == b`. 
20.5 Function Call Operator Overloading $f()$

The function call operator, $()$, can be overloaded by declaring a function named $\text{opCall}$:

```c
struct F
{
    int opCall();
    int opCall(int x, int y, int z);
}

void test()
{
    F f;
    int i;

    i = f();  // same as i = f.opCall();
    i = f(3,4,5);  // same as i = f.opCall(3,4,5);
}
```

In this way a struct or class object can behave as if it were a function.

Note that merely declaring $\text{opCall}$ automatically disables struct literal syntax. To avoid the limitation, you need to also declare a constructor so that it takes priority over $\text{opCall}$ in $\text{Type(...)}$ syntax.

```c
struct Multiplier
{
    int factor;
    this(int num) { factor = num; }
    int opCall(int value) { return value * factor; }
}

void test()
{
    Multiplier m = Multiplier(10);  // invoke constructor
    int result = m(5);  // invoke opCall
    assert(result == 50);
}
```

**Static $\text{opCall}$**

$\text{static}$ $\text{opCall}$ also works as expected for a function call operator with type names.

```c
struct Double
```


```cpp
{  
    static int opCall(int x) { return x * 2; }
}

void test()
{
    int i = Double(2);
    assert(i == 4);
}

Mixing struct constructors and static opCall is not allowed.

struct S
{
    this(int i) {}  
    static S opCall() // disallowed due to constructor
    {
        return S.init;
    }
}

Note: static opCall can be used to simulate struct constructors with no arguments, but this is not recommended practice. Instead, the preferred solution is to use a factory function to create struct instances.

20.6 Assignment Operator Overloading

The assignment operator = can be overloaded if the left hand side is a struct aggregate, and opAssign is a member function of that aggregate.

For struct types, operator overloading for the identity assignment is allowed.

struct S
{
    // identity assignment, allowed.
    void opAssign(S rhs);

    // not identity assignment, also allowed.
    void opAssign(int);
}

S s;
s = S();  // Rewritten to s.opAssign(S());
s = 1;    // Rewritten to s.opAssign(1);
```
However for class types, identity assignment is not allowed. All class types have reference semantics, so identity assignment by default rebinds the left-hand-side to the argument at the right, and this is not overridable.

```cpp
class C
{
    // If X is the same type as C or the type which is
    // implicitly convertible to C, then opAssign would
    // accept identity assignment, which is disallowed.
    // C opAssign(...);
    // C opAssign(X);
    // C opAssign(X, ...);
    // C opAssign(X ...);
    // C opAssign(X, U = defaultValue, etc.);

    // not an identity assignment - allowed
    void opAssign(int);
};
C c = new C();
c = new C(); // Rebinding referencee
C c = 1;      // Rewritten to c.opAssign(1);
```

### Index Assignment Operator Overloading

If the left hand side of an assignment is an index operation on a struct or class instance, it can be overloaded by providing an `opIndexAssign` member function. Expressions of the form `a[b_1, b_2, ... b_n] = c` are rewritten as `a.opIndexAssign(c, b_1, b_2, ... b_n).

```cpp
struct A
{
    int opIndexAssign(int value, size_t i1, size_t i2);
};

void test()
{
    A a;
    a[i,3] = 7;  // same as a.opIndexAssign(7,i,3);
}
```
20.7. OP ASSIGNMENT OPERATOR OVERLOADING

Slice Assignment Operator Overloading

If the left hand side of an assignment is a slice operation on a struct or class instance, it can be overloaded by implementing an `opIndexAssign` member function that takes the return value of the `opSlice` function as parameter(s). Expressions of the form `a[i..j] = c` are rewritten as `a.opIndexAssign(c, a.opSlice(i, j))`, and `a[] = c` as `a.opIndexAssign(c)`.

See Array Indexing and Slicing Operators Overloading for more details.

```cpp
struct A
{
    int opIndexAssign(int v); // overloads a[] = v
    int opIndexAssign(int v, size_t[2] x); // overloads a[i .. j] = v
    int[2] opSlice(size_t x, size_t y); // overloads i .. j
}

void test()
{
    A a;
    int v;

    a[] = v; // same as a.opIndexAssign(v);
    a[3..4] = v; // same as a.opIndexAssign(v, a.opSlice(3,4));
}
```

For backward compatibility, if rewriting `a[i..j]` as `a.opIndexAssign(a.opSlice(i, j))` fails to compile, the legacy rewrite `opSliceAssign(c, i, j)` is used instead.

20.7 Op Assignment Operator Overloading

The following op assignment operators are overloadable:

<table>
<thead>
<tr>
<th>Overloadable Op Assignment Operators</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>+=</code> <code>-=</code> <code>*=</code> <code>/=</code> <code>%=</code> <code>^=</code> <code>&amp;=</code></td>
</tr>
<tr>
<td>`</td>
</tr>
</tbody>
</table>

The expression:

`a op= b`

is rewritten as:

`a.opOpAssign!("op")(b)`
Index Op Assignment Operator Overloading

If the left hand side of an \( op = \) is an index expression on a struct or class instance and \( \text{opIndexOpAssign} \) is a member:

\[
a[b_1, b_2, \ldots, b_n] \ op = c
\]

it is rewritten as:

\[
a.\text{opIndexOpAssign}!("op")(c, b_1, b_2, \ldots, b_n)
\]

Slice Op Assignment Operator Overloading

If the left hand side of an \( op = \) is a slice expression on a struct or class instance and \( \text{opIndexOpAssign} \) is a member:

\[
a[i..j] \ op = c
\]

it is rewritten as:

\[
a.\text{opIndexOpAssign}!("op")(c, a.\text{opSlice}(i, j))
\]

and

\[
a[] \ op = c
\]

it is rewritten as:

\[
a.\text{opIndexOpAssign}!("op")(c)
\]

For backward compatibility, if the above rewrites fail and \( \text{opSliceOpAssign} \) is defined, then the rewrites \( a.\text{opSliceOpAssign}(c, i, j) \) and \( a.\text{opSliceOpAssign}(c) \) are tried, respectively.

20.8 Array Indexing and Slicing Operators Overloading

The array indexing and slicing operators are overloaded by implementing the \( \text{opIndex} \), \( \text{opSlice} \), and \( \text{opDollar} \) methods. These may be combined to implement multidimensional arrays.

The code example below shows a simple implementation of a 2-dimensional array with overloaded indexing and slicing operators. The explanations of the various constructs employed are given in the sections following.

```cpp
struct Array2D(E)
{
    E[] impl;
    int stride;
    int width, height;
}```
this(int width, int height, E[] initialData = [])
{
    impl = initialData;
    this.stride = this.width = width;
    this.height = height;
    impl.length = width * height;
}

// Index a single element, e.g., arr[0, 1]
ref E opIndex(int i, int j) { return impl[i + stride*j]; }

// Array slicing, e.g., arr[1..2, 1..2], arr[2, 0..$], arr[0..$, 1].
Array2D opIndex(int[2] r1, int[2] r2)
{
    Array2D result;
    auto startOffset = r1[0] + r2[0]*stride;
    auto endOffset = r1[1] + (r2[1] - 1)*stride;
    result.impl = this.impl[startOffset .. endOffset];

    result.stride = this.stride;
    result.width = r1[1] - r1[0];
    result.height = r2[1] - r2[0];

    return result;
}
auto opIndex(int[2] r1, int j) { return opIndex(r1, [j, j+1]); }
auto opIndex(int i, int[2] r2) { return opIndex([i, i+1], r2); }

// Support for ‘x..y’ notation in slicing operator for the given dimension.
int[2] opSlice(size_t dim)(int start, int end)
    if (dim >= 0 && dim < 2)
    in { assert(start >= 0 && end <= this.opDollar!dim); }
    body
    {
        return [start, end];
    }

// Support ‘$‘ in slicing notation, e.g., arr[1..$, 0..$-1].
@property int opDollar(size_t dim : 0)() { return width; }
@property int opDollar(size_t dim : 1)() { return height; }
}

unittest {
    auto arr = Array2D!int(4, 3, [
        0, 1, 2, 3,
        4, 5, 6, 7,
        8, 9, 10, 11
    ]);

    // Basic indexing
    assert(arr[0, 0] == 0);
    assert(arr[1, 0] == 1);
    assert(arr[0, 1] == 4);

    // Use of opDollar
    assert(arr[$-1, 0] == 3);
    assert(arr[0, $-1] == 8); // Note the value of $ differs by dimension
    assert(arr[$-1, $-1] == 11);

    // Slicing
    auto slice1 = arr[1..$, 0..$];
    assert(slice1[0, 0] == 1 && slice1[1, 0] == 2 && slice1[2, 0] == 3 &&
           slice1[0, 1] == 5 && slice1[1, 1] == 6 && slice1[2, 1] == 7 &&
           slice1[0, 2] == 9 && slice1[1, 2] == 10 && slice1[2, 2] == 11);

    auto slice2 = slice1[0..2, 1..$];
    assert(slice2[0, 0] == 5 && slice2[1, 0] == 6 &&
           slice2[0, 1] == 9 && slice2[1, 1] == 10);

    // Thin slices
    auto slice3 = arr[2, 0..$];
    assert(slice3[0, 0] == 2 &&
           slice3[0, 1] == 6 &&
           slice3[0, 2] == 10);

    auto slice4 = arr[0..3, 2];
    assert(slice4[0, 0] == 8 && slice4[1, 0] == 9 && slice4[2, 0] == 10);
Index Operator Overloading

Expressions of the form `arr[b_1, b_2, ..., b_n]` are translated into `arr.opIndex(b_1, b_2, ..., b_n)`. For example:

```cpp
struct A
{
    int opIndex(size_t i1, size_t i2, size_t i3);
};

void test()
{
    A a;
    int i;
    i = a[5,6,7]; // same as i = a.opIndex(5,6,7);
}
```

In this way a struct or class object can behave as if it were an array.

If an index expression can be rewritten using `opIndexAssign` or `opIndexOpAssign`, those are preferred over `opIndex`.

Slice Operator Overloading

Overloading the slicing operator means overloading expressions like `a[]` or `a[i..j]`, where the expressions inside the square brackets contain slice expressions of the form `i..j`.

To overload `a[]`, simply define `opIndex` with no parameters:

```cpp
struct S
{
    int[] impl;
    int[] opIndex()
    {
        return impl[];
    }
};

void test()
{
    auto s = S([1,2,3]);
    auto t = s[]; // calls s.opIndex()
    assert(t == [1,2,3]);
}
```
To overload array indexing of the form \( a[i, j, ...] \), two steps are needed. First, the expressions of the form \( i..j \) are translated via \( \text{opSlice} \) into user-defined objects that encapsulate the endpoints \( i \) and \( j \). Then these user-defined objects are passed to \( \text{opIndex} \) to perform the actual slicing. This design was chosen in order to support mixed indexing and slicing in multidimensional arrays; for example, in translating expressions like \( \text{arr}[1, 2..3, 4] \).

More precisely, an expression of the form \( \text{arr}[b_1, b_2, ... b_n] \) is translated into \( \text{arr}.\text{opIndex}(c_1, c_2, ... c_n) \). Each argument \( b_i \) can be either a single expression, in which case it is passed directly as the corresponding argument \( c_i \) to \( \text{opIndex} \); or it can be a slice expression of the form \( x_i..y_i \), in which case the corresponding argument \( c_i \) to \( \text{opIndex} \) is \( \text{arr}.\text{opSlice}!i(x_i, y_i) \). Namely:

\[
\begin{array}{ll}
\text{op} & \text{rewrite} \\
\text{arr}[1, 2, 3] & \text{arr}.\text{opIndex}(1, 2, 3) \\
\text{arr}[1..2, 3..4, 5..6] & \text{arr}.\text{opIndex}(\text{arr}.\text{opSlice}!0(1,2), \text{arr}.\text{opSlice}!1(3,4), \text{arr}.\text{opSlice}!2(5,6)) \\
\text{arr}[1, 2..3, 4] & \text{arr}.\text{opIndex}(1, \text{arr}.\text{opSlice}!1(2,3), 4)
\end{array}
\]

Similar translations are done for assignment operators involving slicing, for example:

\[
\begin{array}{ll}
\text{op} & \text{rewrite} \\
\text{arr}[1, 2..3, 4] = c & \text{arr}.\text{opIndexAssign}(c, 1, \text{arr}.\text{opSlice}!1(2,3), 4) \\
\text{arr}[2, 3..4] += c & \text{arr}.\text{opIndexOpAssign}!"+"(c, 2, \text{arr}.\text{opSlice}!1(2,3))
\end{array}
\]

The intention is that \( \text{opSlice}!i \) should return a user-defined object that represents an interval of indices along the \( i \)th dimension of the array. This object is then passed to \( \text{opIndex} \) to perform the actual slicing operation. If only one-dimensional slicing is desired, \( \text{opSlice} \) may be declared without the compile-time parameter \( i \).

Note that in all cases, \( \text{arr} \) is only evaluated once. Thus, an expression like \( \text{getArray}()[1, 2..3, \$\!-\!1]=c \) has the effect of:

```cpp
auto __tmp = getArray();
__tmp.\text{opIndexAssign}(c, 1, __tmp.\text{opSlice}!1(2,3), __tmp.\text{opDollar}!2 - 1);
```

where the initial function call to \( \text{getArray} \) is only executed once.

For backward compatibility, \( a[] \) and \( a[i..j] \) can also be overloaded by implementing \( \text{opSlice}() \) with no arguments and \( \text{opSlice}(i, j) \) with two arguments, respectively. This only applies for one-dimensional slicing, and dates from when D did not have full support for multidimensional arrays. This usage of \( \text{opSlice} \) is discouraged.
Dollar Operator Overloading

Within the arguments to array index and slicing operators, \$ gets translated to \texttt{opDollar!i}, where \( i \) is the position of the expression \$ appears in. For example:

\begin{Verbatim}
<table>
<thead>
<tr>
<th>\textit{op}</th>
<th>\textit{rewrite}</th>
</tr>
</thead>
<tbody>
<tr>
<td>\texttt{arr[$-1, -2, 3$]}</td>
<td>\texttt{arr.opIndex(arr.opDollar!0 - 1, arr.opDollar!1 - 2, 3)}</td>
</tr>
<tr>
<td>\texttt{arr[1, 2, 3..$]}</td>
<td>\texttt{arr.opIndex(1, 2, arr.opSlice!2(3, arr.opDollar!2))}</td>
</tr>
</tbody>
</table>
\end{Verbatim}

The intention is that \texttt{opDollar!i} should return the length of the array along its \( i \)'th dimension, or a user-defined object representing the end of the array along that dimension, that is understood by \texttt{opSlice} and \texttt{opIndex}.

```cpp
struct Rectangle
{
    int width, height;
    int[][] impl;
    this(int w, int h)
    {
        width = w;
        height = h;
        impl = new int[w][h];
    }
    int opIndex(size_t i1, size_t i2)()
    {
        return impl[i1][i2];
    }
    int opDollar(size_t pos)()
    {
        static if (pos==0)
            return width;
        else
            return height;
    }
}

void test()
{
    auto r = Rectangle(10,20);
    int i = r[$-1, 0$];  // same as: r.opIndex(r.opDollar!0, 0),
}
As the above example shows, a different compile-time argument is passed to `opDollar` depending on which argument it appears in. A `$` appearing in the first argument gets translated to `opDollar!0`, a `$` appearing in the second argument gets translated to `opDollar!1`, and so on. Thus, the appropriate value for `$` can be returned to implement multidimensional arrays.

Note that `opDollar!i` is only evaluated once for each `i` where `$` occurs in the corresponding position in the indexing operation. Thus, an expression like `arr[$-sqrt($), 0, $-1]` has the effect of:

```cpp
auto __tmp1 = arr.opDollar!0;
auto __tmp2 = arr.opDollar!2;
arr.opIndex(__tmp1 - sqrt(__tmp1), 0, __tmp2 - 1);
```

If `opIndex` is declared with only one argument, the compile-time argument to `opDollar` may be omitted. In this case, it is illegal to use `$` inside an array indexing expression with more than one argument.

## 20.9 Forwarding

Member names not found in a class or struct can be forwarded to a template function named `opDispatch` for resolution.

```cpp
import std.stdio;

struct S
{
    void opDispatch(string s, T)(T i)
    {
        writeln("S.opDispatch('%s', %s")", s, i);
    }
}

class C
{
    void opDispatch(string s)(int i)
    {
        writeln("C.opDispatch('%s', %s")", s, i);
    }
}
20.10. **D1 STYLE OPERATOR OVERLOADING**

While the preferred style for operator overloading is to use the above mechanisms, the D1 operator overload mechanisms are still allowed. There is no guarantee that these mechanisms will be supported in the future.
Chapter 21

Templates

Templates are D’s approach to generic programming. Templates are defined with a TemplateDeclaration:

TemplateDeclaration:
   template Identifier TemplateParameters Constraint opt { DeclDefs opt }

TemplateParameters:
   ( TemplateParameterList opt )

TemplateParameterList:
   TemplateParameter
   TemplateParameter ,
   TemplateParameter , TemplateParameterList

TemplateParameter:
   TemplateTypeParameter
   TemplateValueParameter
   TemplateAliasParameter
   TemplateSequenceParameter
   TemplateThisParameter

The body of the TemplateDeclaration must be syntactically correct even if never instantiated. Semantic analysis is not done until instantiated. A template forms its own scope, and the template
body can contain classes, structs, types, enums, variables, functions, and other templates.

Template parameters can be types, values, symbols, or sequences. Types can be any type. Value parameters must be of an integral type, floating point type, or string type and specializations for them must resolve to an integral constant, floating point constant, null, or a string literal. Symbols can be any non-local symbol. Sequences can contain zero or more types, values or symbols.

Template parameter specializations constrain the values or types the TemplateParameter can accept.

Template parameter defaults are the value or type to use for the TemplateParameter in case one is not supplied.

### 21.1 Explicit Template Instantiation

Templates are explicitly instantiated with:

\[
\text{TemplateInstance:} \\
\quad \text{Identifier TemplateArguments}
\]

\[
\text{TemplateArguments:} \\
\quad ! ( \text{TemplateArgumentList}_{\text{opt}} ) \\
\quad ! \text{TemplateSingleArgument}
\]

\[
\text{TemplateArgumentList:} \\
\quad \text{TemplateArgument} \\
\quad \text{TemplateArgument}, \\
\quad \text{TemplateArgument}, \text{TemplateArgumentList}
\]

\[
\text{TemplateArgument:} \\
\quad \text{Type} \\
\quad \text{AssignExpression} \\
\quad \text{Symbol}
\]

\[
\text{Symbol:} \\
\quad \text{SymbolTail} \\
\quad . \text{SymbolTail}
\]
21.1. EXPLICIT TEMPLATE INSTANTIATION

SymbolTail:
   Identifier
   Identifier . SymbolTail
   TemplateInstance
   TemplateInstance . SymbolTail

TemplateSingleArgument:
   Identifier
   BasicTypeX
   CharacterLiteral
   StringLiteral
   IntegerLiteral
   FloatLiteral
   true
   false
   null
   this
   SpecialKeyword

Once instantiated, the declarations inside the template, called the template members, are in the scope of the TemplateInstance:

```cpp
template TFoo(T) { alias t = T*; }
...
TFoo!(int).t x; // declare x to be of type int*
```

If the TemplateArgument is one token long, the parentheses can be omitted:

```cpp
TFoo!int.t x; // same as TFoo!(int).t x;
```

A template instantiation can be aliased:

```cpp
template TFoo(T) { alias t = T*; }
alias abc = TFoo!(int);
abc.t x; // declare x to be of type int*
```

Multiple instantiations of a TemplateDeclaration with the same TemplateArgumentList all will refer to the same instantiation. For example:

```cpp
template TFoo(T) { T f; }
alias a = TFoo!(int);
alias b = TFoo!(int);
```
a.f = 3;
assert(b.f == 3); // a and b refer to the same instance of TFoo

This is true even if the TemplateInstances are done in different modules.

Even if template arguments are implicitly converted to the same template parameter type, they still refer to the same instance:

```
struct TFoo(int x) {}
```

// 3 and 2+1 are both 3 of type int
static assert(is(TFoo!(3) == TFoo!(2 + 1)));

// 3u is implicitly converted to 3 to match int parameter,
// and refers to exactly the same instance as TFoo!(3)
static assert(is(TFoo!(3) == TFoo!(3u)));

If multiple templates with the same Identifier are declared, they are distinct if they have a different number of arguments or are differently specialized.

For example, a simple generic copy template would be:

```
template TCopy(T)
{
    void copy(out T to, T from)
    {
        to = from;
    }
}
```

To use the template, it must first be instantiated with a specific type:

```
int i;
TCopy!(int).copy(i, 3);
```

### 21.2 Instantiation Scope

TemplateInstances are always instantiated in the scope of where the TemplateDeclaration is declared, with the addition of the template parameters being declared as aliases for their deduced types.

For example:
```
module a

template TFoo(T) { void bar() { func(); } }
```
```
module b
```
import a;

void func() { }
alias f = TFoo!(int); // error: func not defined in module a

and:
module a
template TFoo(T) { void bar() { func(1); } }
void func(double d) { }

module b
import a;

void func(int i) { }
alias f = TFoo!(int);
...
f.bar(); // will call a.func(double)

TemplateParameter specializations and default values are evaluated in the scope of the TemplateDeclaration.

21.3 Argument Deduction

The types of template parameters are deduced for a particular template instantiation by comparing the template argument with the corresponding template parameter.

For each template parameter, the following rules are applied in order until a type is deduced for each parameter:

1. If there is no type specialization for the parameter, the type of the parameter is set to the template argument.
2. If the type specialization is dependent on a type parameter, the type of that parameter is set to be the corresponding part of the type argument.
3. If after all the type arguments are examined, there are any type parameters left with no type assigned, they are assigned types corresponding to the template argument in the same position in the TemplateArgumentList.
4. If applying the above rules does not result in exactly one type for each template parameter, then it is an error.

For example:
template TFoo(T) { }
alias Foo1 = TFoo!(int); // (1) T is deduced to be int
alias Foo2 = TFoo!(char*); // (1) T is deduced to be char*

template TBaa(T : T*) { }
alias Foo3 = TBaa!(char*); // (2) T is deduced to be char

template TAbc(D, U : D[]) { }
alias Bar1 = TAbc!(int, int[]); // (2) D is deduced to be int, U is int[]
alias Bar2 = TAbc!(char, int[]); // (4) error, D is both char and int

template TDef(D : E*, E) { }
alias Bar3 = TDef!(int*, int); // (1) E is int
  // (3) D is int*

Deduction from a specialization can provide values for more than one parameter:

template Foo(T: T[U], U) {
...
}

Foo!(int[long]) // instantiates Foo with T set to int, U set to long

When considering matches, a class is considered to be a match for any super classes or interfaces:

class A { }
class B : A { }

template TFoo(T : A) { }
alias Foo4 = TFoo!(B); // (3) T is B

template TBaa(T : U*, U : A) { }
alias Foo5 = TBaa!(B*, B); // (2) T is B*
  // (3) U is B

21.4 Template Type Parameters

TemplateTypeParameter:
   Identifier
   Identifier TemplateTypeParameterSpecialization
21.5. TEMPLATE THIS PARAMETERS

Identifier TemplateTypeParameterDefault
Identifier TemplateTypeParameterSpecialization TemplateTypeParameterDefault

TemplateTypeParameterSpecialization:
    : Type

TemplateTypeParameterDefault:
    = Type

Specialization

Templates may be specialized for particular types of arguments by following the template parameter identifier with a : and the specialized type. For example:

```cpp
template TFoo(T) { ... } // #1
template TFoo(T : T[]) { ... } // #2
template TFoo(T : char) { ... } // #3
template TFoo(T, U, V) { ... } // #4
```

```cpp
alias foo1 = TFoo!(int);  // instantiates #1
alias foo2 = TFoo!(double[]);  // instantiates #2 with T being double
alias foo3 = TFoo!(char);  // instantiates #3
alias fooe = TFoo!(char, int);  // error, number of arguments mismatch
alias foo4 = TFoo!(char, int, int);  // instantiates #4
```

The template picked to instantiate is the one that is most specialized that fits the types of the TemplateArgumentList. If the result is ambiguous, it is an error.

21.5 Template This Parameters

TemplateThisParameter:
    this TemplateTypeParameter

TemplateThisParameters are used in member function templates to pick up the type of the this reference.

```cpp
import std.stdio;
```
struct S
{
    const void foo(this T)(int i)
    {
        writeln(typeid(T));
    }
}

void main()
{
    const(S) s;
    (&s).foo(1);
    S s2;
    s2.foo(2);
    immutable(S) s3;
    s3.foo(3);
}

Prints:
const(S)
S
immutable(S)

This is especially useful when used with inheritance. For example, you might want to implement a final base method which returns a derived class type. Typically you would return a base type, but this won’t allow you to call or access derived properties of the type:

interface Addable(T)
{
    final auto add(T t)
    {
        return this;
    }
}

class List(T) : Addable!T
{
    List remove(T t)
    {
        return this;
    }
}


```c
void main()
{
    auto list = new List<int>
    list.add(1).remove(1);  // error: no 'remove' method for Addable<int>
}

Here the method add returns the base type, which doesn’t implement the remove method. The template this parameter can be used for this purpose:

interface Addable(T)
{
    final R add(this R)(T t)
    {
        return cast(R)this;  // cast is necessary, but safe
    }
}

class List(T) : Addable<T>
{
    List remove(T t)
    {
        return this;
    }
}

void main()
{
    auto list = new List<int>
    list.add(1).remove(1);  // ok
}
```

## 21.6 Template Value Parameters

TemplateValueParameter:

- `BasicType Declarator`
- `BasicType Declarator TemplateValueParameterSpecialization`
- `BasicType Declarator TemplateValueParameterDefault`
TemplateValueParameterSpecialization:  
   : ConditionalExpression

TemplateValueParameterDefault:  
   = AssignExpression  
   = SpecialKeyword

Template value parameter types can be any type which can be statically initialized at compile time. Template value arguments can be integer values, floating point values, nulls, string values, array literals of template value arguments, associative array literals of template value arguments, or struct literals of template value arguments.

template foo(string s)
{
    string bar() { return s ~ "_betty"; }
}

void main()
{
    println("%s", foo("hello").bar()); // prints: hello betty
}

This example of template foo has a value parameter that is specialized for 10:

template foo(U : int, int T : 10)
{
    U x = T;
}

void main()
{
    assert(foo!(int, 10).x == 10);
}

21.7 Template Alias Parameters

TemplateAliasParameter:
Alias parameters enable templates to be parameterized with symbol names or values computed at compile-time. Almost any kind of D symbol can be used, including user-defined type names, global names, local names, module names, template names, and template instance names.

**Symbol examples:**

- User-defined type names
  ```d
  class Foo
  {
    static int p;
  }
  
  template Bar(alias T)
  {
    alias q = T.p;
  }
  
  void main()
  {
    alias bar = Bar!(Foo);
    bar.q = 3; // sets Foo.p to 3
  }
  ```

- Global names
  ```d
  shared int x;
  ```

- Template names
  ```d
  template Foo(alias X)
  ```
{  
auto p = &X;
}

void main()
{
  alias bar = Foo!(x);
  *bar.p = 3;    // set x to 3
  static shared int y;
  alias abc = Foo!(y);
  *abc.p = 3;    // set y to 3
}

• Module names

import std.string;

template Foo(alias X)
{
  alias y = X.toString;
}

void main()
{
  alias bar = Foo!(std.string);
  bar.y(3);    // calls std.string.toString(3)
}

• Template names

shared int x;

template Foo(alias X)
{
  auto p = &X;
}

template Bar(alias T)
{
  alias abc = T!(x);
}
void main()
{
    alias bar = Bar!(Foo);
    *bar.abc.p = 3;  // sets x to 3
}

• Template instance names

shared int x;

template Foo(alias X)
{
    auto p = &X;
}

template Bar(alias T)
{
    alias q = T.p;
}

void main()
{
    alias foo = Foo!(x);
    alias bar = Bar!(foo);
    *bar.q = 3;  // sets x to 3
}

Value examples:

• Literals

template Foo(alias x, alias y)
{
    static int i = x;
    static string s = y;
}

void main()
{
    alias foo = Foo!(3, "bar");
    writeln(foo.i, foo.s);  // prints 3bar
}
CHAPTER 21. TEMPLATES

• Compile-time values

```cpp
template Foo(alias x)
{
    static int i = x;
}

void main()
{
    // compile-time argument evaluation
    enum two = 1 + 1;
    alias foo = Foo!(5 * two);
    assert(foo.i == 10);
    static assert(foo.stringof == "Foo!10");

    // compile-time function evaluation
    int get10() { return 10; }
    alias bar = Foo!(get10());
    // bar is the same template instance as foo
    assert(&bar.i is &foo.i);
}
```

• Lambdas

```cpp
template Foo(alias fun)
{
    enum val = fun(2);
}

alias foo = Foo!((int x) => x * x);
static assert(foo.val == 4);
```

Typed alias parameters

Alias parameters can also be typed. These parameters will accept symbols of that type:

```cpp
template Foo(alias int x) { }
int x;
float f;
```

Foo!x; // ok
Foo!f; // fails to instantiate
Specialization

Alias parameters can accept both literals and user-defined type symbols, but they are less specialized than the matches to type parameters and value parameters:

```cpp
template Foo(T) { ... } // #1
template Foo(int n) { ... } // #2
template Foo(alias sym) { ... } // #3

struct S {}  
int var;

alias foo1 = Foo!(S); // instantiates #1  
alias foo2 = Foo!(1);  // instantiates #2  
alias foo3a = Foo!([1,2]); // instantiates #3  
alias foo3b = Foo!(var); // instantiates #3

template Bar(alias A) { ... } // #4  
template Bar(T : U!V, alias U, V...) { ... } // #5

class C(T) {}  
alias bar = Bar!(C!int);  // instantiates #5
```

21.8 Template Sequence Parameters

TemplateSequenceParameter:  

Identifier ...

If the last template parameter in the TemplateParameterList is declared as a TemplateSequenceParameter, it is a match with any trailing template arguments. Such a sequence of arguments can be defined using the template std.meta.AliasSeq and will thus henceforth be referred to by that name for clarity. An AliasSeq is not itself a type, value, or symbol. It is a compile-time sequence of any mix of types, values or symbols.

An AliasSeq whose elements consist entirely of types is called a type sequence or TypeSeq. An AliasSeq whose elements consist entirely of values is called a value sequence or ValueSeq.

An AliasSeq can be used as an argument list to instantiate another template, or as the list of parameters for a function.

```cpp
template print(args...)  
{  
```
void print()
{
    writeln("args are ", args); // args is a ValueSeq
}
}

template write(Args...)
{
    void write(Args args) // Args is a TypeSeq
        // args is a ValueSeq
    {
        writeln("args are ", args);
    }
}

void main()
{
    print!(1,'a',6.8).print(); // prints: args are 1a6.8
    write!(int, char, double).write(1, 'a', 6.8); // prints: args are 1a6.8
}

The number of elements in an AliasSeq can be retrieved with the .length property. The nth element can be retrieved by indexing the AliasSeq with [n], and sub-sequences are denoted by the slicing syntax.

AliasSeq-s are static compile-time entities, there is no way to dynamically change, add, or remove elements either at compile-time or run-time.

Type sequences can be deduced from the trailing parameters of an implicitly instantiated function template:

template print(T, Args...)
{
    void print(T first, Args args)
    {
        writeln(first);
        static if (args.length) // if more arguments
            print(args); // recurse for remaining arguments
    }
}

void main()
{
21.8. **TEMPLATE SEQUENCE PARAMETERS**

```
print(1, 'a', 6.8);
}

prints:
1
a
6.8

Type sequences can also be deduced from the type of a delegate or function parameter list passed as a function argument:

```go
import std.stdio;

/* Partially applies a delegate by tying its first argument to a particular value.
 * R = return type
 * T = first argument type
 * Args = TypeSeq of remaining argument types
 */
R delegate(Args) partial(R, T, Args...)(R delegate(T, Args) dg, T first)
{
    // return a closure
    return (Args args) => dg(first, args);
}
```

```go
void main()
{
    int plus(int x, int y, int z)
    {
        return x + y + z;
    }

    auto plus_two = partial(&plus, 2);
    writeln("%d", plus_two(6, 8)); // prints 16
}
```

See also: `std.functional.partial`

**Specialization**

If both a template with a sequence parameter and a template without a sequence parameter exactly match a template instantiation, the template without a `TemplateSequenceParameter` is selected.
# Template Parameter Default Values

Trailing template parameters can be given default values:

```d
template Foo(T, U = int) { ... }

Foo!(uint,long); // instantiate Foo with T as uint, and U as long
Foo!(uint);       // instantiate Foo with T as uint, and U as int
```

```d
template Foo(T, U = T*) { ... }

Foo!(uint);       // instantiate Foo with T as uint, and U as uint*
```

## Eponymous Templates

If a template contains members whose name is the same as the template identifier and if the type or the parameters type of these members include at least all the template parameters then these members are assumed to be referred to in a template instantiation:

```d
template foo(T)
{
    T foo; // declare variable foo of type T
}
```

```d
void main()
{
    foo!(int) = 6; // instead of foo!(int).foo
}
Using functions and more types than the template:

```cpp
template foo(S, T)
{
    // each member contains all the template parameters
    void foo(S s, T t) {}
    void foo(S s, T t, string) {}
}

void main()
{
    foo(1, 2, "test"); // foo!(int, int).foo(1, 2, "test")
    foo(1, 2); // foo!(int, int).foo(1, 2)
}
```

When the template parameters must be deduced, the eponymous members can’t rely on a `static if` condition since the deduction relies on how the members are used:

```cpp
template foo(T)
{
    static if (is(T)) // T is not yet known...
        void foo(T t) {} // T is deduced from the member usage
}

void main()
{
    foo(0); // Error: cannot deduce function from argument types
    foo!int(0); // Ok since no deduction necessary
}
```

### 21.11 Template Constructors

**ConstructorTemplate:**

```
this TemplateParameters Parameters MemberFunctionAttributes opt Constraint opt :
this TemplateParameters Parameters MemberFunctionAttributes opt Constraint opt FunctionBody
```

Templates can be used to form constructors for classes and structs.
21.12 Aggregate Templates

ClassTemplateDeclaration:

\[
\text{class } \text{Identifier TemplateParameters Constraint opt BaseClassList opt AggregateBody}
\]

\[
\text{class } \text{Identifier TemplateParameters BaseClassList opt Constraint opt AggregateBody}
\]

InterfaceTemplateDeclaration:

\[
\text{interface } \text{Identifier TemplateParameters Constraint opt BaseInterfaceList opt AggregateBody}
\]

\[
\text{interface } \text{Identifier TemplateParameters BaseInterfaceList Constraint AggregateBody}
\]

StructTemplateDeclaration:

\[
\text{struct } \text{Identifier TemplateParameters Constraint opt AggregateBody}
\]

UnionTemplateDeclaration:

\[
\text{union } \text{Identifier TemplateParameters Constraint opt AggregateBody}
\]

If a template declares exactly one member, and that member is a class with the same name as the template:

\[
\text{template Bar(T)}
\{
  \text{class Bar}
  \{
    \text{T member;}
  \}
\}
\]

then the semantic equivalent, called a \textit{ClassTemplateDeclaration} can be written as:

\[
\text{class Bar(T)}
\{
  \text{T member;}
\}
\]

Analogously to class templates, struct, union and interfaces can be transformed into templates by supplying a template parameter list.
21.13 Function Templates

If a template declares exactly one member, and that member is a function with the same name as the template, it is a function template declaration. Alternatively, a function template declaration is a function declaration with a `TemplateParameterList` immediately preceding the `Parameters`.

A function template to compute the square of type `T` is:

```cpp
T Square(T)(T t)
{
    return t * t;
}
```

It is lowered to:

```cpp
template Square(T)
{
    T Square(T t)
    {
        return t * t;
    }
}
```

Function templates can be explicitly instantiated with a `(TemplateArgumentList)`:

```cpp
writefln("The square of %s is %s", 3, Square!(int)(3));
```

or implicitly, where the `TemplateArgumentList` is deduced from the types of the function arguments:

```cpp
writefln("The square of %s is %s", 3, Square(3));  // T is deduced to be int
```

If there are fewer arguments supplied in the `TemplateArgumentList` than parameters in the `TemplateParameterList`, the arguments fulfill parameters from left to right, and the rest of the parameters are then deduced from the function arguments.

The process of deducing template type parameters from function arguments is called Implicit Function Template Instantiation (IFTI).

Function template type parameters that are to be implicitly deduced may not have specializations:

```cpp
void Foo(T : T*)(T t) { ... }
```

```cpp
int x,y;
Foo!(int*)(x);  // ok, T is not deduced from function argument
Foo(&y);        // error, T has specialization
```

Template arguments not implicitly deduced can have default values:
void Foo(T, U=T*)(T t) { U p; ... }

int x;
Foo(x); // T is int, U is int*

If template type parameters match the literal expressions on function arguments, the deduced types may consider narrowing conversions of them.

void foo(T)(T v) { pragma(msg, "in foo, T = ", T); }
void bar(T)(T v, T[] a) { pragma(msg, "in bar, T = ", T); }

foo(1);
// an integer literal type is analyzed as int by default
// then T is deduced to int

short[] arr;
bar(1, arr);
// arr is short[], and the integer literal 1 is
// implicitly convertible to short.
// then T will be deduced to short.

bar(1, [2.0, 3.0]);
// the array literal is analyzed as double[],
// and the integer literal 1 is implicitly convertible to double.
// then T will be deduced to double.

The deduced type parameter for dynamic array and pointer arguments has an unqualified head:

void foo(T)(T arg) { pragma(msg, T); }

int[] marr;
const(int[]) carr;
immutable(int[]) iarr;
foo(marr); // T == int[]
foo(carr); // T == const(int[])
foo(iarr); // T == immutable(int[])

int* mptr;
const(int*) cptr;
immutable(int*) iptr;
foo(mptr); // T == int*
foo(cptr); // T == const(int)*
foo(iptr); // T == immutable(int)*

Type parameter deduction is not influenced by the order of function arguments.

Function templates can have their return types deduced based on the ReturnStatements in the function, just as with normal functions. See Auto Functions.

auto Square(T)(T t)
{
    return t * t;
}

Variadic Function Templates can have parameters with default values. These parameters are always set to their default value in case of IFTI.

size_t fun(T...)(T t, string file = __FILE__)
{
    import std.stdio;
    writeln(file, " ", t);
    return T.length;
}

assert(fun(1, "foo") == 2); // uses IFTI
assert(fun!int(1, "foo") == 1); // no IFTI

21.14 Variable Templates

Same as aggregates and functions, variable declarations with Initializer can have optional template parameters:

enum string constant(TL...) = TL.stringof;
ubyte[T.sizeof] storage(T) = 0;
auto array(alias a) = a;

These declarations are transformed into templates:

template constant(TL...)
{
    enum string constant = TL.stringof;
}
template storage(T)
{
    ubyte[T.sizeof] storage = 0;
}
template array(alias a)
{    auto array = a;  }

### 21.15 Alias Templates

_AliasDeclaration_ can also have optional template parameters:

```cpp
alias Sequence(TL...) = TL;
```

It is lowered to:

```cpp
template Sequence(TL...)
{
    alias Sequence = TL;
}
```

### Function Templates with Auto Ref Parameters

An auto ref function template parameter becomes a ref parameter if its corresponding argument is an lvalue, otherwise it becomes a value parameter:

```cpp
int foo(Args...)(auto ref Args args)
{
    int result;

    foreach (i, v; args)
    {
        if (v == 10)
            assert(__traits(isRef, args[i]));
        else
            assert(!__traits(isRef, args[i]));
        result += v;
    }
    return result;
}
```

```cpp
void main()
{
    int y = 10;
    int r;
```
21.16. NESTED TEMPLATES

If a template is declared in aggregate or function local scope, the instantiated functions will implicitly capture the context of the enclosing scope.

```cpp
class C
{
    int num;

    this(int n) { num = n; }

    template Foo()
    {
        // 'foo' can access 'this' reference of class C object.
        void foo(int n) { this.num = n; }
    }

    auto ref min(T, U)(auto ref T lhs, auto ref U rhs)
    {
        return lhs > rhs ? rhs : lhs;
    }
}
```

```cpp
void main()
{
    int x = 7, y = 8;
    int i;

    i = min(4, 3);       // returns 3
    i = min(x, y);       // returns 7
    min(x, y) = 10;      // sets x to 10
    static assert(!__traits(compiles, min(3, y) = 10));
    static assert(!__traits(compiles, min(y, 3) = 10));
}
```
void main()
{
    auto c = new C(1);
    assert(c.num == 1);
    c.Foo!().foo(5);
    assert(c.num == 5);

    template Bar()
    {
        // 'bar' can access local variable of 'main' function.
        void bar(int n) { c.num = n; }
    }
    Bar!().bar(10);
    assert(c.num == 10);
}

Above, Foo!().foo will work just the same as a member function of class C, and Bar!().bar will work just the same as a nested function within function main().

If a template has a template alias parameter, and is instantiated with a local symbol, the instantiated function will implicitly become nested in order to access runtime data of the given local symbol.

template Foo(alias sym)
{
    void foo() { sym = 10; }
}

class C
{
    int num;
    this(int n) { num = n; }

    void main()
    {
        assert(this.num == 1);
alias fooX = Foo!(C.num).foo;

// fooX will become member function implicitly, so &fooX
// returns a delegate object.
static assert(is(typeof(&fooX) == delegate));

fooX(); // called by using valid 'this' reference.
assert(this.num == 10); // OK

void main()
{
    new C(1).main();

    int num;
    alias fooX = Foo!num.foo;

    // fooX will become nested function implicitly, so &fooX
    // returns a delegate object.
    static assert(is(typeof(&fooX) == delegate));

    fooX();
    assert(num == 10); // OK
}

Not only functions, but also instantiated class and struct types can become nested via implicitly
captured context.

class C
{
    int num;
    this(int n) { num = n; }

class N(T)
{
    // instantiated class N!T can become nested in C
    T foo() { return num * 2; }
}
}
void main()
{
    auto c = new C(10);
    auto n = c.new N!int();
    assert(n.foo() == 20);
}

void main()
{
    int num = 10;
    struct S(T)
    {
        // instantiated struct S!T can become nested in main()
        T foo() { return num * 2; }
    }
    S!int s;
    assert(s.foo() == 20);
}

A templated struct can become a nested struct if it is instantiated with a local symbol passed as an aliased argument:

struct A(alias F)
{
    int fun(int i) { return F(i); }
}

A!F makeA(alias F)() { return A!F(); }

void main()
{
    int x = 40;
    int fun(int i) { return x + i; }
    A!fun a = makeA!fun();
    assert(a.fun(2) == 42);
}

Limitation:
Currently nested templates can capture at most one context. As a typical example, non-static template member functions cannot take local symbol by using template alias parameter.
21.17. RECURSIVE TEMPLATES

```cpp
class C
{
  int num;
  void foo(alias sym)() { num = sym * 2; }
}

void main()
{
  auto c = new C();
  int var = 10;
  c.foo!var(); // NG, foo!var requires two contexts, 'this' and 'main()'
}

But, if one context is indirectly accessible from other context, it is allowed.

```}

```cpp
int sum(alias x, alias y)() { return x + y; }

void main()
{
  int a = 10;
  void nested()
  {
    int b = 20;
    assert(sum!(a, b)() == 30);
  }
  nested();
}

Two local variables a and b are in different contexts, but outer context is indirectly accessible from inner context, so nested template instance sum!(a, b) will capture only inner context.

21.17 Recursive Templates

Template features can be combined to produce some interesting effects, such as compile time evaluation of non-trivial functions. For example, a factorial template can be written:

```cpp
template factorial(int n : 1)
{
  enum { factorial = 1 }
}

template factorial(int n)
```
{  
  enum { factorial = n* factorial!(n-1) }
}

void test()
{
  writeln("%s", factorial!(4)); // prints 24
}

21.18 Template Constraints

Constraint:
  if ( Expression )

Constraints are used to impose additional constraints on matching arguments to a template beyond what is possible in the TemplateParameterList. The Expression is computed at compile time and returns a result that is converted to a boolean value. If that value is true, then the template is matched, otherwise the template is not matched.

For example, the following function template only matches with odd values of N:

void foo(int N)()
  if (N & 1)
  {
    ...
  }
  ...
foo!(3)(); // OK, matches
foo!(4)(); // Error, no match

Template constraints can be used with aggregate types (structs, classes, unions). Constraints are effectively used with library module "std.traits":

import std.traits;

struct Bar(T)
  if (isIntegral!T)
  {
    ...
  }
  ...

auto x = Bar!int;  // OK, int is an integral type
auto y = Bar!double;  // Error, double does not satisfy constraint

21.19 Limitations

Templates cannot be used to add non-static fields or virtual functions to classes or interfaces. For example:

class Foo
{
    template TBar(T)
    {
        T xx;          // becomes a static field of Foo
        int func(T) { ... } // non-virtual
        static T yy;       // Ok
        static int func(T t, int y) { ... } // Ok
    }
}
Chapter 22

Template Mixins

A TemplateMixin takes an arbitrary set of declarations from the body of a TemplateDeclaration and inserts them into the current context.

TemplateMixinDeclaration:
   mixin template Identifier TemplateParameters Constraintopt { DeclDefsopt }

TemplateMixin:
   mixin MixinTemplateName TemplateArgumentsopt Identifieropt ;

MixinTemplateName:
   . QualifiedIdentifierList
   QualifiedIdentifierList
   Typeof . QualifiedIdentifierList

QualifiedIdentifierList:
   Identifier
   Identifier . QualifiedIdentifierList
   TemplateInstance . QualifiedIdentifierList

A TemplateMixin can occur in declaration lists of modules, classes, structs, unions, and as a statement. The MixinTemplateName refers to a TemplateDeclaration or TemplateMixinDeclaration. If the TemplateDeclaration has no parameters, the mixin form that has no !(TemplateArgumentList) can be used.
Unlike a template instantiation, a template mixin’s body is evaluated within the scope where the mixin appears, not where the template declaration is defined. It is analogous to cutting and pasting the body of the template into the location of the mixin into a nested scope. It is useful for injecting parameterized ‘boilerplate’ code, as well as for creating templated nested functions, which is not possible with template instantiations.

```cpp
mixin template Foo()
{
    int x = 5;
}

mixin Foo;

struct Bar
{
    mixin Foo;
}

void test()
{
    writeln("x = \%d", x); // prints 5
    Bar b;
    int x = 3;
    writeln("b.x = \%d", b.x); // prints 5
    writeln("x = \%d", x); // prints 3
    writeln("x = \%d", x); // prints 5
    x = 4;
    writeln("x = \%d", x); // prints 5
    writeln("x = \%d", x); // prints 4
    writeln("x = \%d", x); // prints 3
}
```

Mixins can be parameterized:

```cpp
mixin template Foo(T)
{
}
T x = 5;
}

mixin Foo!(int); // create x of type int

Mixins can add virtual functions to a class:
mixin template Foo()
{
    void func() { writeln("Foo.func()"); }
}

class Bar
{
    mixin Foo;
}

class Code : Bar
{
    override void func() { writeln("Code.func()"); }
}

void test()
{
    Bar b = new Bar();
    b.func(); // calls Foo.func()

    b = new Code();
    b.func(); // calls Code.func()
}

Mixins are evaluated in the scope of where they appear, not the scope of the template declaration:

int y = 3;

mixin template Foo()
{
    int abc() { return y; }
}

void test()
{

```cpp
int y = 8;
mixin Foo;  // local y is picked up, not global y
assert(abc() == 8);
}

Mixins can parameterize symbols using alias parameters:

```cpp
mixin template Foo(alias b)
{
  int abc() { return b; }
}
```

```cpp
void test()
{
  int y = 8;
mixin Foo!(y);
  assert(abc() == 8);
}
```

This example uses a mixin to implement a generic Duff's device for an arbitrary statement (in this case, the arbitrary statement is in bold). A nested function is generated as well as a delegate literal, these can be inlined by the compiler:

```cpp
mixin template duffs_device(alias id1, alias id2, alias s)
{
  void duff_loop()
  {
    if (id1 < id2)
    {
      typeof(id1) n = (id2 - id1 + 7) / 8;
      switch ((id2 - id1) % 8)
      {
        case 0: do { s(); goto case; }
        case 7: s(); goto case;
        case 6: s(); goto case;
        case 5: s(); goto case;
        case 4: s(); goto case;
        case 3: s(); goto case;
        case 2: s(); goto case;
        case 1: s(); continue;
        default: assert(0, "Impossible");
      } while (--n > 0);
    }
  }
```

void foo() { writeln("foo"); }

void test()
{
    int i = 1;
    int j = 11;

    mixin duffs_device!(i, j, delegate { foo(); });
    duff_loop(); // executes foo() 10 times
}

22.1 Mixin Scope

The declarations in a mixin are placed in a nested scope and then ‘imported’ into the surrounding scope. If the name of a declaration in a mixin is the same as a declaration in the surrounding scope, the surrounding declaration overrides the mixin one:

```plaintext
int x = 3;

mixin template Foo()
{
    int x = 5;
    int y = 5;
}

mixin Foo;
int y = 3;

void test()
{
    writeln("x = ", x); // prints 3
    writeln("y = ", y); // prints 3
```
CHAPTER 22. TEMPLATE MIXINS

If two different mixins are put in the same scope, and each define a declaration with the same
name, there is an ambiguity error when the declaration is referenced:

```cpp
mixin template Foo()
{
    int x = 5;
    void func(int x) { }
}

mixin template Bar()
{
    int x = 4;
    void func(long x) { }
}

mixin Foo;
mixin Bar;

void test()
{
    import std.stdio : writeln;
    writeln("x=", x); // error, x is ambiguous
    func(1);         // error, func is ambiguous
}
```

The call to `func()` is ambiguous because `Foo.func` and `Bar.func` are in different scopes.

If a mixin has an *Identifier*, it can be used to disambiguate between conflicting symbols:

```cpp
int x = 6;

mixin template Foo()
{
    int x = 5;
    int y = 7;
    void func() { }
}

mixin template Bar()
{
    int x = 4;
    void func() { }
}
```
mixin Foo F;
mixin Bar B;

void test()
{
    writefln("y = %d", y); // prints 7
    writefln("x = %d", x); // prints 6
    writefln("F.x = %d", F.x); // prints 5
    writefln("B.x = %d", B.x); // prints 4
    F.func(); // calls Foo.func
    B.func(); // calls Bar.func
}

Alias declarations can be used to overload together functions declared in different mixins:

mixin template Foo()
{
    void func(int x) { }
}

mixin template Bar()
{
    void func(long x) { }
}

mixin Foo!() F;
mixin Bar!() B;

alias func = F.func;
alias func = B.func;

void main()
{
    func(1); // calls B.func
    func(1L); // calls F.func
}

A mixin has its own scope, even if a declaration is overridden by the enclosing one:

int x = 4;
mixin template Foo()
{
    int x = 5;
    int bar() { return x; }
}

mixin Foo;

void test()
{
    writeln("x = \
 asyncio royalties

test mixins

mixin template Foo()
{
    int x = 5;
    int bar() { return x; }
}

mixin Foo;

void test()
{
    writeln("x = \
 asyncio royalties

test mixins

mixin template Foo()
{
    int x = 5;
    int bar() { return x; }
}

mixin Foo;

void test()
{
    writeln("x = \
 asyncio royalties

test mixins

mixin template Foo()
{
    int x = 5;
    int bar() { return x; }
}

mixin Foo;

void test()
{
    writeln("x = \
 asyncio royalties

test mixins

mixin template Foo()
{
    int x = 5;
    int bar() { return x; }
}

mixin Foo;

void test()
{
    writeln("x = \
 asyncio royalties

test mixins

mixin template Foo()
{
    int x = 5;
    int bar() { return x; }
}

mixin Foo;

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{
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}

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}

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}

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    int bar() { return x; }
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    int bar() { return x; }
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    int bar() { return x; }
}

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    int x = 5;
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}

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    int bar() { return x; }
}

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}

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}

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{
    int x = 5;
    int bar() { return x; }
}

mixin Foo;

void test()
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}

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{
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    int bar() { return x; }
}

mixin Foo;

void test()
{
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mixin template Foo()
{
    int x = 5;
    int bar() { return x; }
}

mixin Foo;

void test()
{
    writeln("x = \
 asyncio royalties

test mixins

mixin template Foo()
{
    int x = 5;
    int bar() { return x; }
}

mixin Foo;

void test()
{
    writeln(\"x = \d\", x); // prints 4
    writeln(\"bar() = \d\", bar()); // prints 5
}
Chapter 23

Contract Programming

Contracts are a breakthrough technique to reduce the programming effort for large projects. Contracts are the concept of preconditions, postconditions, errors, and invariants.

Building contract support into the language makes for:

1. a consistent look and feel for the contracts
2. tool support
3. it’s possible the compiler can generate better code using information gathered from the contracts
4. easier management and enforcement of contracts
5. handling of contract inheritance

The idea of a contract is simple - it’s just an expression that must evaluate to true. If it does not, the contract is broken, and by definition, the program has a bug in it. Contracts form part of the specification for a program, moving it from the documentation to the code itself. And as every programmer knows, documentation tends to be incomplete, out of date, wrong, or non-existent. Moving the contracts into the code makes them verifiable against the program.

23.1 Assert Contract

The most basic contract is the `AssertExpression`. An `assert` declares an expression that must evaluate to true, with an optional failure string as a second argument:

```plaintext
assert(expression);
assert(expression, "message to display on failure");
```
As a contract, an `assert` represents a guarantee that the code must uphold. Any failure of this expression represents a logic error in the code that must be fixed in the source code. A program for which the assert contract is false is, by definition, invalid.

As a debugging aid, the compiler may insert a runtime check to verify that the expression is indeed true. If it is false, an `AssertError` is thrown. When compiling for release, this check is not generated. The special `assert(0)` expression, however, is generated even in release mode. See the `AssertExpression` documentation for more information.

The compiler is free to assume the assert expression is true and optimize subsequent code accordingly.

**Undefined Behavior:** The subsequent execution of the program after an assert contract is false.

### 23.2 Pre and Post Contracts

The pre contracts specify the preconditions before a statement is executed. The most typical use of this would be in validating the parameters to a function. The post contracts validate the result of the statement. The most typical use of this would be in validating the return value of a function and of any side effects it has. In D, pre contracts begin with `in`, and post contracts begin with `out`. They come at the end of the function signature and before the opening brace of the function body.

Pre and post contracts can be written either in expression form (feature introduced in DMD 2.081.0), with a syntax similar to `assert`, or as block statements containing arbitrary code.

The expression form is:

```d
in (expression)
in (expression, "failure\_string")
out (identifier; expression)
out (identifier; expression, "failure\_string")
out (; expression)
out (; expression, "failure\_string")
{
    ...function body...
}
```

The block statement form is:

```d
in
{
    ...contract preconditions...
}
out
{
```
23.2. PRE AND POST CONTRACTS

...contract postconditions...
}
out (identifier)
{
...contract postconditions...
}
do
{
...function body...
}

The optional identifier in either type of out contract is set to the return value of the function.

By definition, if a pre contract fails, then the function received bad parameters. If a post contract fails, there is a bug in the function. In either case, an assert statement within the corresponding in or out block will throw an AssertError.

The keyword do can be used to announce the function body. Although any number of pre or post contracts of any form may follow each other, do is required only when the last contract before the body is a block statement. (Before the acceptance of DIP1003, the keyword body was required instead of do, and may still be encountered in old code bases. In the long term, body may be deprecated, but for now it’s allowed both as a keyword in this context and as an identifier elsewhere, although do is preferred.)

Though any arbitrary D code is allowed in the in and out contract blocks, their only function should be to verify incoming and outgoing data. It is important to ensure that the code has no side effects, and that the release version of the code will not depend on any effects of the code. For a release build of the code, in and out contracts are not inserted.

Here is an example function in both forms:

```d
int fun(ref int a, int b)
in (a > 0)
in (b >= 0, "b cannot be negative!")
out (r; r > 0, "return must be positive")
out (; a != 0)
{
    // function body
}

int fun(ref int a, int b)
in
{
    assert(a > 0);
    assert(b >= 0, "b cannot be negative!");
```

...
The two functions are almost identical semantically. The expressions in the first are lowered to contract blocks that look almost exactly like the second, except that a separate block is created for each expression in the first, thus avoiding shadowing variable names.

23.3 In, Out and Inheritance

If a function in a derived class overrides a function from its super class, then only one of the in contracts of the function and its base functions must be satisfied. Overriding functions then becomes a process of loosening the in contracts.

A function without an in contract means that any values of the function parameters are allowed. This implies that if any function in an inheritance hierarchy has no in contract, then any in contracts on functions overriding it have no useful effect.

Conversely, all of the out contracts need to be satisfied, so overriding functions becomes a processes of tightening the out contracts.

23.4 Invariants

Invariants are used to specify characteristics of a class or struct that must always be true (except while executing a member function). For example, a class representing a date might have an invariant that the day must be 1..31 and the hour must be 0..23:

```cpp
class Date
{
    int day;
    int hour;

    this(int d, int h)
    {
        day = d;
    }
};
```
23.4. INVARlANTS

```d
    hour = h;
}

invariant
{
    assert(1 <= day && day <= 31);
    assert(0 <= hour && hour < 24, "hour out of bounds");
}
}
```

Invariant blocks should contain `assert` expressions, and should throw `AssertErrors` when they fail. Since DMD version 2.081.0, invariants can also be written as expression statements, with `assert` implied:

```d
    invariant (1 <= day && day <= 31);
    invariant (0 <= hour && hour < 24, "hour out of bounds");
```

The invariant is a contract saying that the `assert`s must hold true. The invariant is checked when a class or struct constructor completes, and at the start of the class or struct destructor. For public or exported functions, the order of execution is:

1. preconditions
2. invariant
3. function body
4. invariant
5. postconditions

The invariant is not checked if the class or struct is implicitly constructed using the default `.init` value.

The code in the invariant may not call any public non-static members of the class or struct, either directly or indirectly. Doing so will result in a stack overflow, as the invariant will wind up being called in an infinitely recursive manner.

Invariants are implicitly `const`.

Since the invariant is called at the start of public or exported members, such members should not be called from constructors.

```d
class Foo
{
    public void f() { }  
    private void  g() { } 

    invariant
```

{ 
    f(); // error, cannot call public member function from invariant 
    g(); // ok, g() is not public 
}

The invariant can be checked with an `assert()` expression:

1. classes need to pass a class object
2. structs need to pass the address of an instance

```cpp
auto mydate = new Date(); //class
auto s = S(); //struct
...
assert(mydate); // check that class Date invariant holds
assert(&s); // check that struct S invariant holds
```

Class invariants are inherited, that is, any class invariant is implicitly in addition to the invariants of its base classes.

There can be more than one invariant declared per class or struct.

When compiling for release, the invariant code is not generated, and the compiled program runs at maximum speed. The compiler is free to assume the invariant holds true, regardless of whether code is generated for it or not, and may optimize code accordingly.

## 23.5 References

- Contracts Reading List
- Adding Contracts to Java
Conditional compilation is the process of selecting which code to compile and which code to not compile.

**ConditionalDeclaration:**
- `Condition DeclarationBlock
  Condition DeclarationBlock else DeclarationBlock
  Condition : DeclDefs_opt
  Condition DeclarationBlock else : DeclDefs_opt`

**ConditionalStatement:**
- `Condition NoScopeNonEmptyStatement
  Condition NoScopeNonEmptyStatement else NoScopeNonEmptyStatement`

If the `Condition` is satisfied, then the following `DeclarationBlock` or `Statement` is compiled in. If it is not satisfied, the `DeclarationBlock` or `Statement` after the optional `else` is compiled in.

Any `DeclarationBlock` or `Statement` that is not compiled in still must be syntactically correct. No new scope is introduced, even if the `DeclarationBlock` or `Statement` is enclosed by `{ }`. `ConditionalDeclarations` and `ConditionalStatements` can be nested.

The `StaticAssert` can be used to issue errors at compilation time for branches of the conditional compilation that are errors.

`Condition` comes in the following forms:

**Condition:**
- `VersionCondition
  DebugCondition`
24.1 Version Condition

VersionCondition:

version ( IntegerLiteral )
version ( Identifier )
version ( unittest )
version ( assert )

Versions enable multiple versions of a module to be implemented with a single source file. The VersionCondition is satisfied if the IntegerLiteral is greater than or equal to the current version level, or if Identifier matches a version identifier.

The version level and version identifier can be set on the command line by the -version switch or in the module itself with a VersionSpecification, or they can be predefined by the compiler.

Version identifiers are in their own unique name space, they do not conflict with debug identifiers or other symbols in the module. Version identifiers defined in one module have no influence over other imported modules.

```c
int k;
version (Demo) // compile in this code block for the demo version
{
    int i;
    int k;  // error, k already defined
    i = 3;
}

x = i;  // uses the i declared above

version (X86)
{
    ... // implement custom inline assembler version
}
else
{
    ... // use default, but slow, version
}
```
24.2. VERSION SPECIFICATION

The version\(\texttt{unittest}\) is satisfied if and only if the code is compiled with unit tests enabled (the \texttt{-unittest} option on \texttt{dmd}).

## 24.2 Version Specification

VersionSpecification:

\[
\begin{align*}
\text{version} & = \text{Identifier} ; \\
\text{version} & = \text{IntegerLiteral} ; 
\end{align*}
\]

The version specification makes it straightforward to group a set of features under one major version, for example:

```
version (ProfessionalEdition)
{
  version = FeatureA;
  version = FeatureB;
  version = FeatureC;
}
version (HomeEdition)
{
  version = FeatureA;
}
...
version (FeatureB)
{
  \ldots \text{implement Feature B} \ldots
}
```

Version identifiers or levels may not be forward referenced:

```
version (Foo)
{
  int x;
}
version = Foo; // error, Foo already used
```

VersionSpecifications may only appear at module scope.

While the debug and version conditions superficially behave the same, they are intended for very different purposes. Debug statements are for adding debug code that is removed for the release version. Version statements are to aid in portability and multiple release versions.

Here’s an example of a full version as opposed to a demo version:
class Foo
{
    int a, b;

    version(full)
    {
        int extrafunctionality()
        {
            ...
            return 1; // extra functionality is supported
        }
    }
    else // demo
    {
        int extrafunctionality()
        {
            return 0; // extra functionality is not supported
        }
    }
}

Various different version builds can be built with a parameter to version:

version(n) // add in version code if version level is >= n
{
    ... version code ...
}

version(identifier) // add in version code if version
                    // keyword is identifier
{
    ... version code ...
}

These are presumably set by the command line as -version=n and -version=identifier.

**Predefined Versions**

Several environmental version identifiers and identifier name spaces are predefined for consistent usage. Version identifiers do not conflict with other identifiers in the code, they are in a separate name space. Predefined version identifiers are global, i.e. they apply to all modules being compiled and imported.
### Table 24.1: Predefined Version Identifiers

<table>
<thead>
<tr>
<th>Version Identifier</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DigitalMars</td>
<td>DMD (Digital Mars D) is the compiler</td>
</tr>
<tr>
<td>GNU</td>
<td>GDC (GNU D Compiler) is the compiler</td>
</tr>
<tr>
<td>LDC</td>
<td>LDC (LLVM D Compiler) is the compiler</td>
</tr>
<tr>
<td>SDC</td>
<td>SDC (Stupid D Compiler) is the compiler</td>
</tr>
<tr>
<td>Windows</td>
<td>Microsoft Windows systems</td>
</tr>
<tr>
<td>Win32</td>
<td>Microsoft 32-bit Windows systems</td>
</tr>
<tr>
<td>Win64</td>
<td>Microsoft 64-bit Windows systems</td>
</tr>
<tr>
<td>linux</td>
<td>All Linux systems</td>
</tr>
<tr>
<td>OSX</td>
<td>Mac OS X</td>
</tr>
<tr>
<td>FreeBSD</td>
<td>FreeBSD</td>
</tr>
<tr>
<td>OpenBSD</td>
<td>OpenBSD</td>
</tr>
<tr>
<td>NetBSD</td>
<td>NetBSD</td>
</tr>
<tr>
<td>DragonFlyBSD</td>
<td>DragonFlyBSD</td>
</tr>
<tr>
<td>BSD</td>
<td>All other BSDs</td>
</tr>
<tr>
<td>Solaris</td>
<td>Solaris</td>
</tr>
<tr>
<td>Posix</td>
<td>All POSIX systems (includes Linux, FreeBSD, OS X, Solaris, etc.)</td>
</tr>
<tr>
<td>AIX</td>
<td>IBM Advanced Interactive eXecutive OS</td>
</tr>
<tr>
<td>Haiku</td>
<td>The Haiku operating system</td>
</tr>
<tr>
<td>SkyOS</td>
<td>The SkyOS operating system</td>
</tr>
<tr>
<td>SysV3</td>
<td>System V Release 3</td>
</tr>
<tr>
<td>SysV4</td>
<td>System V Release 4</td>
</tr>
<tr>
<td>Hurd</td>
<td>GNU Hurd</td>
</tr>
<tr>
<td>Android</td>
<td>The Android platform</td>
</tr>
<tr>
<td>Emscripten</td>
<td>The Emscripten platform</td>
</tr>
<tr>
<td>PlayStation</td>
<td>The PlayStation platform</td>
</tr>
<tr>
<td>PlayStation 4</td>
<td>The PlayStation 4 platform</td>
</tr>
<tr>
<td>Cygwin</td>
<td>The Cygwin environment</td>
</tr>
<tr>
<td>MinGW</td>
<td>The MinGW environment</td>
</tr>
<tr>
<td>FreeStanding</td>
<td>An environment without an operating system (such as Bare-metal targets)</td>
</tr>
<tr>
<td>CRuntime_Bionic</td>
<td>Bionic C runtime</td>
</tr>
<tr>
<td>CRuntime_DigitalMars</td>
<td>DigitalMars C runtime</td>
</tr>
<tr>
<td>CRuntime_Glibc</td>
<td>Glibc C runtime</td>
</tr>
<tr>
<td>CRuntime_Microsoft</td>
<td>Microsoft C runtime</td>
</tr>
<tr>
<td>CRuntime_Musl</td>
<td>musl C runtime</td>
</tr>
</tbody>
</table>
(continued)

<table>
<thead>
<tr>
<th>Version Identifier</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CRuntime_UClibc</td>
<td>uClibc C runtime</td>
</tr>
<tr>
<td>X86</td>
<td>Intel and AMD 32-bit processors</td>
</tr>
<tr>
<td>X86_64</td>
<td>Intel and AMD 64-bit processors</td>
</tr>
<tr>
<td>ARM</td>
<td>The ARM architecture (32-bit) (AArch32 et al)</td>
</tr>
<tr>
<td>ARM_Thumb</td>
<td>ARM in any Thumb mode</td>
</tr>
<tr>
<td>ARM_SoftFloat</td>
<td>The ARM soft floating point ABI</td>
</tr>
<tr>
<td>ARM_SoftFP</td>
<td>The ARM softfp floating point ABI</td>
</tr>
<tr>
<td>ARM_HardFloat</td>
<td>The ARM hardfp floating point ABI</td>
</tr>
<tr>
<td>AArch64</td>
<td>The Advanced RISC Machine architecture (64-bit)</td>
</tr>
<tr>
<td>AsmJS</td>
<td>The asm.js intermediate programming language</td>
</tr>
<tr>
<td>Epiphany</td>
<td>The Epiphany architecture</td>
</tr>
<tr>
<td>PPC</td>
<td>The PowerPC architecture, 32-bit</td>
</tr>
<tr>
<td>PPC_SoftFloat</td>
<td>The PowerPC soft float ABI</td>
</tr>
<tr>
<td>PPC_HardFloat</td>
<td>The PowerPC hard float ABI</td>
</tr>
<tr>
<td>PPC64</td>
<td>The PowerPC architecture, 64-bit</td>
</tr>
<tr>
<td>IA64</td>
<td>The Itanium architecture (64-bit)</td>
</tr>
<tr>
<td>MIPS32</td>
<td>The MIPS architecture, 32-bit</td>
</tr>
<tr>
<td>MIPS64</td>
<td>The MIPS architecture, 64-bit</td>
</tr>
<tr>
<td>MIPS_032</td>
<td>The MIPS O32 ABI</td>
</tr>
<tr>
<td>MIPS_N32</td>
<td>The MIPS N32 ABI</td>
</tr>
<tr>
<td>MIPS_064</td>
<td>The MIPS O64 ABI</td>
</tr>
<tr>
<td>MIPS_N64</td>
<td>The MIPS N64 ABI</td>
</tr>
<tr>
<td>MIPS_EABI</td>
<td>The MIPS EABI</td>
</tr>
<tr>
<td>MIPS_SoftFloat</td>
<td>The MIPS soft-float ABI</td>
</tr>
<tr>
<td>MIPS_HardFloat</td>
<td>The MIPS hard-float ABI</td>
</tr>
<tr>
<td>NVPTX</td>
<td>The Nvidia Parallel Thread Execution (PTX) architecture, 32-bit</td>
</tr>
<tr>
<td>NVPTX64</td>
<td>The Nvidia Parallel Thread Execution (PTX) architecture, 64-bit</td>
</tr>
<tr>
<td>RISCV32</td>
<td>The RISC-V architecture, 32-bit</td>
</tr>
<tr>
<td>RISCV64</td>
<td>The RISC-V architecture, 64-bit</td>
</tr>
<tr>
<td>SPARC</td>
<td>The SPARC architecture, 32-bit</td>
</tr>
<tr>
<td>SPARC_V8Plus</td>
<td>The SPARC v8+ ABI</td>
</tr>
<tr>
<td>SPARC_SoftFloat</td>
<td>The SPARC soft float ABI</td>
</tr>
<tr>
<td>SPARC_HardFloat</td>
<td>The SPARC hard float ABI</td>
</tr>
<tr>
<td>SPARC64</td>
<td>The SPARC architecture, 64-bit</td>
</tr>
</tbody>
</table>
24.2. VERSION SPECIFICATION

(continued)

<table>
<thead>
<tr>
<th>Version Identifier</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>S390</td>
<td>The System/390 architecture, 32-bit</td>
</tr>
<tr>
<td>SystemZ</td>
<td>The System Z architecture, 64-bit</td>
</tr>
<tr>
<td>HPPA</td>
<td>The HP PA-RISC architecture, 32-bit</td>
</tr>
<tr>
<td>HPPA64</td>
<td>The HP PA-RISC architecture, 64-bit</td>
</tr>
<tr>
<td>SH</td>
<td>The SuperH architecture, 32-bit</td>
</tr>
<tr>
<td>WebAssembly</td>
<td>The WebAssembly virtual ISA (instruction set architecture), 32-bit</td>
</tr>
<tr>
<td>Alpha</td>
<td>The Alpha architecture</td>
</tr>
<tr>
<td>Alpha_SoftFloat</td>
<td>The Alpha soft float ABI</td>
</tr>
<tr>
<td>Alpha_HardFloat</td>
<td>The Alpha hard float ABI</td>
</tr>
<tr>
<td>LittleEndian</td>
<td>Byte order, least significant first</td>
</tr>
<tr>
<td>BigEndian</td>
<td>Byte order, most significant first</td>
</tr>
<tr>
<td>ELFv1</td>
<td>The Executable and Linkable Format v1</td>
</tr>
<tr>
<td>ELFv2</td>
<td>The Executable and Linkable Format v2</td>
</tr>
<tr>
<td>D_BetterC</td>
<td>Das Better C code (command line switch -betterC) is being generated</td>
</tr>
<tr>
<td>D_Exceptions</td>
<td>Exception handling is supported. Evaluates to false when compiling with command line switch -betterC</td>
</tr>
<tr>
<td>D_ModuleInfo</td>
<td>ModuleInfo is supported. Evaluates to false when compiling with command line switch -betterC</td>
</tr>
<tr>
<td>D_TypeInfo</td>
<td>Runtime type information (a.k.a. TypeInfo) is supported. Evaluates to false when compiling with command line switch -betterC</td>
</tr>
<tr>
<td>D_Coverage</td>
<td>Code coverage analysis instrumentation (command line switch -cov) is being generated</td>
</tr>
<tr>
<td>D_Ddoc</td>
<td>Ddoc documentation (command line switch -D) is being generated</td>
</tr>
<tr>
<td>D_InlineAsm_X86</td>
<td>Inline assembler for X86 is implemented</td>
</tr>
<tr>
<td>D_InlineAsm_X86_64</td>
<td>Inline assembler for X86-64 is implemented</td>
</tr>
<tr>
<td>D_LP64</td>
<td>Pointers are 64 bits (command line switch -m64). (Do not confuse this with C’s LP64 model)</td>
</tr>
<tr>
<td>D_X32</td>
<td>Pointers are 32 bits, but words are still 64 bits (x32 ABI) (This can be defined in parallel to X86_64)</td>
</tr>
<tr>
<td>D_HardFloat</td>
<td>The target hardware has a floating point unit</td>
</tr>
<tr>
<td>D_SoftFloat</td>
<td>The target hardware does not have a floating point unit</td>
</tr>
</tbody>
</table>
CHAPTER 24. CONDITIONAL COMPILATION

(continued)

<table>
<thead>
<tr>
<th>Version Identifier</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>D_PIC</td>
<td>Position Independent Code (command line switch -fPIC) is being generated</td>
</tr>
<tr>
<td>D_SIMD</td>
<td>Vector extensions (via __simd) are supported</td>
</tr>
<tr>
<td>D_AVX</td>
<td>AVX Vector instructions are supported</td>
</tr>
<tr>
<td>D_AVX2</td>
<td>AVX2 Vector instructions are supported</td>
</tr>
<tr>
<td>D_Version2</td>
<td>This is a D version 2 compiler</td>
</tr>
<tr>
<td>D_NoBoundsChecks</td>
<td>Array bounds checks are disabled (command line switch -boundscheck=off)</td>
</tr>
<tr>
<td>D_ObjectiveC</td>
<td>The target supports interfacing with Objective-C</td>
</tr>
<tr>
<td>Core</td>
<td>Defined when building the standard runtime</td>
</tr>
<tr>
<td>Std</td>
<td>Define when building the standard library</td>
</tr>
<tr>
<td>unittest</td>
<td>Unit tests are enabled (command line switch -unittest)</td>
</tr>
<tr>
<td>assert</td>
<td>Checks are being emitted for AssertExpressions</td>
</tr>
<tr>
<td>none</td>
<td>Never defined; used to just disable a section of code</td>
</tr>
<tr>
<td>all</td>
<td>Always defined; used as the opposite of none</td>
</tr>
</tbody>
</table>

The following identifiers are defined, but are deprecated:

**Predefined Version Identifiers (deprecated)**

<table>
<thead>
<tr>
<th>Version Identifier</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>darwin</td>
<td>The Darwin operating system; use OSX instead</td>
</tr>
<tr>
<td>Thumb</td>
<td>ARM in Thumb mode; use ARM_Thumb instead</td>
</tr>
<tr>
<td>S390X</td>
<td>The System/390X architecture 64-bit; use SystemZ instead</td>
</tr>
</tbody>
</table>

Others will be added as they make sense and new implementations appear.

It is inevitable that the D language will evolve over time. Therefore, the version identifier namespace beginning with "D_" is reserved for identifiers indicating D language specification or new feature conformance. Further, all identifiers derived from the ones listed above by appending any character(s) are reserved. This means that e.g. ARM_foo and Windows_bar are reserved while foo_ARM and bar_Windows are not.

Furthermore, predefined version identifiers from this list cannot be set from the command line or from version statements. (This prevents things like both Windows and linux being simultaneously set.)

Compiler vendor specific versions can be predefined if the trademarked vendor identifier prefixes it, as in:

version(DigitalMars_funky_extension)
24.3. **DEBUG CONDITION**

```
{
    ...
}
```

It is important to use the right version identifier for the right purpose. For example, use the vendor identifier when using a vendor specific feature. Use the operating system identifier when using an operating system specific feature, etc.

### 24.3 Debug Condition

A *ConditionalStatement* that has a *DebugCondition* is called a *DebugStatement*. *DebugStatements* have relaxed semantic checks in that *pure*, *@nogc*, *nothrow* and *@safe* checks are not done. Neither do *DebugStatements* influence the inference of *pure*, *@nogc*, *nothrow* and *@safe* attributes.

**Undefined Behavior**: Since these checks are bypassed, it is up to the programmer to ensure the code is correct. For example, throwing an exception in a *nothrow* function is undefined behavior.

**Best Practices**: This enables the easy insertion of code to provide debugging help, by bypassing the otherwise stringent attribute checks. Never ship release code that has *DebugStatements* enabled.
24.4 Debug Specification

DebugSpecification:

```
  debug = Identifier ;
  debug = IntegerLiteral ;
```

Debug identifiers and levels are set either by the command line switch -debug or by a DebugSpecification.

Debug specifications only affect the module they appear in, they do not affect any imported modules. Debug identifiers are in their own namespace, independent from version identifiers and other symbols.

It is illegal to forward reference a debug specification:

```
  debug(foo) writeln("Foo");
  debug = foo;  // error, foo used before set
```

DebugSpecifications may only appear at module scope.

Various different debug builds can be built with a parameter to debug:

```
  debug(IntegerLiteral) { } // add in debug code if debug level is >= IntegerLiteral
  debug(identifier) { } // add in debug code if debug keyword is identifier
```

These are presumably set by the command line as -debug=n and -debug=identifier.

24.5 Static If Condition

StaticIfCondition:

```
  static if ( AssignExpression )
```

AssignExpression is implicitly converted to a boolean type, and is evaluated at compile time. The condition is satisfied if it evaluates to true. It is not satisfied if it evaluates to false.

It is an error if AssignExpression cannot be implicitly converted to a boolean type or if it cannot be evaluated at compile time.

StaticIfConditions can appear in module, class, template, struct, union, or function scope. In function scope, the symbols referred to in the AssignExpression can be any that can normally be referenced by an expression at that point.

```
  const int i = 3;
  int j = 4;

  static if (i == 3)  // ok, at module scope
```
A StaticIfConditional condition differs from an IfStatement in the following ways:

1. It can be used to conditionally compile declarations, not just statements.
2. It does not introduce a new scope even if \{ \} are used for conditionally compiled statements.
3. For unsatisfied conditions, the conditionally compiled code need only be syntactically correct. It does not have to be semantically correct.
4. It must be evaluable at compile time.
24.6 Static Foreach

**StaticForeach:**
- `static AggregateForeach`
- `static RangeForeach`

**StaticForeachDeclaration:**
- `StaticForeach DeclarationBlock`
- `StaticForeach : DeclDefs_opt`

**StaticForeachStatement:**
- `StaticForeach NoScopeNonEmptyStatement`

The aggregate/range bounds are evaluated at compile time and turned into a sequence of compile-time entities by evaluating corresponding code with a *ForeachStatement*/*ForeachRangeStatement* at compile time. The body of the *static foreach* is then copied a number of times that corresponds to the number of elements of the sequence. Within the i-th copy, the name of the *static foreach* variable is bound to the i-th entry of the sequence, either as an *enum* variable declaration (for constants) or an *alias* declaration (for symbols). (In particular, *static foreach* variables are never runtime variables.)

```
static foreach(i; [0, 1, 2, 3])
{
    pragma(msg, i);
}
```

*static foreach* supports multiple variables in cases where the corresponding *foreach* statement supports them. (In this case, *static foreach* generates a compile-time sequence of tuples, and the tuples are subsequently unpacked during iteration.)

```
static foreach(i, v; ['a', 'b', 'c', 'd'])
{
    static assert(i + 'a' == v);
}
```

Like bodies of *ConditionalDeclarations*, a *static foreach* body does not introduce a new scope. Therefore, it can be used to generate declarations:

```
import std.range : iota;
import std.algorithm : map;
```
24.6. **STATIC FOREACH**

import std.conv : text;
static foreach(i; iota(0, 3).map!text)
{
    mixin(‘enum x“ ~ i “ = i;‘);
}

pragma(msg, x0, "", x1,"", x2); // 0 1 2

As **static foreach** is a code generation construct and not a loop, **break** and **continue** cannot be used to change control flow within it. Instead of breaking or continuing a suitable enclosing statement, such an usage yields an error (this is to prevent misunderstandings).

```dlang
int test(int x)
{
    int r = -1;
    switch(x)
    {
        static foreach(i; 0 .. 100)
        {
            case i:
                r = i;
                break; // error
        }
        default: break;
    }
    return r;
}

static foreach(i; 0 .. 200)
{
    static assert(test(i) == (i<100 ? i : -1));
}
```

An explicit **break/continue** label can be used to avoid this limitation. (Note that **static foreach** itself cannot be broken nor continued even if it is explicitly labeled.)

```dlang
int test(int x)
{
    int r = -1;
    Lswitch: switch(x)
    {
        static foreach(i; 0 .. 100)
```
```
{  
case i:
   r = i;
   break Lswitch;
}
default: break;
}
return r;
}

static foreach (i; 0 .. 200)
{
    static assert (test (i) == (i<100 ? i : -1));
}

24.7 Static Assert

StaticAssert:
    static assert ( AssertArguments );

AssignExpression is evaluated at compile time, and converted to a boolean value. If the value is true, the static assert is ignored. If the value is false, an error diagnostic is issued and the compile fails.

Unlike AssertExpressions, StaticAsserts are always checked and evaluated by the compiler unless they appear in an unsatisfied conditional.

void foo()
{
    if (0)
    {
        assert (0); // never trips
        static assert (0); // always trips
    }
    version (BAR)
    {
    }
    else
    {
        static assert (0); // trips when version BAR is not defined
24.7. **STATIC ASSERT**

```cpp
}
}

StaticAssert is useful tool for drawing attention to conditional configurations not supported in
the code.

The optional second `AssignExpression` can be used to supply additional information, such as a
text string, that will be printed out along with the error diagnostic.
Chapter 25

Traits

Traits are extensions to the language to enable programs, at compile time, to get at information internal to the compiler. This is also known as compile time reflection. It is done as a special, easily extended syntax (similar to Pragmas) so that new capabilities can be added as required.

**TraitsExpression:**

```
__traits ( TraitsKeyword , TraitsArguments )
```

**TraitsKeyword:**

- `isAbstractClass`
- `isArithmetic`
- `isAssociativeArray`
- `isFinalClass`
- `isPOD`
- `isNested`
- `isFuture`
- `isDeprecated`
- `isFloating`
- `isIntegral`
- `isScalar`
- `isStaticArray`
- `isUnsigned`
- `isDisabled`
- `isVirtualFunction`
- `isVirtualMethod`
- `isAbstractFunction`
- `isFinalFunction`
isStaticFunction
isOverrideFunction
isTemplate
isRef
isOut
isLazy
isReturnOnStack
isZeroInit
hasMember
identifier
getAliasThis
getAttributes
getFunctionAttributes
getFunctionVariadicStyle
getLinkage
getMember
getOverloads
getParameterStorageClasses
getPointerBitmap
getProtection
getTargetInfo
getVirtualFunctions
getVirtualMethods
getUnitTests
parent
classInstanceSize
getVirtualIndex
allMembers
derivedMembers
isSame
compiles

TraitsArguments:
  TraitsArgument
  TraitsArgument , TraitsArguments

TraitsArgument:
  AssignExpression
25.1 **isArithmetic**

If the arguments are all either types that are arithmetic types, or expressions that are typed as arithmetic types, then `true` is returned. Otherwise, `false` is returned. If there are no arguments, `false` is returned.

```plaintext
import std.stdio;

void main()
{
    int i;
    writeln(__traits(isArithmetic, int));
    writeln(__traits(isArithmetic, i, i+1, int));
    writeln(__traits(isArithmetic));
    writeln(__traits(isArithmetic, int*));
}
```

Prints:
```
true
true
false
false
```

25.2 **isFloating**

Works like `isArithmetic`, except it’s for floating point types (including imaginary and complex types).

25.3 **isIntegral**

Works like `isArithmetic`, except it’s for integral types (including character types).

25.4 **isScalar**

Works like `isArithmetic`, except it’s for scalar types.
25.5  *isUnsigned*

Works like *isArithmetic*, except it’s for unsigned types.

25.6  *isStaticArray*

Works like *isArithmetic*, except it’s for static array types.

25.7  *isAssociativeArray*

Works like *isArithmetic*, except it’s for associative array types.

25.8  *isAbstractClass*

If the arguments are all either types that are abstract classes, or expressions that are typed as abstract classes, then *true* is returned. Otherwise, *false* is returned. If there are no arguments, *false* is returned.

```plaintext
import std.stdio;

abstract class C { int foo(); }

void main()
{
    C c;
    writeln(_traits(isAbstractClass, C));
    writeln(_traits(isAbstractClass, c, C));
    writeln(_traits(isAbstractClass));
    writeln(_traits(isAbstractClass, int*));
}
```

Prints:

```
ture
ture
false
false
```
25.9  **isFinalClass**

Works like *isAbstractClass*, except it’s for final classes.

25.10  **isPOD**

Takes one argument, which must be a type. It returns *true* if the type is a POD type, otherwise *false*.

25.11  **isNested**

Takes one argument. It returns *true* if the argument is a nested type which internally stores a context pointer, otherwise it returns *false*. Nested types can be classes, structs, and functions.

25.12  **isFuture**

Takes one argument. It returns *true* if the argument is a symbol marked with the @future keyword, otherwise *false*. Currently, only functions and variable declarations have support for the @future keyword.

25.13  **isDeprecated**

Takes one argument. It returns *true* if the argument is a symbol marked with the deprecated keyword, otherwise *false*.

25.14  **isDisabled**

Takes one argument and returns *true* if it’s a function declaration marked with @disable.

```c
struct Foo
{
    @disable void foo();
    void bar(){}
}
```

```c
static assert(__traits(isDisabled, Foo.foo));
static assert(!__traits(isDisabled, Foo.bar));
```

For any other declaration even if @disable is a syntactically valid attribute *false* is returned because the annotation has no effect.
@disable struct Bar{}

static assert(!__traits(isDisabled, Bar));

25.15  \textit{isVirtualFunction}

The same as \textit{isVirtualMethod}, except that final functions that don’t override anything return true.

25.16  \textit{isVirtualMethod}

Takes one argument. If that argument is a virtual function, true is returned, otherwise false. Final functions that don’t override anything return false.

\begin{verbatim}
import std.stdio;

struct S
{
    void bar() { }
}

class C
{
    void bar() { }
}

void main()
{
    writeln(__traits(isVirtualMethod, C.bar)); // true
    writeln(__traits(isVirtualMethod, S.bar)); // false
}
\end{verbatim}

25.17  \textit{isAbstractFunction}

Takes one argument. If that argument is an abstract function, true is returned, otherwise false.

\begin{verbatim}
import std.stdio;

struct S
{
    void bar() { }
}
\end{verbatim}
void bar() {} }

class C
{
    void bar() {} }

class AC
{
    abstract void foo();
}

void main()
{
    writeln(_traits(isAbstractFunction, C.bar)); // false
    writeln(_traits(isAbstractFunction, S.bar)); // false
    writeln(_traits(isAbstractFunction, AC.foo)); // true
}

### 25.18 isFinalFunction

Takes one argument. If that argument is a final function, true is returned, otherwise false.

import std.stdio;

struct S
{
    void bar() {} }

class C
{
    void bar() {} 
    final void foo();
}

final class FC
{
    void foo();
25.19  \textit{isOverrideFunction}

Takes one argument. If that argument is a function marked with override, \texttt{true} is returned, otherwise \texttt{false}.

\begin{verbatim}
import std.stdio;

class Base
{
    void foo() { }
}

class Foo : Base
{
    override void foo() { }
    void bar() { }
}

void main()
{
    writeln(__traits(isOverrideFunction, Base.foo)); // false
    writeln(__traits(isOverrideFunction, Foo.foo)); // true
    writeln(__traits(isOverrideFunction, Foo.bar)); // false
}
\end{verbatim}

25.20  \textit{isStaticFunction}

Takes one argument. If that argument is a static function, meaning it has no context pointer, \texttt{true} is returned, otherwise \texttt{false}.
25.21  \textit{isRef, isOut, isLazy}

Takes one argument. If that argument is a declaration, \texttt{true} is returned if it is ref, out, or lazy, otherwise \texttt{false}.

\begin{verbatim}
void fooRef(ref int x)
{
    static assert(__traits(isRef, x));
    static assert(!__traits(isOut, x));
    static assert(!__traits(isLazy, x));
}

void fooOut(out int x)
{
    static assert(!__traits(isRef, x));
    static assert(__traits(isOut, x));
    static assert(!__traits(isLazy, x));
}

void fooLazy(lazy int x)
{
    static assert(!__traits(isRef, x));
    static assert(!__traits(isOut, x));
    static assert(__traits(isLazy, x));
}
\end{verbatim}

25.22  \textit{isTemplate}

Takes one argument. If that argument is a template then \texttt{true} is returned, otherwise \texttt{false}.

\begin{verbatim}
void foo(T)()
{
    static assert(__traits(isTemplate,foo));
    static assert(!__traits(isTemplate,foo!int()));
    static assert(!__traits(isTemplate,"string"));
\end{verbatim}

25.23  \textit{isZeroInit}

Takes one argument which must be a type. If the type's default initializer is all zero bits then \texttt{true} is returned, otherwise \texttt{false}.
struct S1 { int x; }  
struct S2 { int x = -1; }  

static assert(_traits(isZeroInit, S1));  
static assert(!_traits(isZeroInit, S2));

void test()
{
    int x = 3;
    static assert(_traits(isZeroInit, typeof(x)));  
}

// ‘isZeroInit‘ will always return true for a class C  
// because ‘C.init‘ is null reference.  

class C { int x = -1; }  

static assert(_traits(isZeroInit, C));

25.24 isReturnOnStack  

Takes one argument which must either be a function symbol, function literal, a delegate, or a function pointer. It returns a bool which is true if the return value of the function is returned on the stack via a pointer to it passed as a hidden extra parameter to the function.  

struct S { int[20] a; }  
int test1();  
S test2();

static assert(_traits(isReturnOnStack, test1) == false);  
static assert(_traits(isReturnOnStack, test2) == true);

Implementation Defined: This is determined by the function ABI calling convention in use, which is often complex.  

Best Practices: This has applications in:

1. Returning values in registers is often faster, so this can be used as a check on a hot function to ensure it is using the fastest method.
2. When using inline assembly to correctly call a function.
3. Testing that the compiler does this correctly is normally hackish and awkward, this enables efficient, direct, and simple testing.
### 25.25 hasMember

The first argument is a type that has members, or is an expression of a type that has members. The second argument is a string. If the string is a valid property of the type, `true` is returned, otherwise `false`.

```plaintext
import std.stdio;

struct S
{
    int m;

    import std.stdio; // imports write
}

void main()
{
    S s;

    writeln(__traits(hasMember, S, "m")); // true
    writeln(__traits(hasMember, s, "m")); // true
    writeln(__traits(hasMember, S, "y")); // false
    writeln(__traits(hasMember, S, "write")); // true
    writeln(__traits(hasMember, int, "sizeof")); // true
}
```

### 25.26 identifier

Takes one argument, a symbol. Returns the identifier for that symbol as a string literal.

```plaintext
import std.stdio;

int var = 123;
pragma(msg, typeof(var)); // int
pragma(msg, typeof(__traits(identifier, var)))); // string
writeln(var); // 123
writeln(__traits(identifier, var)); // "var"
```
25.27  **getAliasThis**

Takes one argument, a symbol of aggregate type. If the given aggregate type has alias this, returns a list of alias this names, by a tuple of strings. Otherwise returns an empty tuple.

25.28  **getAttributes**

Takes one argument, a symbol. Returns a tuple of all attached user-defined attributes. If no UDA’s exist it will return an empty tuple.

For more information, see: User-Defined Attributes

```cpp
@int a;
@("string", 7) int b;
enum Foo;
@Foo int c;

#pragma(msg, __traits(getAttributes, a));
#pragma(msg, __traits(getAttributes, b));
#pragma(msg, __traits(getAttributes, c));
```

Prints:

```
tuple(3)
tuple("string", 7)
tuple((Foo))
```

25.29  **getFunctionVariadicStyle**

Takes one argument which must either be a function symbol, or a type that is a function, delegate or a function pointer. It returns a string identifying the kind of variadic arguments that are supported.

<table>
<thead>
<tr>
<th>result</th>
<th>kind</th>
<th>access</th>
<th>example</th>
</tr>
</thead>
<tbody>
<tr>
<td>&quot;none&quot;</td>
<td>not a variadic function</td>
<td></td>
<td>void foo();</td>
</tr>
<tr>
<td>&quot;argptr&quot;</td>
<td>D style variadic function</td>
<td>_argptr and _arguments</td>
<td>void bar(...);</td>
</tr>
<tr>
<td>&quot;stdarg&quot;</td>
<td>C style variadic function</td>
<td>core.stdc.stdarg</td>
<td>extern (C) void abc(int, ...);</td>
</tr>
<tr>
<td>&quot;typesafe&quot;</td>
<td>typesafe variadic function</td>
<td>array on stack</td>
<td>void def(int[] ...);</td>
</tr>
</tbody>
</table>
import core.std.stdarg;

void novar() {}
extern(C) void cstyle(int, ...) {}
extern(C++) void cppstyle(int, ...) {}
void dstyle(...) {}
void typesafe(int[]...) {}

static assert(__traits(getFunctionVariadicStyle, novar) == "none");
static assert(__traits(getFunctionVariadicStyle, cstyle) == "stdarg");
static assert(__traits(getFunctionVariadicStyle, cppstyle) == "stdarg");
static assert(__traits(getFunctionVariadicStyle, dstyle) == "argptr");
static assert(__traits(getFunctionVariadicStyle, typesafe) == "typesafe");

static assert(__traits(getFunctionVariadicStyle, (int[] a...) {}) == "typesafe");
static assert(__traits(getFunctionVariadicStyle, typeof(cstyle)) == "stdarg");

25.30. **getFunctionAttributes**

Takes one argument which must either be a function symbol, function literal, or a function pointer. It returns a string tuple of all the attributes of that function **excluding** any user-defined attributes (UDAs can be retrieved with the getAttributes trait). If no attributes exist it will return an empty tuple.

**Note:** The order of the attributes in the returned tuple is implementation-defined and should not be relied upon.

A list of currently supported attributes are:

- pure, nothrow, @nogc, @property, @system, @trusted, @safe, and ref

**Note:** ref is a function attribute even though it applies to the return type.

Additionally the following attributes are only valid for non-static member functions:

- const, immutable, inout, shared

For example:

```cpp
int sum(int x, int y) pure nothrow { return x + y; }
```

// prints ("pure", "nothrow", "@system")
pragma(msg, __traits(getFunctionAttributes, sum));
struct S
{
    void test() const @system {};
}

// prints ("const", "@system")
#pragma(msg, __traits(getFunctionAttributes, S.test));

Note that some attributes can be inferred. For example:
// prints ("pure", "nothrow", "@nogc", "@trusted")
#pragma(msg, __traits(getFunctionAttributes, (int x) @trusted { return x * 2; }));

### 25.31 getLinkage

Takes one argument, which is a declaration symbol, or the type of a function, delegate, pointer to function, struct, class, or interface. Returns a string representing the Linkage Attribute of the declaration. The string is one of:

- "D"
- "C"
- "C++"
- "Windows"
- "Objective-C"
- "System"

extern (C) int fooc();
alias aliasc = fooc;

static assert(__traits(getLinkage, fooc) == "C");
static assert(__traits(getLinkage, aliasc) == "C");

extern (C++) struct FooCPPStruct {};
extern (C++) class FooCPPClass {};
extern (C++) interface FooCPPInterface {};

static assert(__traits(getLinkage, FooCPPStruct) == "C++");
static assert(__traits(getLinkage, FooCPPClass) == "C++");
static assert(__traits(getLinkage, FooCPPInterface) == "C++");
25.32  

getMember

Takes two arguments, the second must be a string. The result is an expression formed from the first argument, followed by a ‘.’, followed by the second argument as an identifier.

```d
import std.stdio;

struct S
{
    int mx;
    static int my;
}

void main()
{
    S s;

    __traits(getMember, s, "mx") = 1;  // same as s.mx=1;
    writeln(__traits(getMember, s, "m" ~ "x"));  // 1

    __traits(getMember, S, "mx") = 1;  // error, no this for S.mx
    __traits(getMember, S, "my") = 2;  // ok
}
```

25.33  

getOverloads

The first argument is an aggregate (e.g. struct/class/module). The second argument is a string that matches the name of the member(s) to return. The third argument is a bool, and is optional. If true, the result will also include template overloads. The result is a tuple of all the overloads of the supplied name.

```d
import std.stdio;

class D
{
    this() { }
    "this() { }
    void foo() { }
    int foo(int) { return 2; }
    void bar(T)() { return T.init; }
```
```cpp
class bar(int n) {}

void main()
{
    D d = new D();

    foreach (t; __traits(getOverloads, D, "foo"))
        writeln(typeid(typeof(t)));

    alias b = typeof(__traits(getOverloads, D, "foo"));
    foreach (t; b)
        writeln(typeid(t));

    auto i = __traits(getOverloads, d, "foo")[1](1);
    writeln(i);

    foreach (t; __traits(getOverloads, D, "bar", true))
        writeln(t.stringof);
}

Prints:
void()
int()
void()
int()
2
bar(T)()
bar(int n)
```

### 25.34 `getParameterStorageClasses`

Takes two arguments. The first must either be a function symbol, or a type that is a function, delegate or a function pointer. The second is an integer identifying which parameter, where the first parameter is 0. It returns a tuple of strings representing the storage classes of that parameter.

```cpp
ref int foo(return ref const int* p, scope int* a, out int b, lazy int c);
```

```cpp
static assert(__traits(getParameterStorageClasses, foo, 0)[0] == "return");
static assert(__traits(getParameterStorageClasses, foo, 0)[1] == "ref");
```
static assert(__traits(getParameterStorageClasses, foo, 1)[0] == "scope");
static assert(__traits(getParameterStorageClasses, foo, 2)[0] == "out");
static assert(__traits(getParameterStorageClasses, typeof(&foo), 3)[0] == "lazy");

### 25.35 `getPointerBitmap`

The argument is a type. The result is an array of `size_t` describing the memory used by an instance of the given type.

- The first element of the array is the size of the type (for classes it is the `classInstanceSize`).
- The following elements describe the locations of GC managed pointers within the memory occupied by an instance of the type. For type T, there are `T.sizeof / size_t.sizeof` possible pointers represented by the bits of the array values.

This array can be used by a precise GC to avoid false pointers.

```cpp
class C
{
    // implicit virtual function table pointer not marked
    // implicit monitor field not marked, usually managed manually
    C next;
    size_t sz;
    void* p;
    void function () fn; // not a GC managed pointer
}

struct S
{
    size_t val1;
    void* p;
    C c;
    byte[] arr; // { length, ptr }
    void delegate () dg; // { context, func }
}
```

```cpp
static assert (__traits(getPointerBitmap, C) == [6*size_t.sizeof, 0b010100]);
static assert (__traits(getPointerBitmap, S) == [7*size_t.sizeof, 0b0110110]);
```
25.36 getProtection

The argument is a symbol. The result is a string giving its protection level: "public", "private", "protected", "export", or "package".

```plaintext
import std.stdio;

class D
{
    export void foo() { }
    public int bar;
}

void main()
{
    D d = new D();

    auto i = __traits(getProtection, d.foo);
    writeln(i);

    auto j = __traits(getProtection, d.bar);
    writeln(j);
}
```

Prints:
export
public

25.37 getTargetInfo

Receives a string key as argument. The result is an expression describing the requested target information.

```plaintext
version (CppRuntime_Microsoft)
    static assert(__traits(getTargetInfo, "cppRuntimeLibrary") == "libcmrt");
```

Keys are implementation defined, allowing relevant data for exotic targets. A reliable subset exists which are always available:

- "cppRuntimeLibrary" - The C++ runtime library affinity for this toolchain
- "floatAbi" - Floating point ABI; may be "hard", "soft", or "softfp"
- "objectFormat" - Target object format
25.38  *getVirtualFunctions*

The same as *getVirtualMethods*, except that final functions that do not override anything are included.

25.39  *getVirtualMethods*

The first argument is a class type or an expression of class type. The second argument is a string that matches the name of one of the functions of that class. The result is a tuple of the virtual overloads of that function. It does not include final functions that do not override anything.

```cpp
import std.stdio;

class D
{
    this() { }
    ~this() { }
    void foo() { }
    int foo(int) { return 2; }
}

void main()
{
    D d = new D();

    foreach (t; __traits(getVirtualMethods, D, "foo"))
        writeln(typeid(voidof(t)));

    alias b = typeof(__traits(getVirtualMethods, D, "foo"));
    foreach (t; b)
        writeln(typeid(t));

    auto i = __traits(getVirtualMethods, d, "foo")[1](1);
    writeln(i);
}
```

Prints:

```plaintext
void()
int()
void()
```
25.40 _getUnitTests_

Takes one argument, a symbol of an aggregate (e.g. struct/class/module). The result is a tuple of all the unit test functions of that aggregate. The functions returned are like normal nested static functions, CTFE will work and UDA’s will be accessible.

**Note:**
The -unittest flag needs to be passed to the compiler. If the flag is not passed __traits(getUnitTests) will always return an empty tuple.

```plaintext
module foo;

import core.runtime;
import std.stdio;

struct name { string name; }

class Foo
{
    unittest
    {
        writeln("foo.Foo.unittest");
    }
}

@name("foo") unittest
{
    writeln("foo.unittest");
}

template Tuple (T...) 
{
    alias Tuple = T;
}

shared static this()
```
```cpp
{  
    // Override the default unit test runner to do nothing. After that, "main" will  
    // be called.
    Runtime.moduleUnitTester = { return true; };  
}

void main()  
{  
    writeln("start\nmain");

    alias tests = Tuple!(__traits(getUnitTests, foo));
    static assert(tests.length == 1);

    alias attributes = Tuple!(__traits(getAttributes, tests[0]));
    static assert(attributes.length == 1);

    foreach (test; tests)  
        test();  

    foreach (test; __traits(getUnitTests, Foo))  
        test();  
}

By default, the above will print:

start\nmain
foo\.unittest
foo\.Foo\.unittest

25.41  parent

Takes a single argument which must evaluate to a symbol. The result is the symbol that is the parent of it.

25.42  classInstanceSize

Takes a single argument, which must evaluate to either a class type or an expression of class type. The result is of type size_t, and the value is the number of bytes in the runtime instance of the class type. It is based on the static type of a class, not the polymorphic type.
25.43 **getVirtualIndex**

Takes a single argument which must evaluate to a function. The result is a `ptrdiff_t` containing the index of that function within the vtable of the parent type. If the function passed in is final and does not override a virtual function, `-1` is returned instead.

25.44 **allMembers**

Takes a single argument, which must evaluate to either a type or an expression of type. A tuple of string literals is returned, each of which is the name of a member of that type combined with all of the members of the base classes (if the type is a class). No name is repeated. Built-in properties are not included.

```plaintext
import std.stdio;

class D
{
    this() { }
    ~this() { }
    void foo() { }
    int foo(int) { return 0; }
}

void main()
{
    auto b = [ __traits(allMembers, D) ];
    writeln(b);
    // ["__ctor", "__dtor", "foo", "toString", "toHash", "opCmp", "opEquals",
     // "Monitor", "factory"]
}
```

The order in which the strings appear in the result is not defined.

25.45 **derivedMembers**

Takes a single argument, which must evaluate to either a type or an expression of type. A tuple of string literals is returned, each of which is the name of a member of that type. No name is repeated. Base class member names are not included. Built-in properties are not included.

```plaintext
import std.stdio;
```
class D {
    this() { }
    ~this() { }
    void foo() { }
    int foo(int) { return 0; }
}

void main()
{
    auto a = []{__traits(derivedMembers, D)};
    writeln(a);  // ["ctor", "dtor", "foo"]
}

The order in which the strings appear in the result is not defined.

25.46 isSame

Takes two arguments and returns bool true if they are the same symbol, false if not.

import std.stdio;

struct S { }

int foo();
int bar();

void main()
{
    writeln(__traits(isSame, foo, foo)); // true
    writeln(__traits(isSame, foo, bar)); // false
    writeln(__traits(isSame, foo, S));  // false
    writeln(__traits(isSame, S, S));    // true
    writeln(__traits(isSame, std, S));  // false
    writeln(__traits(isSame, std, std)); // true
}

If the two arguments are expressions made up of literals or enums that evaluate to the same value, true is returned.

If the two arguments are both lambda functions (or aliases to lambda functions), then they are compared for equality. For the comparison to be computed correctly, the following conditions must
be met for both lambda functions:

1. The lambda function arguments must not have a template instantiation as an explicit argument type. Any other argument types (basic, user-defined, template) are supported.
2. The lambda function body must contain a single expression (no return statement) which contains only numeric values, manifest constants, enum values, function arguments and function calls. If the expression contains local variables or return statements, the function is considered incomparable.

If these constraints aren’t fulfilled, the function is considered incomparable and isSame returns false.

```cpp
int f() { return 2; }
void test(alias pred)()
{
    // f() from main is a different function from top-level f()
    static assert(!__traits(isSame, (int a) => a + f(), pred));
}

void main()
{
    static assert(__traits(isSame, (a, b) => a + b, (c, d) => c + d));
    static assert(__traits(isSame, a => ++a, b => ++b));
    static assert(!__traits(isSame, (int a, int b) => a + b, (a, b) => a + b));
    static assert(__traits(isSame, (a, b) => a + b + 10, (c, d) => c + d + 10));

    // lambdas accessing local variables are considered incomparable
    int b;
    static assert(!__traits(isSame, a => a + b, a => a + b));

    // lambdas calling other functions are comparable
    int f() { return 3; }
    static assert(__traits(isSame, a => a + f(), a => a + f()));
    test!((int a) => a + f())();

class A
{
    int a;
    this(int a)
    {
        this.a = a;
```
class B {
    int a;
    this(int a) {
        this.a = a;
    }
}

static assert(__traits(isSame, (A a) => ++a.a, (A b) => ++b.a));
// lambdas with different data types are considered incomparable,
// even if the memory layout is the same
static assert(!__traits(isSame, (A a) => ++a.a, (B a) => ++a.a));

25.47  compiles

Returns a bool true if all of the arguments compile (are semantically correct). The arguments
can be symbols, types, or expressions that are syntactically correct. The arguments cannot be
statements or declarations.

If there are no arguments, the result is false.

import std.stdio;

struct S {
    static int s1;
    int s2;
}

int foo();
int bar();

void main() {
    writeln(__traits(compiles));          // false
    writeln(__traits(compiles, foo));     // true
writeln(__traits(compiles, foo + 1));  // true
writeln(__traits(compiles, &foo + 1)); // false
writeln(__traits(compiles, typeof(1))); // true
writeln(__traits(compiles, S.s1));    // true
writeln(__traits(compiles, S.s3));    // false
writeln(__traits(compiles, 1,2,3,int,long,3[1])); // false
}

This is useful for:

- Giving better error messages inside generic code than the sometimes hard to follow compiler ones.
- Doing a finer grained specialization than template partial specialization allows for.
Chapter 26

Error Handling

_I came, I coded, I crashed._

– Julius C’ster

All programs have to deal with errors. Errors are unexpected conditions that are not part of the normal operation of a program. Examples of common errors are:

- Out of memory.
- Out of disk space.
- Invalid file name.
- Attempting to write to a read-only file.
- Attempting to read a non-existent file.
- Requesting a system service that is not supported.

26.1 The Error Handling Problem

The traditional C way of detecting and reporting errors is not traditional, it is ad-hoc and varies from function to function, including:

- Returning a NULL pointer.
- Returning a 0 value.
- Returning a non-zero error code.
- Requiring errno to be checked.
- Requiring that a function be called to check if the previous function failed.

To deal with these possible errors, tedious error handling code must be added to each function call. If an error happened, code must be written to recover from the error, and the error must be
reported to the user in some user friendly fashion. If an error cannot be handled locally, it must be explicitly propagated back to its caller. The long list of errno values needs to be converted into appropriate text to be displayed. Adding all the code to do this can consume a large part of the time spent coding a project - and still, if a new errno value is added to the runtime system, the old code can not properly display a meaningful error message.

Good error handling code tends to clutter up what otherwise would be a neat and clean looking implementation.

Even worse, good error handling code is itself error prone, tends to be the least tested (and therefore buggy) part of the project, and is frequently simply omitted. The end result is likely a "blue screen of death" as the program failed to deal with some unanticipated error.

Quick and dirty programs are not worth writing tedious error handling code for, and so such utilities tend to be like using a table saw with no blade guards.

What’s needed is an error handling philosophy and methodology such that:

- It is standardized - consistent usage makes it more useful.
- The result is reasonable even if the programmer fails to check for errors.
- Old code can be reused with new code without having to modify the old code to be compatible with new error types.
- No errors get inadvertently ignored.
- ‘Quick and dirty’ utilities can be written that still correctly handle errors.
- It is easy to make the error handling source code look good.

### 26.2 The D Error Handling Solution

Let’s first make some observations and assumptions about errors:

- Errors are not part of the normal flow of a program. Errors are exceptional, unusual, and unexpected.
- Because errors are unusual, execution of error handling code is not performance critical.
- The normal flow of program logic is performance critical.
- All errors must be dealt with in some way, either by code explicitly written to handle them, or by some system default handling.
- The code that detects an error knows more about the error than the code that must recover from the error.

The solution is to use exception handling to report errors. All errors are objects derived from abstract class `Error`. `Error` has a pure virtual function called `toString()` which produces a `char[]` with a human readable description of the error.
26.2. THE D ERROR HANDLING SOLUTION

If code detects an error like "out of memory," then an Error is thrown with a message saying "Out of memory". The function call stack is unwound, looking for a handler for the Error. Finally blocks are executed as the stack is unwound. If an error handler is found, execution resumes there. If not, the default Error handler is run, which displays the message and terminates the program.

How does this meet our criteria?

It is standardized - consistent usage makes it more useful. This is the D way, and is used consistently in the D runtime library and examples.

The result is reasonable result even if the programmer fails to check for errors. If no catch handlers are there for the errors, then the program gracefully exits through the default error handler with an appropriate message.

Old code can be reused with new code without having to modify the old code to be compatible with new error types. Old code can decide to catch all errors, or only specific ones, propagating the rest upwards. In any case, there is no more need to correlate error numbers with messages, the correct message is always supplied.

No errors get inadvertently ignored. Error exceptions get handled one way or another. There is nothing like a NULL pointer return indicating an error, followed by trying to use that NULL pointer.

'Quick and dirty' utilities can be written that still correctly handle errors. Quick and dirty code need not write any error handling code at all, and don’t need to check for errors. The errors will be caught, an appropriate message displayed, and the program gracefully shut down all by default.

It is easy to make the error handling source code look good. The try/catch/finally statements look a lot nicer than endless if (error) goto errorhandler; statements.

How does this meet our assumptions about errors?

Errors are not part of the normal flow of a program. Errors are exceptional, unusual, and unexpected. D exception handling fits right in with that.

Because errors are unusual, execution of error handling code is not performance critical. Exception handling stack unwinding is a relatively slow process.

The normal flow of program logic is performance critical. Since the normal flow code does not have to check every function call for error returns, it can be realistically faster to use exception handling for the errors.
All errors must be dealt with in some way, either by code explicitly written to handle them, or by some system default handling. If there’s no handler for a particular error, it is handled by the runtime library default handler. If an error is ignored, it is because the programmer specifically added code to ignore an error, which presumably means it was intentional.

The code that detects an error knows more about the error than the code that must recover from the error. There is no more need to translate error codes into human readable strings, the correct string is generated by the error detection code, not the error recovery code. This also leads to consistent error messages for the same error between applications.

Using exceptions to handle errors leads to another issue - how to write exception safe programs. Here’s how.
Chapter 27

Unit Tests

```
UnitTest:
    unittest BlockStatement
```

Unit tests are a builtin framework of test cases applied to a module to determine if it is working properly. A D program can be run with unit tests enabled or disabled.

Unit tests are a special function defined like:

```
unittest
{
    ...test code...
}
```

Individual tests are specified in the unit test using spec/expression, AssertExpressions. Unlike `AssertExpressions` used elsewhere, the assert is not assumed to hold, and upon assert failure the program is still in a defined state.

There can be any number of unit test functions in a module, including within struct, union and class declarations. They are executed in lexical order.

Unit tests, when enabled, are run after all static initialization is complete and before the `main()` function is called.

For example, given a class `Sum` that is used to add two values, a unit test can be given:

```
class Sum
{
    int add(int x, int y) { return x + y; }

    unittest
    {
        Sum sum = new Sum;
    }
```
When unit tests are enabled, the version identifier unittest is predefined.

27.1 Attributed Unit tests

A unittest may be attributed with any of the global function attributes. Such unittests are useful in verifying the given attribute(s) on a template function:

```cpp
void myFunc(T)(T[] data)
{
    if (data.length > 2)
        data[0] = data[1];
}
```

```cpp
@safe nothrow unittest
{
    auto arr = [1,2,3];
    myFunc(arr);
    assert(arr == [2,2,3]);
}
```

This unittest verifies that myFunc contains only @safe, noexcept code. Although this can also be accomplished by attaching these attributes to myFunc itself, that would prevent myFunc from being instantiated with types T that have @system or throwing code in their opAssign method, or other methods that myFunc may call. The above idiom allows myFunc to be instantiated with such types, yet at the same time verify that the @system and throwing behavior is not introduced by the code within myFunc itself.

Implementation Defined:

1. If unit tests are not enabled, the implementation is not required to check the UnitTest for syntactic or semantic correctness. This is to reduce the compile time impact of larger unit test sections. The tokens must still be valid, and the implementation can merely count { and } tokens to find the end of the UnitTest’s BlockStatement.
2. The presentation of unit test results to the user.
3. The method used to enable or disable the unit tests. Use of a compiler switch such as -unittest to enable them is suggested.
4. The order in which modules are called to run their unit tests.
27.2. DOCUMENTED UNITTESTS

5. Whether the program stops on the first unit test failure, or continues running the unit tests.

**Best Practices:**

1. Using unit tests in conjunction with coverage testing (such as `-cov`) is effective.
2. A unit test for a function should appear immediately following it.

### 27.2 Documented Unit tests

Documented unit tests allow the developer to deliver code examples to the user, while at the same time automatically verifying that the examples are valid. This avoids the frequent problem of having outdated documentation for some piece of code.

If a declaration is followed by a documented unit test, the code in the unit test will be inserted in the `example` section of the declaration:

```cpp
/// Math class
class Math
{
    /// add function
    static int add(int x, int y) { return x + y; }

    /// unit test
    {
        assert(add(2, 2) == 4);
    }

    /// unit test
    {
        auto math = new Math();
        auto result = math.add(2, 2);
    }
}
```

The above will generate the following documentation:

```html
Example:
```
A unittest which is not documented, or is marked as private will not be used to generate code samples.

There can be multiple documented unittests and they can appear in any order. They will be attached to the last non-unittest declaration:

```c
/// add function
int add(int x, int y) { return x + y; }

/// code sample generated
test
{
    assert(add(1, 1) == 2);
}

/// code sample not generated because the unittest is private
test
{
    assert(add(2, 2) == 4);
}

test
{
    /// code sample not generated because the unittest isn’t documented
    assert(add(3, 3) == 6);
}

/// code sample generated, even if it only includes comments (or is empty)
test
{

27.2. DOCUMENTED UNITTESTS

```c
/** assert(add(4, 4) == 8); */
```

The above will generate the following documentation:

```html
</big></dt>
<dd><u>add</u> function<br><br><b>Examples:</b><br>code sample generated<pre class="d_code">
<font color="blue">assert</font>(<u>add</u>(1, 1) == 2);
</pre>
<br><br><b>Examples:</b><br>code sample generated, even if it is empty or only includes comments<pre class="d_code">
<font color="green">/** assert(add(4, 4) == 8); */</font>
</pre>
</dd>
</dl>
```
Chapter 28

Garbage Collection

D is a systems programming language with support for garbage collection. Usually it is not necessary to free memory explicitly. Just allocate as needed, and the garbage collector will periodically return all unused memory to the pool of available memory.

D also provides the mechanisms to write code where the garbage collector is not involved. More information is provided below.

Programmers accustomed to explicitly managing memory allocation and deallocation will likely be skeptical of the benefits and efficacy of garbage collection. Experience both with new projects written with garbage collection in mind, and converting existing projects to garbage collection shows that:

- Garbage collected programs are often faster. This is counterintuitive, but the reasons are:
  - Reference counting is a common solution to solve explicit memory allocation problems. The code to implement the increment and decrement operations whenever assignments are made is one source of slowdown. Hiding it behind smart pointer classes doesn’t help the speed. (Reference counting methods are not a general solution anyway, as circular references never get deleted.)
  - Destructors are used to deallocate resources acquired by an object. For most classes, this resource is allocated memory. With garbage collection, most destructors then become empty and can be discarded entirely.
  - All those destructors freeing memory can become significant when objects are allocated on the stack. For each one, some mechanism must be established so that if an exception happens, the destructors all get called in each frame to release any memory they hold. If the destructors become irrelevant, then there’s no need to set up special stack frames to handle exceptions, and the code runs faster.
  - Garbage collection kicks in only when memory gets tight. When memory is not tight, the program runs at full speed and does not spend any time tracing and freeing memory.
Garbage collected programs do not suffer from gradual deterioration due to an accumulation of memory leaks.

- Garbage collectors reclaim unused memory, therefore they do not suffer from "memory leaks" which can cause long running applications to gradually consume more and more memory until they bring down the system. GC programs have longer term stability.
- Garbage collected programs have fewer hard-to-find pointer bugs. This is because there are no dangling references to freed memory. There is no code to explicitly manage memory, hence no bugs in such code.
- Garbage collected programs are faster to develop and debug, because there’s no need for developing, debugging, testing, or maintaining the explicit deallocation code.

Garbage collection is not a panacea. There are some downsides:

- It is not always obvious when the GC allocates memory, which in turn can trigger a collection, so the program can pause unexpectedly.
- The time it takes for a collection to complete is not bounded. While in practice it is very quick, this cannot normally be guaranteed.
- Normally, all threads other than the collector thread must be halted while the collection is in progress.
- Garbage collectors can keep around some memory that an explicit deallocator would not.
- Garbage collection should be implemented as a basic operating system kernel service. But since it is not, garbage collecting programs must carry around with them the garbage collection implementation. While this can be a shared library, it is still there.

These constraints are addressed by techniques outlined in Memory Management, including the mechanisms provided by D to control allocations outside the GC heap.

There is currently work in progress to make the runtime library free of GC heap allocations, to allow its use in scenarios where the use of GC infrastructure is not possible.

### 28.1 How Garbage Collection Works

The GC works by:

1. Stopping all other threads than the thread currently trying to allocate GC memory.
2. ‘Hijacking’ the current thread for GC work.
3. Scanning all ‘root’ memory ranges for pointers into GC allocated memory.
4. Recursively scanning all allocated memory pointed to by roots looking for more pointers into GC allocated memory.
5. Freeing all GC allocated memory that has no active pointers to it and do not need destructors to run.
6. Queueing all unreachable memory that needs destructors to run.
7. Resuming all other threads.
8. Running destructors for all queued memory.
9. Freeing any remaining unreachable memory.
10. Returning the current thread to whatever work it was doing.

28.2 Interfacing Garbage Collected Objects With Foreign Code

The garbage collector looks for roots in:

1. the static data segment
2. the stacks and register contents of each thread
3. the TLS (thread-local storage) areas of each thread
4. any roots added by core.memory.GC.addRoot() or core.memory.GC.addRange()

If the only pointer to an object is held outside of these areas, then the collector will miss it and free the memory.
To avoid this from happening, either

- maintain a pointer to the object in an area the collector does scan for pointers;
- add a root where a pointer to the object is stored using core.memory.GC.addRoot() or core.memory.GC.addRange().
- reallocate and copy the object using the foreign code’s storage allocator or using the C runtime library’s malloc/free.

28.3 Pointers and the Garbage Collector

Pointers in D can be broadly divided into two categories: Those that point to garbage collected memory, and those that do not. Examples of the latter are pointers created by calls to C’s malloc(), pointers received from C library routines, pointers to static data, pointers to objects on the stack, etc. For those pointers, anything that is legal in C can be done with them.

For garbage collected pointers and references, however, there are some restrictions. These restrictions are minor, but they are intended to enable the maximum flexibility in garbage collector design.

Undefined Behavior:

- Do not xor pointers with other values, like the xor pointer linked list trick used in C.
• Do not use the xor trick to swap two pointer values.
• Do not store pointers into non-pointer variables using casts and other tricks.

```c
void* p;
...
int x = cast(int)p;  // error: undefined behavior
```

The garbage collector does not scan non-pointer fields for GC pointers.
• Do not take advantage of alignment of pointers to store bit flags in the low order bits:

```c
p = cast(void*)(cast(int)p | 1);  // error: undefined behavior
```

• Do not store into pointers values that may point into the garbage collected heap:

```c
p = cast(void*)12345678;  // error: undefined behavior
```

A copying garbage collector may change this value.
• Do not store magic values into pointers, other than `null`.
• Do not write pointer values out to disk and read them back in again.
• Do not use pointer values to compute a hash function. A copying garbage collector can arbitrarily move objects around in memory, thus invalidating the computed hash value.
• Do not depend on the ordering of pointers:

```c
if (p1 < p2)  // error: undefined behavior
...
```

since, again, the garbage collector can move objects around in memory.
• Do not add or subtract an offset to a pointer such that the result points outside of the bounds of the garbage collected object originally allocated.

```c
char* p = new char[10];
char* q = p + 6;  // ok
q = p + 11;  // error: undefined behavior
q = p - 1;  // error: undefined behavior
```

• Do not misalign pointers if those pointers may point into the GC heap, such as:

```c
struct Foo
{
    align (1):
    byte b;
    char* p;  // misaligned pointer
}
```

Misaligned pointers may be used if the underlying hardware supports them and the pointer is never used to point into the GC heap.
• Do not use byte-by-byte memory copies to copy pointer values. This may result in intermediate conditions where there is not a valid pointer, and if the gc pauses the thread in such a condition, it can corrupt memory. Most implementations of `memcpy()` will work since the internal implementation of it does the copy in aligned chunks greater than or equal to the pointer size, but since this kind of implementation is not guaranteed by the C standard, use `memcpy()` only with extreme caution.

• Do not have pointers in a struct instance that point back to the same instance. The trouble with this is if the instance gets moved in memory, the pointer will point back to where it came from, with likely disastrous results.

Things that are reliable and can be done:

• Use a union to share storage with a pointer:

```c
union U { void* ptr; int value }
```

• A pointer to the start of a garbage collected object need not be maintained if a pointer to the interior of the object exists.

```c
char[] p = new char[10];
char[] q = p[3..6];
// q is enough to hold on to the object, don't need to keep
// p as well.
```

One can avoid using pointers anyway for most tasks. D provides features rendering most explicit pointer uses obsolete, such as reference objects, dynamic arrays, and garbage collection. Pointers are provided in order to interface successfully with C APIs and for some low level work.

28.4 Working with the Garbage Collector

Garbage collection doesn’t solve every memory deallocation problem. For example, if a pointer to a large data structure is kept, the garbage collector cannot reclaim it, even if it is never referred to again. To eliminate this problem, it is good practice to set a reference or pointer to an object to null when no longer needed.

This advice applies only to static references or references embedded inside other objects. There is not much point for such stored on the stack to be nulled because new stack frames are initialized anyway.

28.5 Object Pinning and a Moving Garbage Collector

Although D does not currently use a moving garbage collector, by following the rules listed above one can be implemented. No special action is required to pin objects. A moving collector will
only move objects for which there are no ambiguous references, and for which it can update those references. All other objects will be automatically pinned.

28.6 D Operations That Involve the Garbage Collector

Some sections of code may need to avoid using the garbage collector. The following constructs may allocate memory using the garbage collector:

- *NewExpression*
- Array appending
- Array concatenation
- Array literals (except when used to initialize static data)
- Associative array literals
- Any insertion, removal, or lookups in an associative array
- Extracting keys or values from an associative array
- Taking the address of (i.e. making a delegate to) a nested function that accesses variables in an outer scope
- A function literal that accesses variables in an outer scope
- An *AssertExpression* that fails its condition

28.7 Configuring the Garbage Collector

Since version 2.067, the garbage collector can now be configured through the command line, the environment or by options embedded into the executable.

By default, GC options can only be passed on the command line of the program to run, e.g.

```plaintext
app "--DRT-gcopt=profile:1,minPoolSize:16" arguments to app
```

Available GC options are:

- `disable:0|1` - start disabled
- `profile:0|1` - enable profiling with summary when terminating program
- `gc:conservative|manual` - select gc implementation (default = conservative)
- `initReserve:N` - initial memory to reserve in MB
- `minPoolSize:N` - initial and minimum pool size in MB
- `maxPoolSize:N` - maximum pool size in MB
- `incPoolSize:N` - pool size increment MB
- `heapSizeFactor:N` - targeted heap size to used memory ratio
In addition, `-DRT-gcopt-help` will show the list of options and their current settings.

Command line options starting with "-DRT-" are filtered out before calling `main`, so the program will not see them. They are still available via `rt_args`.

Configuration via the command line can be disabled by declaring a variable for the linker to pick up before using it's default from the runtime:

```c
extern(C) __gshared bool rt_cmdline_enabled = false;
```

Likewise, declare a boolean `rt_envvars_enabled` to enable configuration via the environment variable `DRT_GCOPT`:

```c
extern(C) __gshared bool rt_envvars_enabled = true;
```

Setting default configuration properties in the executable can be done by specifying an array of options named `rt_options`:

```c
extern(C) __gshared string[] rt_options = [ "gcopt=initReserve:100,profile:1" ];
```

Evaluation order of options is `rt_options`, then environment variables, then command line arguments, i.e. if command line arguments are not disabled, they can override options specified through the environment or embedded in the executable.

### 28.8 Precise Scanning of the DATA and TLS segment

**Windows only:** As of version 2.075, the DATA (global shared data) and TLS segment (thread local data) of an executable or DLL can be configured to be scanned precisely by the garbage collector instead of conservatively. This takes advantage of information emitted by the compiler to identify possible mutable pointers inside these segments. Immutable pointers with initializers are excluded from scanning, too, as they can only point to preallocated memory.

Precise scanning can be enabled with the D runtime option "scanDataSeg". Possible option values are "conservative" (default) and "precise". As with the GC options, it can be specified on the command line, in the environment or embedded into the executable, e.g.

```c
extern(C) __gshared string[] rt_options = [ "scanDataSeg=precise" ];
```

**Attention:** Enabling precise scanning needs slightly more caution typing global memory. For example, if you pre-allocate memory in the DATA/TLS segment and later emplace an object instance with references to other allocations into this memory, you must not use basic integer types to reserve the space. Doing so will cause the garbage collector not to detect the references. Instead, use an array type that will scan this area conservatively. Using `void*` is usually the best option as it also ensures proper alignment for pointers being scanned by the GC.

```c
class Singleton { void[] mem; }
void*[(__traits(classInstanceSize, Singleton) - 1) / (void*).sizeof + 1] singleton_store;
```
static this()
{
    emplace!Singleton(singleton_store).mem = allocateMem();
}

Singleton singleton() { return cast(Singleton)singleton_store.ptr; }

For precise typing of that area, you can also let the compiler generate the class instance into the DATA segment for you:

class Singleton { void[] mem; }

shared(Singleton) singleton = new Singleton;

shared static this() { singleton.mem = allocateSharedMem(); }

This doesn’t work for TLS memory, though.

28.9 References

- Wikipedia
- GC FAQ
- Uniprocessor Garbage Collector Techniques
- Garbage Collection: Algorithms for Automatic Dynamic Memory Management
Chapter 29

Floating Point

29.1 Floating Point Intermediate Values

On many computers, greater precision operations do not take any longer than lesser precision operations, so it makes numerical sense to use the greatest precision available for internal temporaries. The philosophy is not to dumb down the language to the lowest common hardware denominator, but to enable the exploitation of the best capabilities of target hardware.

For floating point operations and expression intermediate values, a greater precision can be used than the type of the expression. Only the minimum precision is set by the types of the operands, not the maximum. **Implementation Note:** On Intel x86 machines, for example, it is expected (but not required) that the intermediate calculations be done to the full 80 bits of precision implemented by the hardware.

It’s possible that, due to greater use of temporaries and common subexpressions, optimized code may produce a more accurate answer than unoptimized code.

Algorithms should be written to work based on the minimum precision of the calculation. They should not degrade or fail if the actual precision is greater. Float or double types, as opposed to the real (extended) type, should only be used for:

- reducing memory consumption for large arrays
- when speed is more important than accuracy
- data and function argument compatibility with C

29.2 Floating Point Constant Folding

Regardless of the type of the operands, floating point constant folding is done in real or greater precision. It is always done following IEEE 754 rules and round-to-nearest is used.
Floating point constants are internally represented in the implementation in at least \texttt{real} precision, regardless of the constant’s type. The extra precision is available for constant folding. Committing to the precision of the result is done as late as possible in the compilation process. For example:

```plaintext
const float f = 0.2f;
writeln(f - 0.2);
```

will print 0. A non-const static variable’s value cannot be propagated at compile time, so:

```plaintext
static float f = 0.2f;
writeln(f - 0.2);
```

will print 2.98023e-09. Hex floating point constants can also be used when specific floating point bit patterns are needed that are unaffected by rounding. To find the hex value of 0.2f:

```plaintext
import std.stdio;

void main()
{
    writeln("%a", 0.2f);
}
```

which is 0x1.99999ap-3. Using the hex constant:

```plaintext
const float f = 0x1.99999ap-3f;
writeln(f - 0.2);
```

prints 2.98023e-09.

Different compiler settings, optimization settings, and inlining settings can affect opportunities for constant folding, therefore the results of floating point calculations may differ depending on those settings.

### 29.3 Rounding Control

IEEE 754 floating point arithmetic includes the ability to set 4 different rounding modes. These are accessible via the functions in \texttt{core.std.fenv}.

If the floating-point rounding mode is changed within a function, it must be restored before the function exits. If this rule is violated (for example, by the use of inline \texttt{asm}), the rounding mode used for subsequent calculations is undefined.

### 29.4 Exception Flags

IEEE 754 floating point arithmetic can set several flags based on what happened with a computation:
29.5. FLOATING POINT TRANSFORMATIONS

FE_INVALID
FE_DENORMAL
FE_DIVBYZERO
FE_OVERFLOW
FE_UNDERFLOW
FE_INEXACT

These flags can be set/reset via the functions in `core.std.c.fenv`.

29.5 Floating Point Transformations

An implementation may perform transformations on floating point computations in order to reduce their strength, i.e. their runtime computation time. Because floating point math does not precisely follow mathematical rules, some transformations are not valid, even though some other programming languages still allow them.

The following transformations of floating point expressions are not allowed because under IEEE rules they could produce different results.

<table>
<thead>
<tr>
<th>Disallowed Floating Point Transformations</th>
</tr>
</thead>
<tbody>
<tr>
<td>transformation</td>
</tr>
<tr>
<td>----------------</td>
</tr>
<tr>
<td>$x + 0 \rightarrow x$</td>
</tr>
<tr>
<td>$x - 0 \rightarrow x$</td>
</tr>
<tr>
<td>$-x \leftrightarrow 0 - x$</td>
</tr>
<tr>
<td>$x - x \rightarrow 0$</td>
</tr>
<tr>
<td>$x - y \leftrightarrow -(y - x)$</td>
</tr>
<tr>
<td>$x * 0 \rightarrow 0$</td>
</tr>
<tr>
<td>$x / c \leftrightarrow x * (1/c)$</td>
</tr>
<tr>
<td>$x != x \rightarrow false$</td>
</tr>
<tr>
<td>$x == x \rightarrow true$</td>
</tr>
<tr>
<td>$x !op y \leftrightarrow !(x op y)$</td>
</tr>
</tbody>
</table>

Of course, transformations that would alter side effects are also invalid.
Chapter 30

D x86 Inline Assembler

D, being a systems programming language, provides an inline assembler. The inline assembler is standardized for D implementations across the same CPU family, for example, the Intel Pentium inline assembler for a Win32 D compiler will be syntax compatible with the inline assembler for Linux running on an Intel Pentium.

Implementations of D on different architectures, however, are free to innovate upon the memory model, function call/return conventions, argument passing conventions, etc.

This document describes the x86 and x86_64 implementations of the inline assembler. The inline assembler platform support that a compiler provides is indicated by the D_InlineAsm_X86 and D_InlineAsm_X86_64 version identifiers, respectively.

30.1 Asm statement

\[
\text{AsmStatement:} \\
\quad \text{asm FunctionAttributes opt \{ AsmInstructionList opt \}} \\
\]

\[
\text{AsmInstructionList:} \\
\quad \text{AsmInstruction ;} \\
\quad \text{AsmInstruction ; AsmInstructionList} \\
\]

Assembler instructions must be located inside an \texttt{asm} block. Like functions, \texttt{asm} statements must be annotated with adequate function attributes to be compatible with the caller. Asm statements attributes must be explicitly defined, they are not inferred.

\texttt{void func1() pure nothrow @safe @nogc}

{
asm pure nothrow @trusted @nogc
{}
}

void func2() @safe @nogc
{
  asm @nogc // Error: asm statement is assumed to be @system - mark it with '@trusted' if it is
  {}
}

30.2 Asm instruction

AsmInstruction:
  Identifier : AsmInstruction
  align IntegerExpression
  even
  naked
  db Operands
ds Operands
di Operands
dl Operands
df Operands
dd Operands
de Operands
db StringLiteral
ds StringLiteral
di StringLiteral
dl StringLiteral
dw StringLiteral
dq StringLiteral
  Opcode
  Opcode Operands

Operands:
  Operand
  Operand, Operands
30.3 Labels

Assembler instructions can be labeled just like other statements. They can be the target of goto statements. For example:

```c
void *pc;
asm
{
    call L1;
    L1:
    pop EBX;
    mov pc[EBP],EBX;  // pc now points to code at L1
}
```

30.4 align *IntegerExpression*

*IntegerExpression*:
- *IntegerLiteral*
- *Identifier*

Causes the assembler to emit NOP instructions to align the next assembler instruction on an *IntegerExpression* boundary. *IntegerExpression* must evaluate at compile time to an integer that is a power of 2.

Aligning the start of a loop body can sometimes have a dramatic effect on the execution speed.

30.5 even

Causes the assembler to emit NOP instructions to align the next assembler instruction on an even boundary.

30.6 naked

Causes the compiler to not generate the function prolog and epilog sequences. This means such is the responsibility of inline assembly programmer, and is normally used when the entire function is to be written in assembler.
30.7  **db, ds, di, dl, df, dd, de**

These pseudo ops are for inserting raw data directly into the code. *db* is for bytes, *ds* is for 16 bit words, *di* is for 32 bit words, *dl* is for 64 bit words, *df* is for 32 bit floats, *dd* is for 64 bit doubles, and *de* is for 80 bit extended reals. Each can have multiple operands. If an operand is a string literal, it is as if there were *length* operands, where *length* is the number of characters in the string. One character is used per operand. For example:

```asm
{ 
    db 5,6,0x83;   // insert bytes 0x05, 0x06, and 0x83 into code
    ds 0x1234;    // insert bytes 0x34, 0x12
    di 0x1234;    // insert bytes 0x34, 0x12, 0x00, 0x00
    dl 0x1234;    // insert bytes 0x34, 0x12, 0x00, 0x00, 0x00, 0x00
    df 1.234;     // insert float 1.234
    dd 1.234;     // insert double 1.234
    de 1.234;     // insert real 1.234
    db "abc";     // insert bytes 0x61, 0x62, and 0x63
    ds "abc";     // insert bytes 0x61, 0x00, 0x62, 0x00, 0x63, 0x00
}
```

30.8  **Opcodes**

A list of supported opcodes is at the end.

The following registers are supported. Register names are always in upper case.

*Register:*

- AL
- AH
- AX
- EAX
- BL
- BH
- BX
- EBX
- CL
- CH
- CX
- ECX
- DL
- DH
- DX
- EDX
- BP
- EBP
- SP
- ESP
- DI
- EDI
- SI
- ESI
- ES
- CS
- SS
- DS
- GS
- FS
- CR0
- CR2
- CR3
- CR4
- DR0
- DR1
- DR2
- DR3
- DR6
- DR7
- TR3
- TR4
- TR5
- TR6
- TR7
- ST
x86_64 adds these additional registers.

**Register64:**

- RAX  RBX  RCX  RDX
- BPL  RBP
- SPL  RSP
- DIL  RDI
- SIL  RSI
- R8B  R8W  R8D  R8
- R9B  R9W  R9D  R9
- R10B R10W R10D R10
- R11B R11W R11D R11
- R12B R12W R12D R12
- R13B R13W R13D R13
- R14B R14W R14D R14
- R15B R15W R15D R15
- XMM8 XMM9 XMM10 XMM11 XMM12 XMM13 XMM14 XMM15
- YMM0 YMM1 YMM2 YMM3 YMM4 YMM5 YMM6 YMM7
- YMM8 YMM9 YMM10 YMM11 YMM12 YMM13 YMM14 YMM15

**Special Cases**

`lock`, `rep`, `repe`, `repne`, `replz`, `replz` These prefix instructions do not appear in the same statement as the instructions they prefix; they appear in their own statement. For example:

```asm
{  
    rep   ;  
    movsb ;
}
```

`pause` This opcode is not supported by the assembler, instead use

```asm
{  
}
rep ;
nop ;
}

which produces the same result.

**floating point ops** Use the two operand form of the instruction format;

```plaintext
fdiv ST(1);    // wrong
fmul ST;       // wrong
fdiv ST,ST(1); // right
fmul ST,ST(0); // right
```

### 30.9 Operands

**Operand:**

- `AsmExp`

**AsmExp:**

- `AsmLogOrExp`
  - `AsmLogOrExp ? AsmExp : AsmExp`

**AsmLogOrExp:**

- `AsmLogAndExp`
  - `AsmLogOrExp || AsmLogAndExp`

**AsmLogAndExp:**

- `AsmOrExp`
  - `AsmLogAndExp && AsmOrExp`

**AsmOrExp:**

- `AsmXorExp`
  - `AsmOrExp | AsmXorExp`

**AsmXorExp:**
30.9. OPERANDS

```
AsmAndExp
AsmXorExp ~ AsmAndExp

AsmAndExp:
  AsmEqualExp
  AsmAndExp & AsmEqualExp

AsmEqualExp:
  AsmRelExp
  AsmEqualExp == AsmRelExp
  AsmEqualExp != AsmRelExp

AsmRelExp:
  AsmShiftExp
  AsmRelExp < AsmShiftExp
  AsmRelExp <= AsmShiftExp
  AsmRelExp > AsmShiftExp
  AsmRelExp >= AsmShiftExp

AsmShiftExp:
  AsmAddExp
  AsmShiftExp << AsmAddExp
  AsmShiftExp >> AsmAddExp
  AsmShiftExp >>> AsmAddExp

AsmAddExp:
  AsmMulExp
  AsmAddExp + AsmMulExp
  AsmAddExp - AsmMulExp

AsmMulExp:
  AsmBrExp
  AsmMulExp * AsmBrExp
  AsmMulExp / AsmBrExp
```
AsmMulExp %, AsmBrExp

AsmBrExp:
  AsmUnaExp
  AsmBrExp [ AsmExp ]

AsmUnaExp:
  AsmTypePrefix AsmExp
  offsetof AsmExp
  seg AsmExp
  + AsmUnaExp
  - AsmUnaExp
  ! AsmUnaExp
  ~ AsmUnaExp
  AsmPrimaryExp

AsmPrimaryExp:
  IntegerLiteral
  FloatLiteral
  __LOCAL_SIZE
  $
  Register
  Register : AsmExp
  Register64
  Register64 : AsmExp
  DotIdentifier
  this

DotIdentifier:
  Identifier
  Identifier . DotIdentifier

The operand syntax more or less follows the Intel CPU documentation conventions. In particular, the convention is that for two operand instructions the source is the right operand and the destination is the left operand. The syntax differs from that of Intel’s in order to be compatible
with the D language tokenizer and to simplify parsing.

The `seg` means load the segment number that the symbol is in. This is not relevant for flat model code. Instead, do a move from the relevant segment register.

### Operand Types

`AsmTypePrefix`:

- `near ptr`
- `far ptr`
- `byte ptr`
- `short ptr`
- `int ptr`
- `word ptr`
- `dword ptr`
- `qword ptr`
- `float ptr`
- `double ptr`
- `real ptr`

In cases where the operand size is ambiguous, as in:

```c
add [EAX],3 ;
```

it can be disambiguated by using an `AsmTypePrefix`:

```c
add byte ptr [EAX],3 ;
add int ptr [EAX],7 ;
```

`far ptr` is not relevant for flat model code.

### Struct/Union/Class Member Offsets

To access members of an aggregate, given a pointer to the aggregate is in a register, use the `.offsetof` property of the qualified name of the member:

```c
struct Foo { int a,b,c; }
int bar(Foo *f)
{
    asm
    {
       mov EBX,f ;
       mov EAX,Foo.b.offsetof[EBX] ;
    }
```
void main()
{
    Foo f = Foo(0, 2, 0);
    assert(bar(&f) == 2);
}

Alternatively, inside the scope of an aggregate, only the member name is needed:

struct Foo  // or class
{
    int a,b,c;
    int bar()
    {
        asm
        {
            mov EBX, this ;
            mov EAX, b[EBX] ;
        }
    }
}

void main()
{
    Foo f = Foo(0, 2, 0);
    assert(f.bar() == 2);
}

Stack Variables

Stack variables (variables local to a function and allocated on the stack) are accessed via the name of the variable indexed by EBP:

int foo(int x)
{
    asm
    {
        mov EAX,x[EBP] ; // loads value of parameter x into EAX
        mov EAX,x     ; // does the same thing
    }
}
If the [EBP] is omitted, it is assumed for local variables. If **naked** is used, this no longer holds.

**Special Symbols**

$ Represents the program counter of the start of the next instruction. So,

```assembly
call $ ;
```

branches to the instruction following the jmp instruction. The $ can only appear as the target of a jmp or call instruction.

**.LOCAL_SIZE** This gets replaced by the number of local bytes in the local stack frame. It is most handy when the **naked** is invoked and a custom stack frame is programmed.

**30.10 Opcodes Supported**

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<td>pushh</td>
<td>pushfd</td>
<td>pxor</td>
<td>rcl</td>
</tr>
<tr>
<td>RCPPS</td>
<td>rcps</td>
<td>rcr</td>
<td>rdmsr</td>
<td>rdpmc</td>
</tr>
<tr>
<td>RTSC</td>
<td>rep</td>
<td>repe</td>
<td>repne</td>
<td>repnz</td>
</tr>
<tr>
<td>REPZ</td>
<td>ret</td>
<td>retf</td>
<td>rol</td>
<td>ror</td>
</tr>
<tr>
<td>RSM</td>
<td>rsqrtss</td>
<td>sahf</td>
<td>sal</td>
<td></td>
</tr>
<tr>
<td>SAR</td>
<td>sbb</td>
<td>scas</td>
<td>scasb</td>
<td>scasd</td>
</tr>
<tr>
<td>SCASW</td>
<td>seta</td>
<td>setae</td>
<td>setb</td>
<td>setbe</td>
</tr>
<tr>
<td>SETC</td>
<td>sete</td>
<td>setg</td>
<td>setge</td>
<td>setl</td>
</tr>
<tr>
<td>SETL</td>
<td>setna</td>
<td>setnae</td>
<td>setnb</td>
<td>setnbe</td>
</tr>
<tr>
<td>SETNC</td>
<td>setne</td>
<td>setng</td>
<td>setnge</td>
<td>setnl</td>
</tr>
<tr>
<td>SETNLE</td>
<td>setno</td>
<td>setnp</td>
<td>setns</td>
<td>setnz</td>
</tr>
</tbody>
</table>
### Pentium 4 (Prescott) Opcodes Supported

Table 30.2: Pentium 4 Opcodes

<table>
<thead>
<tr>
<th>addsubpd</th>
<th>addsubps</th>
<th>fisttp</th>
<th>haddpd</th>
<th>haddps</th>
</tr>
</thead>
<tbody>
<tr>
<td>hsubpd</td>
<td>hsubps</td>
<td>lddqu</td>
<td>monitor</td>
<td>movddup</td>
</tr>
<tr>
<td>movshdup</td>
<td>movsldup</td>
<td>mwait</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### AMD Opcodes Supported

Table 30.3: AMD Opcodes

<table>
<thead>
<tr>
<th>pavgusb</th>
<th>pf2id</th>
<th>pfacc</th>
<th>pfadd</th>
<th>pfcmpeq</th>
</tr>
</thead>
<tbody>
<tr>
<td>pfcmpeq</td>
<td>pfcmpeq</td>
<td>pfmax</td>
<td>pfmin</td>
<td>pfmul</td>
</tr>
<tr>
<td>pfcmpeq</td>
<td>pfcmpeq</td>
<td>pfcmpeq</td>
<td>pfcmpeq</td>
<td>pfcmpeq</td>
</tr>
<tr>
<td>pfcmpeq</td>
<td>pfcmpeq</td>
<td>pfcmpeq</td>
<td>pfcmpeq</td>
<td>pfcmpeq</td>
</tr>
<tr>
<td>pmulhrw</td>
<td>pswapd</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
30.10. **OPCODES SUPPORTED**

**SIMD**

SSE, SSE2, SSE3, SSSE3, SSE4.1, SSE4.2 and AVX are supported.
Chapter 31

Embedded Documentation

The D programming language enables embedding both contracts and test code along side the actual code, which helps to keep them all consistent with each other. One thing lacking is the documentation, as ordinary comments are usually unsuitable for automated extraction and formatting into manual pages. Embedding the user documentation into the source code has important advantages, such as not having to write the documentation twice, and the likelihood of the documentation staying consistent with the code.

Some existing approaches to this are:

- Doxygen which already has some support for D
- Java’s Javadoc, probably the most well-known
- C#’s embedded XML
- Other documentation tools

D’s goals for embedded documentation are:

1. It looks good as embedded documentation, not just after it is extracted and processed.
2. It’s easy and natural to write, i.e. minimal reliance on <tags> and other clumsy forms one would never see in a finished document.
3. It does not repeat information that the compiler already knows from parsing the code.
4. It doesn’t rely on embedded HTML, as such will impede extraction and formatting for other purposes.
5. It’s based on existing D comment forms, so it is completely independent of parsers only interested in D code.
6. It should look and feel different from code, so it won’t be visually confused with code.
7. It should be possible for the user to use Doxygen or other documentation extractor if desired.
31.1 Specification

The specification for the form of embedded documentation comments only specifies how information is to be presented to the compiler. It is implementation-defined how that information is used and the form of the final presentation. Whether the final presentation form is an HTML web page, a man page, a PDF file, etc. is not specified as part of the D Programming Language.

Phases of Processing

Embedded documentation comments are processed in a series of phases:

1. Lexical - documentation comments are identified and attached to tokens.
2. Parsing - documentation comments are associated with specific declarations and combined.
3. Sections - each documentation comment is divided up into a sequence of sections.
4. Special sections are processed.
5. Highlighting of non-special sections is done.
6. All sections for the module are combined.
7. Macro and Escape text substitution is performed to produce the final result.

Lexical

Embedded documentation comments are one of the following forms:

1. /** ... */ The two *’s after the opening /
2. /++ ... +/ The two +’s after the opening /
3. /// The three slashes

The following are all embedded documentation comments:

/// This is a one line documentation comment.

/** So is this. */

/++ And this. +/

/**
   This is a brief documentation comment.
   */

/**
   * The leading * on this line is not part of the documentation comment.
31.1. SPECIFICATION

*/

RIEND the documentation comment.

*/

This is a brief documentation comment.

/+ The leading + on this line is not part of the documentation comment.

/+ The extra +’s immediately following the / ++ are not part of the documentation comment.

/+ The extra +’s immediately following the / ++ are not part of the documentation comment.

/+ The leading + on this line is not part of the documentation comment.

/+ The extra +’s immediately following the / ++ are not part of the documentation comment.

/******************** Closing *’s are not part ********************/

The extra *’s and +’s on the comment opening, closing and left margin are ignored and are not part of the embedded documentation. Comments not following one of those forms are not documentation comments.

Parsing

Each documentation comment is associated with a declaration. If the documentation comment is on a line by itself or with only whitespace to the left, it refers to the next declaration. Multiple documentation comments applying to the same declaration are concatenated. Documentation comments not associated with a declaration are ignored. Documentation comments preceding the ModuleDeclaration apply to the entire module. If the documentation comment appears on the same line to the right of a declaration, it applies to that.

If a documentation comment for a declaration consists only of the identifier ditto then the documentation comment for the previous declaration at the same declaration scope is applied to this declaration as well.

If there is no documentation comment for a declaration, that declaration may not appear in the output. To ensure it does appear in the output, put an empty declaration comment for it.

int a;  // documentation for a; b has no documentation
```c
int b;
/** documentation for c and d */
/** more documentation for c and d */
int c;
/** ditto */
int d;

/** documentation for e and f */ int e;
int f;  // ditto

/** documentation for g */
int g;  // more documentation for g

// documentation for C and D
class C {
    int x;  // documentation for C.x

    /** documentation for C.y and C.z */
    int y;
    int z;  // ditto
}

// ditto
class D {}
```

### Sections

The document comment is a series of Sections. A **Section** is a name that is the first non-blank character on a line immediately followed by a `:`. This name forms the section name. The section name is not case sensitive.

Section names starting with `http://` or `https://` are not recognized as section names.

### Summary

The first section is the **Summary**, and does not have a section name. It is first paragraph, up to a blank line or a section name. While the summary can be any length, try to keep it to one line. The **Summary** section is optional.
31.1. SPECIFICATION

Description
The next unnamed section is the Description. It consists of all the paragraphs following the Summary until a section name is encountered or the end of the comment.

While the Description section is optional, there cannot be a Description without a Summary section.

/****************************
 * Brief summary of what
 * myfunc does, forming the summary section.
 *
 * First paragraph of synopsis description.
 *
 * Second paragraph of
 * synopsis description.
 */

void myfunc() {
}

Named sections follow the Summary and Description unnamed sections.

Standard Sections
For consistency and predictability, there are several standard sections. None of these are required to be present.

Authors: Lists the author(s) of the declaration.

/**
 * Authors: Melvin D. Nerd, melvin@mailinator.com
 */

Bugs: Lists any known bugs.

/**
 * Bugs: Doesn’t work for negative values.
 */

Date: Specifies the date of the current revision. The date should be in a form parseable by std.date.

/**
 * Date: March 14, 2003
 */
Deprecated: Provides an explanation for and corrective action to take if the associated declaration is marked as deprecated.

```c
/**
 * Deprecated: superseded by function bar().
 */

deprecated void foo() { ... }
```

Examples: Any usage examples

```c
/**
 * Examples:
 * -------------------
 * writeln("3"); // writes '3' to stdout
 * -------------------
 */
```

History: Revision history.

```c
/**
 * History:
 * V1 is initial version
 * V2 added feature X
 */
```

License: Any license information for copyrighted code.

```c
/**
 * License: use freely for any purpose
 */

void bar() { ... }
```

Returns: Explains the return value of the function. If the function returns `void`, don’t redundantly document it.

```c
/**
 * Read the file.
 * Returns: The contents of the file.
 */
```
void[] readFile(char[] filename) { ... }

See_Also: List of other symbols and URL’s to related items.
/**
 * See_Also:
 */

Standards: If this declaration is compliant with any particular standard, the description of it goes here.
/**
 * Standards: Conforms to DSPEC-1234
 */

Throws: Lists exceptions thrown and under what circumstances they are thrown.
/**
 * Write the file.
 * Throws: WriteException on failure.
 */

void writeFile(char[] filename) { ... }

Version: Specifies the current version of the declaration.
/**
 * Version: 1.6a
 */

Special Sections
Some sections have specialized meanings and syntax.

Copyright: This contains the copyright notice. The macro COPYRIGHT is set to the contents of the section when it documents the module declaration. The copyright section only gets this special treatment when it is for the module declaration.
/** Copyright: Public Domain */

module foo;
**Params:** Function parameters can be documented by listing them in a params section. Each line that starts with an identifier followed by an ‘=’ starts a new parameter description. A description can span multiple lines.

```c
/**
 * foo does this.
 * Params:
 *  x = is for this
 *  and not for that
 *  y = is for that
 */

void foo(int x, int y)
{
}
```

**Macros:** The macros section follows the same syntax as the **Params:** section. It’s a series of \texttt{NAME=value} pairs. The \texttt{NAME} is the macro name, and \texttt{value} is the replacement text.

```c
/**
 * Macros:
 *  FOO = now is the time for
 *  BAR = bar
 *  MAGENTA = \texttt{<font color="magenta">$0</font>}
 */
```

**Escapes**—The escapes section is a series of substitutions which replace special characters with a string. It’s useful when the output format requires escaping of certain characters, for example in HTML & should be escaped with \texttt{&amp;}. The syntax is \texttt{/c/string/}, where \texttt{c} is either a single character, or multiple characters separated by whitespace or commas, and \texttt{string} is the replacement text.

```c
/**
 * ESCAPES = /&/Address0f!/
 *  /!/Exclamation/
 *  /?/QuestionMark/
 *  /,/Comma/
 *  /{/Parens/
 *  /<,>/Arrows/
 */
```
31.2 Highlighting

Embedded Comments

The documentation comments can themselves be commented using the \$(DDOC_COMMENT comment text) syntax. These comments do not nest.

Embedded Code

D code can be embedded using lines beginning with at least three hyphens (ignoring whitespace) to delineate the code section:

```d
/**
 * Our function.
 */

/// Returns `true` if `a == b`.
void foo() {}
/// Backquoted `<html>` will be displayed to the user instead
/// of passed through as embedded HTML (see below).
void bar() {}

Embedded HTML

HTML can be embedded into the documentation comments, and it will be passed through to the
HTML output unchanged. However, since it is not necessarily true that HTML will be the desired
output format of the embedded documentation comment extractor, it is best to avoid using it where
practical.

/**
 * Example of embedded HTML:
 *
 * <ol>
 * <li><a href="http://www.digitalmars.com">Digital Mars</a></li>
 * <li><a href="http://www.classicempire.com">Empire</a></li>
 * </ol>
 */

Emphasis

Identifiers in documentation comments that are function parameters or are names that are in scope
at the associated declaration are emphasized in the output. This emphasis can take the form
of italics, boldface, a hyperlink, etc. How it is emphasized depends on what it is — a function
parameter, type, D keyword, etc. To prevent unintended emphasis of an identifier, it can be
preceded by an underscore (_). The underscore will be stripped from the output.

URLs

URLs are sequences of characters starting with 'http://' or 'https://', continue with one or
more characters from the set of letters, digits and -_=+~., and contain at least one pe-
period. URL recognition happens before all macro text substitution. The URL is wrapped with a
$(DDOC_LINK_AUTODETECT) macro. The underscore prefix processing is not done for URL text.

Character Entities

Some characters have special meaning to the documentation processor, to avoid confusion it can be
best to replace them with their corresponding character entities:
31.3. MACROS

<table>
<thead>
<tr>
<th>Characters and Entities</th>
</tr>
</thead>
<tbody>
<tr>
<td>Character</td>
</tr>
<tr>
<td>&lt;</td>
</tr>
<tr>
<td>&gt;</td>
</tr>
<tr>
<td>&amp;</td>
</tr>
</tbody>
</table>

It is not necessary to do this inside a code section, or if the special character is not immediately followed by a # or a letter.

No Documentation

No documentation is generated for the following constructs, even if they have a documentation comment:

- Invariants
- Postblits
- Destructors
- Static constructors and static destructors
- Class info, type info, and module info

31.3 Macros

The documentation comment processor includes a simple macro text preprocessor. When a $(NAME)$ appears in section text it is replaced with NAME’s corresponding replacement text.

For example:

```cpp
/**
 * Macros:
 * PARAM = <u>$1</u>
 * MATH_DOCS = <a href="https://dlang.org/phobos/std_math.html">Math Docs</a>
 */
module math;

/**
 * This function returns the sum of $(PARAM a) and $(PARAM b).
 * See also the $(MATH_DOCS).
 */
int sum(int a, int b) { return a + b; }
```

The above would generate the following output:
<h1>test</h1>

```c
int <u>sum</u>(int <i>a</i>, int <i>b</i>);
```

This function returns the <u>sum</u> of <u><i>a</i></u> and <u><i>b</i></u>. See also the <a href="https://dlang.org/phobos/std_math.html">Math Docs</a>.

The replacement text is recursively scanned for more macros. If a macro is recursively encountered, with no argument or with the same argument text as the enclosing macro, it is replaced with no text. Macro invocations that cut across replacement text boundaries are not expanded. If the macro name is undefined, the replacement text has no characters in it. If a ${NAME}$ is desired to exist in the output without being macro expanded, the $ should be replaced with &#36;.

Macros can have arguments. Any text from the end of the identifier to the closing ‘)’ is the $0 argument. A $0 in the replacement text is replaced with the argument text. If there are commas in the argument text, $1 will represent the argument text up to the first comma, $2 from the first comma to the second comma, etc., up to $9. $+ represents the text from the first comma to the closing ‘)’. The argument text can contain nested parentheses, "" or "" strings, <!-- ... --> comments, or tags. If stray, unnested parentheses are used, they can be replaced with the entity &#40; for ( and &#41; for ).

Macro definitions come from the following sources, in the specified order:

1. Predefined macros.
2. Definitions from file specified by sc.ini’s or dmd.conf DDOCFILE setting.
3. Definitions from *.ddoc files specified on the command line.
4. Runtime definitions generated by Ddoc.
5. Definitions from any Macros: sections.

Macro redefinitions replace previous definitions of the same name. This means that the sequence of macro definitions from the various sources forms a hierarchy.

Macro names beginning with "D_" and "DDOC_" are reserved.

**Predefined Macros**

A number of macros are predefined Ddoc, and represent the minimal definitions needed by Ddoc to format and highlight the presentation. The definitions are for simple HTML.

The implementations of all predefined macros are implementation-defined. The reference implementation’s macro definitions can be found here.

Ddoc does not generate HTML code. It formats into the basic formatting macros, which (in their predefined form) are then expanded into HTML. If output other than HTML is desired, then these macros need to be redefined.
### Table 31.1: Predefined Formatting Macros

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>B</td>
<td>boldface the argument</td>
</tr>
<tr>
<td>I</td>
<td>italicize the argument</td>
</tr>
<tr>
<td>U</td>
<td>underline the argument</td>
</tr>
<tr>
<td>P</td>
<td>argument is a paragraph</td>
</tr>
<tr>
<td>DL</td>
<td>argument is a definition list</td>
</tr>
<tr>
<td>DT</td>
<td>argument is a definition in a definition list</td>
</tr>
<tr>
<td>DD</td>
<td>argument is a description of a definition</td>
</tr>
<tr>
<td>TABLE</td>
<td>argument is a table</td>
</tr>
<tr>
<td>TR</td>
<td>argument is a row in a table</td>
</tr>
<tr>
<td>TH</td>
<td>argument is a header entry in a row</td>
</tr>
<tr>
<td>TD</td>
<td>argument is a data entry in a row</td>
</tr>
<tr>
<td>OL</td>
<td>argument is an ordered list</td>
</tr>
<tr>
<td>UL</td>
<td>argument is an unordered list</td>
</tr>
<tr>
<td>LI</td>
<td>argument is an item in a list</td>
</tr>
<tr>
<td>BIG</td>
<td>argument is one font size bigger</td>
</tr>
<tr>
<td>SMALL</td>
<td>argument is one font size smaller</td>
</tr>
<tr>
<td>BR</td>
<td>start new line</td>
</tr>
<tr>
<td>LINK</td>
<td>generate clickable link on argument</td>
</tr>
<tr>
<td>LINK2</td>
<td>generate clickable link, first arg is address</td>
</tr>
<tr>
<td>RED</td>
<td>argument is set to be red</td>
</tr>
<tr>
<td>BLUE</td>
<td>argument is set to be blue</td>
</tr>
<tr>
<td>GREEN</td>
<td>argument is set to be green</td>
</tr>
<tr>
<td>YELLOW</td>
<td>argument is set to be yellow</td>
</tr>
<tr>
<td>BLACK</td>
<td>argument is set to be black</td>
</tr>
<tr>
<td>WHITE</td>
<td>argument is set to be white</td>
</tr>
<tr>
<td>D_CODE</td>
<td>argument is D code</td>
</tr>
<tr>
<td>D_INLINECODE</td>
<td>argument is inline D code</td>
</tr>
<tr>
<td>LF</td>
<td>Insert a line feed (newline)</td>
</tr>
<tr>
<td>LPAREN</td>
<td>Insert a left parenthesis</td>
</tr>
<tr>
<td>RPAREN</td>
<td>Insert a right parenthesis</td>
</tr>
<tr>
<td>BACKTICK</td>
<td>Insert a backtick</td>
</tr>
<tr>
<td>DOLLAR</td>
<td>Insert a dollar sign</td>
</tr>
<tr>
<td>DDOC</td>
<td>overall template for output</td>
</tr>
</tbody>
</table>

DDOC is special in that it specifies the boilerplate into which the entire generated text is inserted (represented by the Ddoc generated macro `BODY`). For example, in order to use a style
CHAPTER 31. EMBEDDED DOCUMENTATION

sheet, **DDOC** would be redefined as:

```
DDOC = <!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.01//EN"
       "http://www.w3.org/TR/html4/strict.dtd">
   <html><head>
     <META http-equiv="content-type" content="text/html;charset=utf-8">
     <title>$TITLE</title>
     <link rel="stylesheet" type="text/css" href="style.css">
   </head><body>
   <h1>$TITLE</h1>
   $(BODY)
   </body></html>
```

Highlighting of D code is performed by the following macros:

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>D_COMMENT</td>
<td>Highlighting of comments</td>
</tr>
<tr>
<td>D_STRING</td>
<td>Highlighting of string literals</td>
</tr>
<tr>
<td>D_KEYWORD</td>
<td>Highlighting of D keywords</td>
</tr>
<tr>
<td>D_PSYMBOL</td>
<td>Highlighting of current declaration name</td>
</tr>
<tr>
<td>D_PARAM</td>
<td>Highlighting of current function declaration parameters</td>
</tr>
</tbody>
</table>

The highlighting macros start with **DDOC_**. They control the formatting of individual parts of the presentation.

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DDOC_CONSTRAINT</td>
<td>Highlighting of a template constraint.</td>
</tr>
<tr>
<td>DDOC_COMMENT</td>
<td>Inserts a comment in the output.</td>
</tr>
<tr>
<td>DDOC_DECL</td>
<td>Highlighting of the declaration.</td>
</tr>
<tr>
<td>DDOC_DECL_DD</td>
<td>Highlighting of the description of a declaration.</td>
</tr>
<tr>
<td>DDOC_DITTO</td>
<td>Highlighting of ditto declarations.</td>
</tr>
<tr>
<td>DDOC_SECTIONS</td>
<td>Highlighting of all the sections.</td>
</tr>
<tr>
<td>DDOC_SUMMARY</td>
<td>Highlighting of the summary section.</td>
</tr>
<tr>
<td>DDOC_DESCRIPTION</td>
<td>Highlighting of the description section.</td>
</tr>
</tbody>
</table>
### 31.3. MACROS

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DDOC_AUTHORS</td>
<td>Highlighting of the authors section.</td>
</tr>
<tr>
<td>DDOC_BUGS</td>
<td>Highlighting of the bugs section.</td>
</tr>
<tr>
<td>DDOC_COPYRIGHT</td>
<td>Highlighting of the copyright section.</td>
</tr>
<tr>
<td>DDOC_DATE</td>
<td>Highlighting of the date section.</td>
</tr>
<tr>
<td>DDOC_DEPRECATED</td>
<td>Highlighting of the deprecated section.</td>
</tr>
<tr>
<td>DEPRECATED</td>
<td>Wrapper for deprecated declarations.</td>
</tr>
<tr>
<td>DDOC_EXAMPLES</td>
<td>Highlighting of the examples section.</td>
</tr>
<tr>
<td>DDOC_HISTORY</td>
<td>Highlighting of the history section.</td>
</tr>
<tr>
<td>DDOC_LICENSE</td>
<td>Highlighting of the license section.</td>
</tr>
<tr>
<td>DDOC_OVERLOAD_SEPARATOR</td>
<td>Inserts a separator between overloads of a given name.</td>
</tr>
<tr>
<td>DDOC_RETURNS</td>
<td>Highlighting of the returns section.</td>
</tr>
<tr>
<td>DDOCSEE_ALSO</td>
<td>Highlighting of the see-also section.</td>
</tr>
<tr>
<td>DDOC_STANDARDS</td>
<td>Highlighting of the standards section.</td>
</tr>
<tr>
<td>DDOC_THROWS</td>
<td>Highlighting of the throws section.</td>
</tr>
<tr>
<td>DDOC_VERSION</td>
<td>Highlighting of the version section.</td>
</tr>
<tr>
<td>DDOC_SECTION_H</td>
<td>Highlighting of the section name of a non-standard section.</td>
</tr>
<tr>
<td>DDOC_SECTION</td>
<td>Highlighting of the contents of a non-standard section.</td>
</tr>
<tr>
<td>DDOC_MEMBERS</td>
<td>Default highlighting of all the members of a class, struct, etc.</td>
</tr>
<tr>
<td>DDOC_MODULE_MEMBERS</td>
<td>Highlighting of all the members of a module.</td>
</tr>
<tr>
<td>DDOC_CLASS_MEMBERS</td>
<td>Highlighting of all the members of a class.</td>
</tr>
<tr>
<td>DDOC_STRUCT_MEMBERS</td>
<td>Highlighting of all the members of a struct.</td>
</tr>
<tr>
<td>DDOC_ENUM_MEMBERS</td>
<td>Highlighting of all the members of an enum.</td>
</tr>
<tr>
<td>DDOC_TEMPLATE_PARAM</td>
<td>Highlighting of a template's individual parameters.</td>
</tr>
<tr>
<td>DDOC_TEMPLATE_PARAM_LIST</td>
<td>Highlighting of a template's parameter list.</td>
</tr>
<tr>
<td>DDOC_TEMPLATE_MEMBERS</td>
<td>Highlighting of all the members of a template.</td>
</tr>
<tr>
<td>DDOC_ENUM_BASETYPE</td>
<td>Highlighting of the type an enum is based upon</td>
</tr>
<tr>
<td>DDOC_PARAMS</td>
<td>Highlighting of a function parameter section.</td>
</tr>
<tr>
<td>DDOC_PARAM_ROW</td>
<td>Highlighting of a name=value function parameter.</td>
</tr>
<tr>
<td>DDOC_PARAM_ID</td>
<td>Highlighting of the parameter name.</td>
</tr>
<tr>
<td>DDOC_PARAM_DESC</td>
<td>Highlighting of the parameter value.</td>
</tr>
<tr>
<td>DDOC_BLANKLINE</td>
<td>Inserts a blank line.</td>
</tr>
<tr>
<td>DDOC_ANCHOR</td>
<td>Expands to a named anchor used for hyperlinking to a particular declaration section. Argument $1 expands to the qualified declaration name.</td>
</tr>
</tbody>
</table>
(continued)

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DDOC_PSYMBOL</td>
<td>Highlighting of declaration name to which a particular section is referring.</td>
</tr>
<tr>
<td>DDOC_PSUPER_SYMBOL</td>
<td>Highlighting of the base type of a class.</td>
</tr>
<tr>
<td>DDOC_KEYWORD</td>
<td>Highlighting of D keywords.</td>
</tr>
<tr>
<td>DDOC_PARAM</td>
<td>Highlighting of function parameters.</td>
</tr>
<tr>
<td>DDOC_BACKQUOTED</td>
<td>Inserts inline code.</td>
</tr>
</tbody>
</table>

For example, one could redefine `DDOC_SUMMARY`:

```
DDOC_SUMMARY = $(GREEN $0)
```

And all the summary sections will now be green.

**Macro Definitions from `sc.ini`’s DDOCFILE**

A text file of macro definitions can be created, and specified in `sc.ini`:

```
DDOCFILE=myproject.ddoc
```

**Macro Definitions from .ddoc Files on the Command Line**

File names on the DMD command line with the extension `.ddoc` are text files that are read and processed in order.

**Macro Definitions Generated by Ddoc**

<table>
<thead>
<tr>
<th>Macro Name</th>
<th>Content</th>
</tr>
</thead>
<tbody>
<tr>
<td>BODY</td>
<td>Set to the generated document text.</td>
</tr>
<tr>
<td>TITLE</td>
<td>Set to the module name.</td>
</tr>
<tr>
<td>DATETIME</td>
<td>Set to the current date and time.</td>
</tr>
<tr>
<td>YEAR</td>
<td>Set to the current year.</td>
</tr>
<tr>
<td>COPYRIGHT</td>
<td>Set to the contents of any <code>Copyright:</code> section that is part of the module comment.</td>
</tr>
<tr>
<td>DOCFILENAME</td>
<td>Set to the name of the generated output file.</td>
</tr>
<tr>
<td>SRCFILENAME</td>
<td>Set to the name of the source file the documentation is being generated from.</td>
</tr>
</tbody>
</table>
31.4 Using Ddoc to generate examples from unit tests

Ddoc can automatically generate usage examples for declarations using unit tests. If a declaration is followed by a documented unit test, the code from the test will be inserted into the example section of the declaration. This avoids the frequent problem of having outdated documentation for pieces of code.

To create a documented unit test just add three forward slashes before the unittest block, like this:

```cpp
///
unittest
{
  ...
}
```

For more information please see the full section on documented unit tests.

31.5 Using Ddoc for other Documentation

Ddoc is primarily designed for use in producing documentation from embedded comments. It can also, however, be used for processing other general documentation. The reason for doing this would be to take advantage of the macro capability of Ddoc and the D code syntax highlighting capability.

If the .d source file starts with the string "Ddoc" then it is treated as general purpose documentation, not as a D code source file. From immediately after the "Ddoc" string to the end of the file or any "Macros:" section forms the document. No automatic highlighting is done to that text, other than highlighting of D code embedded between lines delineated with — lines. Only macro processing is done.

Much of the D documentation itself is generated this way, including this page. Such documentation is marked at the bottom as being generated by Ddoc.

31.6 Security considerations

Note that DDoc comments may embed raw HTML, including <script> tags. Be careful when publishing or distributing rendered DDoc HTML generated from untrusted sources, as this may allow cross-site scripting.
31.7 Links to D documentation generators

A list of current D documentation generators which use Ddoc can be found on our wiki page.
Chapter 32

Interfacing to C

D is designed to fit comfortably with a C compiler for the target system. D makes up for not having its own VM by relying on the target environment’s C runtime library. It would be senseless to attempt to port to D or write D wrappers for the vast array of C APIs available. How much easier it is to just call them directly.

This is done by matching the C compiler’s data types, layouts, and function call/return sequences.

32.1 Calling C Functions

C functions can be called directly from D. There is no need for wrapper functions, argument swizzling, and the C functions do not need to be put into a separate DLL.

The C function must be declared and given a calling convention, most likely the "C" calling convention, for example:

```c
extern (C) int strcmp(const char* string1, const char* string2);
```

and then it can be called within D code in the obvious way:

```d
import std.string;
int myDfunction(char[] s)
{
    return strcmp(std.string.toStringz(s), "foo");
}
```

There are several things going on here:

- D understands how C function names are "mangled" and the correct C function call/return sequence.
- C functions cannot be overloaded with another C function with the same name.
There are no \_\_cdecl, \_\_far, \_\_stdcall, \_\_declspec, or other such C extended type modifiers in D. These are handled by linkage attributes, such as \texttt{extern (C)}.

There is no volatile type modifier in D. To declare a C function that uses volatile, just drop the keyword from the declaration.

Strings are not 0 terminated in D. See "Data Type Compatibility" for more information about this. However, string literals in D are 0 terminated.

C code can correspondingly call D functions, if the D functions use an attribute that is compatible with the C compiler, most likely the \texttt{extern (C)}:

```c
// myfunc() can be called from any C function
extern (C)
{
    void myfunc(int a, int b)
    {
        ...
    }
}
```

### 32.2 Storage Allocation

C code explicitly manages memory with calls to \texttt{malloc()} and \texttt{free()}. D allocates memory using the D garbage collector, so no explicit free’s are necessary.

D can still explicitly allocate memory using \texttt{core.stdlib.malloc()} and \texttt{core.stdlib.free()}, these are useful for connecting to C functions that expect malloc’d buffers, etc.

If pointers to D garbage collector allocated memory are passed to C functions, it’s critical to ensure that that memory will not be collected by the garbage collector before the C function is done with it. This is accomplished by:

- Making a copy of the data using \texttt{core.stdlib.malloc()} and passing the copy instead.
- Leaving a pointer to it on the stack (as a parameter or automatic variable), as the garbage collector will scan the stack.
- Leaving a pointer to it in the static data segment, as the garbage collector will scan the static data segment.
- Registering the pointer with the garbage collector with the \texttt{std.gc.addRoot()} or \texttt{std.gc.addRange()} calls.

An interior pointer to the allocated memory block is sufficient to let the GC know the object is in use; i.e. it is not necessary to maintain a pointer to the beginning of the allocated memory.
The garbage collector does not scan the stacks of threads not created by the D Thread interface. Nor does it scan the data segments of other DLL’s, etc.
## 32.3 Data Type Compatibility

<table>
<thead>
<tr>
<th><strong>D</strong></th>
<th><strong>C</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>void</td>
<td>void</td>
</tr>
<tr>
<td>byte</td>
<td>signed char</td>
</tr>
<tr>
<td>ubyte</td>
<td>unsigned char</td>
</tr>
<tr>
<td>char</td>
<td>char (chars are unsigned in D)</td>
</tr>
<tr>
<td>wchar</td>
<td>wchar_t (when sizeof(wchar_t) is 2)</td>
</tr>
<tr>
<td>dchar</td>
<td>wchar_t (when sizeof(wchar_t) is 4)</td>
</tr>
<tr>
<td>short</td>
<td>short</td>
</tr>
<tr>
<td>ushort</td>
<td>unsigned short</td>
</tr>
<tr>
<td>int</td>
<td>int</td>
</tr>
<tr>
<td>uint</td>
<td>unsigned</td>
</tr>
<tr>
<td>ulong</td>
<td>unsigned long long</td>
</tr>
<tr>
<td>core_stdc.config.c_long</td>
<td>long</td>
</tr>
<tr>
<td>core_stdc.config.c_ulong</td>
<td>long</td>
</tr>
<tr>
<td>long</td>
<td>long</td>
</tr>
<tr>
<td>ulong</td>
<td>unsigned long</td>
</tr>
<tr>
<td>long</td>
<td>long</td>
</tr>
<tr>
<td>float</td>
<td>float</td>
</tr>
<tr>
<td>double</td>
<td>double</td>
</tr>
<tr>
<td>real</td>
<td>long double</td>
</tr>
<tr>
<td>cdouble</td>
<td>double _Complex</td>
</tr>
<tr>
<td>creal</td>
<td>long double _Complex</td>
</tr>
<tr>
<td>struct</td>
<td>struct</td>
</tr>
<tr>
<td>union</td>
<td>union</td>
</tr>
<tr>
<td>enum</td>
<td>enum</td>
</tr>
<tr>
<td>class</td>
<td>no equivalent</td>
</tr>
<tr>
<td>type *</td>
<td>type *</td>
</tr>
<tr>
<td>type[dim]</td>
<td>type[dim]</td>
</tr>
<tr>
<td>type[dim]*</td>
<td>type(*)[dim]</td>
</tr>
<tr>
<td>type[]</td>
<td>no equivalent</td>
</tr>
<tr>
<td>type1[type2]</td>
<td>no equivalent</td>
</tr>
<tr>
<td>type function(params)</td>
<td>type(*)(params)</td>
</tr>
<tr>
<td>type delegate(params)</td>
<td>no equivalent</td>
</tr>
<tr>
<td>size_t</td>
<td>size_t</td>
</tr>
<tr>
<td>ptrdiff_t</td>
<td>ptrdiff_t</td>
</tr>
</tbody>
</table>
These equivalents hold for most C compilers. The C standard does not pin down the sizes of the types, so some care is needed.

### 32.4 Passing D Array Arguments to C Functions

In C, arrays are passed to functions as pointers even if the function prototype says its an array. In D, static arrays are passed by value, not by reference. Thus, the function prototype must be adjusted to match what C expects.

<table>
<thead>
<tr>
<th>D Type</th>
<th>C Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>$T^*$</td>
<td>$T[\text{dim}]$</td>
</tr>
<tr>
<td>$\text{ref } T[\text{dim}]$</td>
<td>$T[\text{dim}]$</td>
</tr>
</tbody>
</table>

For example:

```c
void foo(int a[3]) { ... } // C code

extern (C)
{
    void foo(ref int[3] a); // D prototype
}
```

### 32.5 Calling printf()

This mostly means checking that the printf format specifier matches the corresponding D data type. Although printf is designed to handle 0 terminated strings, not D dynamic arrays of chars, it turns out that since D dynamic arrays are a length followed by a pointer to the data, the `%.*s` format works:

```d
void foo(char[] string)
{
    printf("my string is: %.\n", string.length, string.ptr);
}
```

The `printf` format string literal in the example doesn’t end with `\0`. This is because string literals, when they are not part of an initializer to a larger data structure, have a `\0` character helpfully stored after the end of them.

An improved D function for formatted output is `std.stdio.writef()`.
32.6 Structs and Unions

D structs and unions are analogous to C’s.

C code often adjusts the alignment and packing of struct members with a command line switch or with various implementation specific #pragma’s. D supports explicit alignment attributes that correspond to the C compiler’s rules. Check what alignment the C code is using, and explicitly set it for the D struct declaration.

D does not support bit fields. If needed, they can be emulated with shift and mask operations, or use the std.bitmanip.bitfields library type. ld will convert bit fields to inline functions that do the right shift and masks.

D does not support declaring variables of anonymous struct types. In such a case you can define a named struct in D and make it private:

```d
union Info  // C code
{
    struct
    {
        char *name;
    } file;
};

union Info  // D code
{
    private struct File
    {
        char* name;
    }
    File file;
}
```

32.7 Callbacks

D can easily call C callbacks (function pointers), and C can call callbacks provided by D code if the callback is an extern(C) function, or some other linkage that both sides have agreed to (e.g. extern(Windows)).

Here’s an example of C code providing a callback to D code:

```c
void someFunc(void *arg) { printf("Called someFunc!\n"); }  // C code
typedef void (*Callback)(void *);
extern "C" Callback getCallback(void)
{
```
32.8. USING EXISTING C LIBRARIES

```c
return someFunc;
}

extern (C) alias Callback = int function(int, int); // D code
extern (C) Callback getCallback();
void main()
{
    Callback cb = getCallback();
    cb(); // invokes the callback
}
```

And an example of D code providing a callback to C code:
```c
extern "C" void printer(int (*callback)(int, int)) // C code
{
    printf("calling callback with 2 and 4 returns: %d\n", callback(2, 4));
}
```

```c
extern (C) alias Callback = int function(int, int); // D code
extern (C) void printer(Callback callback);
extern (C) int sum(int x, int y) { return x + y; }
void main()
{
    printer(&sum);
}
```

For more info about callbacks read the closures section.

32.8 Using Existing C Libraries

Since D can call C code directly, it can also call any C library functions, giving D access to the smorgasbord of existing C libraries. To do so, however, one needs to write a D interface (.di) file, which is a translation of the C .h header file for the C library into D.

For popular C libraries, the first place to look for the corresponding D interface file is the Deimos Project. If it isn’t there already, and you write one, please contribute it to the Deimos Project.

32.9 Accessing C Globals

C globals can be accessed directly from D. C globals have the C naming convention, and so must be in an `extern (C)` block. Use the `extern` storage class to indicate that the global is allocated in the C code, not the D code. C globals default to being in global, not thread local, storage. To reference global storage from D, use the `__gshared` storage class.
extern (C) extern __gshared int x;
Chapter 33

Interfacing to C++

This document specifies how to interface with C++ directly.

It is also possible to indirectly interface with C++ code, either through a C interface or a COM interface.

33.1 The General Idea

Being 100a fully functional C++ compiler front end to D. Anecdotal evidence suggests that writing such is a minimum of a 10 man-year project, essentially making a D compiler with such capability unimplementable. Other languages looking to hook up to C++ face the same problem, and the solutions have been:

1. Support the COM interface (but that only works for Windows).
2. Laboriously construct a C wrapper around the C++ code.
3. Use an automated tool such as SWIG to construct a C wrapper.
4. Reimplement the C++ code in the other language.
5. Give up.

D takes a pragmatic approach that assumes a couple modest accommodations can solve a significant chunk of the problem:

- matching C++ name mangling conventions
- matching C++ function calling conventions
- matching C++ virtual function table layout for single inheritance
33.2 Global Functions

C++ global functions, including those in namespaces, can be declared and called in D, or defined in D and called in C++.

Calling C++ Global Functions from D

Given a C++ function in a C++ source file:

```cpp
#include <iostream>

using namespace std;

int foo(int i, int j, int k)
{
    cout << "i = " << i << endl;
    cout << "j = " << j << endl;
    cout << "k = " << k << endl;

    return 7;
}
```

In the corresponding D code, `foo` is declared as having C++ linkage and function calling conventions:

```d
extern (C++) int foo(int i, int j, int k);
```

and then it can be called within the D code:

```d
void main()
{
    foo(1, 2, 3);
}
```

Compiling the two files, the first with a C++ compiler, the second with a D compiler, linking them together, and then running it yields:

```
g++ -c foo.cpp
> dmd bar.d foo.o -L-lstdc++ & & ./bar
i = 1
j = 2
k = 3
```
33.2. GLOBAL FUNCTIONS

There are several things going on here:

- D understands how C++ function names are "mangled" and the correct C++ function call/return sequence.
- Because modules are not part of C++, each function with C++ linkage in the global namespace must be globally unique within the program.
- There are no \_\_cdecl, \_\_far, \_\_stdcall, \_\_declspec, or other such nonstandard C++ extensions in D.
- There are no volatile type modifiers in D.
- Strings are not 0 terminated in D. See "Data Type Compatibility" for more information about this. However, string literals in D are 0 terminated.

Calling Global D Functions From C++

To make a D function accessible from C++, give it C++ linkage:

```d
import std.stdio;

extern (C++) int foo(int i, int j, int k)
{
    writeln("i = %s", i);
    writeln("j = %s", j);
    writeln("k = %s", k);
    return 1;
}

extern (C++) void bar();

void main()
{
    bar();
}
```

The C++ end looks like:

```cpp
int foo(int i, int j, int k);

void bar()
{
    foo(6, 7, 8);
}
```
Compiling, linking, and running produces the output:

```bash
> dmd -c foo.d
> g++ bar.cpp foo.o -lphobos2 -pthread -o bar && ./bar
```

```c
i = 6
j = 7
k = 8
```

### 33.3 C++ Namespaces

C++ symbols that reside in namespaces can be accessed from D. A namespace can be added to the `extern (C++)` Linkage Attribute:

```c
extern (C++, N) int foo(int i, int j, int k);

void main()
{
    N.foo(1, 2, 3);  // foo is in C++ namespace 'N'
}
```

### 33.4 Classes

C++ classes can be declared in D by using the `extern (C++)` attribute on `class`, `struct` and `interface` declarations. `extern (C++)` interfaces have the same restrictions as D interfaces, which means that Multiple Inheritance is supported to the extent that only one base class can have member fields.

`extern (C++)` structs do not support virtual functions but can be used to map C++ value types.

Unlike classes and interfaces with D linkage, `extern (C++)` classes and interfaces are not rooted in `Object` and cannot be used with `typeid`.

D structs and classes have different semantics whereas C++ structs and classes are basically the same. The use of a D struct or class depends on the C++ implementation and not on the used C++ keyword. When mapping a D `class` onto a C++ `struct`, use `extern(C++, struct)` to avoid linking problems with C++ compilers (notably MSVC) that distinguish between C++’s `class` and `struct` when mangling. Conversely, use `extern(C++, class)` to map a D `struct` onto a C++ `class`.

`extern(C++, class)` and `extern(C++, struct)` can be combined with C++ namespaces:

```c
extern (C++, struct) extern (C++, foo)
```
Using C++ Classes From D

The following example shows binding of a pure virtual function, its implementation in a derived class, a non-virtual member function, and a member field:

```cpp
#include <iostream>

using namespace std;

class Base {
    public:
        virtual void print3i(int a, int b, int c) = 0;
};

class Derived : public Base {
    public:
        int field;
        Derived(int field) : field(field) {}

        void print3i(int a, int b, int c) {
            cout << "a = " << a << endl;
            cout << "b = " << b << endl;
            cout << "c = " << c << endl;
        }

        int mul(int factor);
};

int Derived::mul(int factor) {
    return field * factor;
}

Derived *createInstance(int i)
```
{  
  return new Derived(i);
}

void deleteInstance(Derived *&d)
{
  delete d;
  d = 0;
}

We can use it in D code like:

extern (C++)
{
  abstract class Base
  {
    void print3i(int a, int b, int c);
  }

  class Derived : Base
  {
    int field;
    @disable this();
    override void print3i(int a, int b, int c);
    final int mul(int factor);
  }

  Derived createInstance(int i);
  void deleteInstance(ref Derived d);
}

void main()
{
  import std.stdio;

  auto d1 = createInstance(5);
  writeln(d1.field);
  writeln(d1.mul(4));

  Base b1 = d1;
  b1.print3i(1, 2, 3);
deleteInstance(d1);
assert(d1 is null);

auto d2 = createInstance(42);
writeln(d2.field);

deleteInstance(d2);
assert(d2 is null);
}

Compiling, linking, and running produces the output:

> g++ base.cpp
> dmd main.d base.o && ./main
5
20
a = 1
b = 2
c = 3
42

Note how in the above example, the constructor is not bindable and is instead disabled on the D side; an alternative would be to reimplement the constructor in D. See the section below on lifetime management for more information.

Using D Classes From C++

Given D code like:

```cpp
extern (C++) int callE(E);

extern (C++) interface E
{
    int bar(int i, int j, int k);
}

class F : E
{
    extern (C++) int bar(int i, int j, int k)
    {
        import std.stdio : writefLn;
    }
```
```c++
void main()
{
    F f = new F();
    callE(f);
}

The C++ code to access it looks like:

class E
{
    public:
        virtual int bar(int i, int j, int k);
};

int callE(E *e)
{
    return e->bar(11, 12, 13);
}

> dmd -c base.d
> g++ klass.cpp base.o -lphobos2 -pthread -o klass && ./klass
i = 11
j = 12
k = 13
```

### 33.5 C++ Templates

C++ function and type templates can be bound by using the `extern (C++)` attribute on a function or type template declaration.

Note that all instantiations used in D code must be provided by linking to C++ object code or shared libraries containing the instantiations.

For example:
#include <iostream>

template<class T>
struct Foo
{
    private:
    T field;

    public:
    Foo(T t) : field(t) {}
    T get();
    void set(T t);
};

template<class T>
T Foo<T>::get()
{
    return field;
}

template<class T>
void Foo<T>::set(T t)
{
    field = t;
}

Foo<int> makeIntFoo(int i)
{
    return Foo<int>(i);
}

Foo<char> makeCharFoo(char c)
{
    return Foo<char>(c);
}

template<class T>
void increment(Foo<T> &foo)
{
    foo.set(foo.get() + 1);
template<class T>
void printThreeNext(Foo<T> foo)
{
    for(size_t i = 0; i < 3; ++i)
    {
        std::cout << foo.get() << std::endl;
        increment(foo);
    }
}

// The following two functions ensure that the required instantiations of
// printThreeNext are provided by this code module
void printThreeNexti(Foo<int> foo)
{
    printThreeNext(foo);
}

void printThreeNextc(Foo<char> foo)
{
    printThreeNext(foo);
}

extern(C++):
struct Foo(T)
{
    private:
    T field;

    public:
    @disable this();
    T get();
    void set(T t);
}

Foo<int> makeIntFoo(int i);
Foo<char> makeCharFoo(char c);
void increment(T)(ref Foo<T> foo);
void printThreeNext(T)(Foo<T> foo);
extern(D) void main()
{
    auto i = makeIntFoo(42);
    assert(i.get() == 42);
    i.set(1);
    increment(i);
    assert(i.get() == 2);

    auto c = makeCharFoo('a');
    increment(c);
    assert(c.get() == 'b');

    c.set('A');
    printThreeNext(c);
}

Compiling, linking, and running produces the output:
>
g++ -c template.cpp
>dmd main.d template.o -L-lstdc++ && ./main
A
B
C

33.6 Function Overloading

C++ and D follow different rules for function overloading. D source code, even when calling extern (C++) functions, will still follow D overloading rules.

33.7 Memory Allocation

C++ code explicitly manages memory with calls to ::operator new() and ::operator delete(). D's new operator allocates memory using the D garbage collector, so no explicit delete is necessary. D's new operator is not compatible with C++'s ::operator new and ::operator delete. Attempting to allocate memory with D's new and deallocate with C++ ::operator delete will result in miserable failure.

D can explicitly manage memory using a variety of library tools, such as with std.experimental.allocator. Additionally, core.stdci.stdlib.malloc and
core.stdlib.free can be used directly for connecting to C++ functions that expect `malloc`d buffers.

If pointers to memory allocated on the D garbage collector heap are passed to C++ functions, it’s critical to ensure that the referenced memory will not be collected by the D garbage collector before the C++ function is done with it. This is accomplished by:

- Making a copy of the data using `std.experimental.allocator` or `core.stdc.stdlib.malloc` and passing the copy instead.
- Leaving a pointer to it on the stack (as a parameter or automatic variable), as the garbage collector will scan the stack.
- Leaving a pointer to it in the static data segment, as the garbage collector will scan the static data segment.
- Registering the pointer with the garbage collector using the `core.memory.GC.addRoot` or `core.memory.GC.addRange` functions.

An interior pointer to the allocated memory block is sufficient to let the GC know the object is in use; i.e. it is not necessary to maintain a pointer to the `beginning` of the allocated memory.

The garbage collector does not scan the stacks of threads not registered with the D runtime, nor does it scan the data segments of shared libraries that aren’t registered with the D runtime.
### 33.8 Data Type Compatibility

<table>
<thead>
<tr>
<th>D type</th>
<th>C++ type</th>
</tr>
</thead>
<tbody>
<tr>
<td>void</td>
<td>void</td>
</tr>
<tr>
<td>byte</td>
<td>signed char</td>
</tr>
<tr>
<td>ubyte</td>
<td>unsigned char</td>
</tr>
<tr>
<td>char</td>
<td>char (chars are unsigned in D)</td>
</tr>
<tr>
<td>core.std.c.stddef.wchar_t</td>
<td>wchar_t</td>
</tr>
<tr>
<td>short</td>
<td>short</td>
</tr>
<tr>
<td>ushort</td>
<td>unsigned short</td>
</tr>
<tr>
<td>uint</td>
<td>unsigned</td>
</tr>
<tr>
<td>long</td>
<td>long long</td>
</tr>
<tr>
<td>ulong</td>
<td>unsigned long long</td>
</tr>
<tr>
<td>core.std.c.config.cpp_long</td>
<td>long</td>
</tr>
<tr>
<td>core.std.c.config.cpp_ulong</td>
<td>unsigned long</td>
</tr>
<tr>
<td>float</td>
<td>float</td>
</tr>
<tr>
<td>double</td>
<td>double</td>
</tr>
<tr>
<td>real</td>
<td>long double</td>
</tr>
<tr>
<td>extern (C++) struct</td>
<td>struct or class</td>
</tr>
<tr>
<td>extern (C++) class</td>
<td>struct or class</td>
</tr>
<tr>
<td>extern (C++) interface</td>
<td>struct or class with no member fields</td>
</tr>
<tr>
<td>union</td>
<td>union</td>
</tr>
<tr>
<td>enum</td>
<td>enum</td>
</tr>
<tr>
<td>type*</td>
<td>type *</td>
</tr>
<tr>
<td>ref type (in parameter lists only)</td>
<td>type &amp;</td>
</tr>
<tr>
<td>type[dim]</td>
<td>type[dim]</td>
</tr>
<tr>
<td>type[dim]*</td>
<td>type(*)[dim]</td>
</tr>
<tr>
<td>type[]</td>
<td>no equivalent</td>
</tr>
<tr>
<td>type[type]</td>
<td>no equivalent</td>
</tr>
<tr>
<td>type function(parameters)</td>
<td>type(*)(parameters)</td>
</tr>
<tr>
<td>type delegate(parameters)</td>
<td>no equivalent</td>
</tr>
</tbody>
</table>

These equivalents hold when the D and C++ compilers used are companions on the host platform.
33.9 Packing and Alignment

D structs and unions are analogous to C’s.

C code often adjusts the alignment and packing of struct members with a command line switch or with various implementation specific #pragma’s. D supports explicit alignment attributes that correspond to the C compiler’s rules. Check what alignment the C code is using, and explicitly set it for the D struct declaration.

D supports bitfields in the standard library: see std.bitmanip.bitfields.

33.10 Lifetime Management

C++ constructors, copy constructors, move constructors and destructors cannot be called directly in D code, and D constructors, postbit operators and destructors cannot be directly exported to C++ code. Interoperation of types with these special operators is possible by either 1) disabling the operator in the client language and only using it in the host language, or 2) faithfully reimplementing the operator in the client language. With the latter approach, care needs to be taken to ensure observable semantics remain the same with both implementations, which can be difficult, or in some edge cases impossible, due to differences in how the operators work in the two languages. For example, in D all objects are movable and there is no move constructor.

33.11 Special Member Functions

D cannot directly call C++ special member functions, and vice versa. These include constructors, destructors, conversion operators, operator overloading, and allocators.

33.12 Runtime Type Identification

D runtime type identification uses completely different techniques than C++. The two are incompatible.

33.13 Exception Handling

Exception interoperability is a work in progress.

At present, C++ exceptions cannot be caught in or thrown from D, and D exceptions cannot be caught in or thrown from C++. Additionally, objects in C++ stack frames are not guaranteed to be destroyed when unwinding the stack due to a D exception, and vice versa.

The plan is to support all of the above except throwing D exceptions directly in C++ code (but they will be throwable indirectly by calling into a D function with C++ linkage).
### 33.14 Comparing D Immutable and Const with C++ Const

<table>
<thead>
<tr>
<th>Feature</th>
<th>D</th>
<th>C++98</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>const</strong> keyword</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td><strong>immutable</strong> keyword</td>
<td>Yes</td>
<td>No</td>
</tr>
<tr>
<td><strong>const</strong> notation</td>
<td>// Functional:</td>
<td>// Postfix:</td>
</tr>
<tr>
<td></td>
<td>//ptr to const ptr to const int</td>
<td>const int *const *p;</td>
</tr>
<tr>
<td></td>
<td>const(int*)* p;</td>
<td></td>
</tr>
<tr>
<td></td>
<td>// Yes:</td>
<td></td>
</tr>
<tr>
<td></td>
<td>//const ptr to const ptr to const int</td>
<td></td>
</tr>
<tr>
<td></td>
<td>const int** p;</td>
<td></td>
</tr>
<tr>
<td></td>
<td>**p = 3; // error</td>
<td>**p = 3; // ok</td>
</tr>
<tr>
<td></td>
<td>// Yes:</td>
<td></td>
</tr>
<tr>
<td><strong>transitive const</strong></td>
<td>//ptr to const int</td>
<td>const int* p;</td>
</tr>
<tr>
<td></td>
<td>int* q = cast(int*)p; // ok</td>
<td>int* q = const_cast&lt;int*&gt;p; // ok</td>
</tr>
<tr>
<td></td>
<td>// Yes:</td>
<td></td>
</tr>
<tr>
<td></td>
<td>// ptr to const int</td>
<td></td>
</tr>
<tr>
<td></td>
<td>const(int)* p;</td>
<td></td>
</tr>
<tr>
<td></td>
<td>int* q = cast(int*)p; // ok</td>
<td>int* q = const_cast&lt;int*&gt;p; // ok</td>
</tr>
<tr>
<td></td>
<td>// Yes:</td>
<td></td>
</tr>
<tr>
<td><strong>cast away const</strong></td>
<td>//ptr to const int</td>
<td>const int* p;</td>
</tr>
<tr>
<td></td>
<td>int* q = cast(int*)p; // ok</td>
<td>int* q = const_cast&lt;int*&gt;p; // ok</td>
</tr>
<tr>
<td></td>
<td>// Yes:</td>
<td></td>
</tr>
<tr>
<td></td>
<td>// ptr to const int</td>
<td></td>
</tr>
<tr>
<td></td>
<td>const(int)* p;</td>
<td></td>
</tr>
<tr>
<td></td>
<td>int* q = cast(int*)p; // ok</td>
<td>int* q = const_cast&lt;int*&gt;p; // ok</td>
</tr>
<tr>
<td></td>
<td>// Yes:</td>
<td></td>
</tr>
<tr>
<td><strong>cast+mutate</strong></td>
<td>//ptr to const int</td>
<td>const int* p;</td>
</tr>
<tr>
<td></td>
<td>int* q = cast(int*)p; // ok</td>
<td>int* q = const_cast&lt;int*&gt;p; // ok</td>
</tr>
<tr>
<td></td>
<td>*q = 3; // undefined behavior</td>
<td>*q = 3; // ok</td>
</tr>
<tr>
<td></td>
<td>// Yes:</td>
<td></td>
</tr>
<tr>
<td><strong>overloading</strong></td>
<td>void foo(int x);</td>
<td>void foo(const int x); // error</td>
</tr>
<tr>
<td></td>
<td>void foo(const int x); // ok</td>
<td>void foo(const int x); // ok</td>
</tr>
<tr>
<td></td>
<td>void foo(const int* x, int* y)</td>
<td>void foo(const int x); // error</td>
</tr>
<tr>
<td></td>
<td>{</td>
<td></td>
</tr>
<tr>
<td></td>
<td>bar(*x); // bar(3)</td>
<td></td>
</tr>
<tr>
<td></td>
<td>*y = 4;</td>
<td>*y = 4;</td>
</tr>
<tr>
<td></td>
<td>bar(*x); // bar(4)</td>
<td></td>
</tr>
<tr>
<td></td>
<td>}</td>
<td></td>
</tr>
<tr>
<td></td>
<td>...</td>
<td></td>
</tr>
<tr>
<td></td>
<td>int i = 3;</td>
<td></td>
</tr>
<tr>
<td></td>
<td>foo(&amp;i, &amp;i);</td>
<td></td>
</tr>
<tr>
<td></td>
<td>// No:</td>
<td></td>
</tr>
<tr>
<td></td>
<td>void foo(immutable int* x, int* y)</td>
<td></td>
</tr>
<tr>
<td></td>
<td>{</td>
<td></td>
</tr>
<tr>
<td></td>
<td>bar(*x); // bar(3)</td>
<td></td>
</tr>
<tr>
<td></td>
<td>*y = 4;</td>
<td>*y = 4;</td>
</tr>
<tr>
<td></td>
<td>bar(*x); // bar(??)</td>
<td></td>
</tr>
<tr>
<td></td>
<td>}</td>
<td></td>
</tr>
<tr>
<td></td>
<td>...</td>
<td></td>
</tr>
<tr>
<td></td>
<td>int i = 3;</td>
<td></td>
</tr>
<tr>
<td></td>
<td>foo(cast(immutable)&amp;i, &amp;i);</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>immutable/mutable aliasing</strong></td>
<td>No immutables</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>type of string literal</strong></td>
<td>immutable(char)[]</td>
<td>const char*</td>
</tr>
<tr>
<td></td>
<td>not allowed</td>
<td>allowed, but deprecated</td>
</tr>
</tbody>
</table>
Chapter 34

Interfacing to Objective-C

D has limited support for interfacing with Objective-C. It supports external classes and calling instance and class methods. It is only available on macOS, compiling for 64bit.

Fully working example is available at the bottom.

34.1 Declaring an External Class

```d
extern (Objective-C)
interface NSString
{
  const(char)* UTF8String() @selector("UTF8String");
}
```

Currently all Objective-C classes need to be declared as interfaces in D. All Objective-C classes that should be accessible from within D need to be declared with the Objective-C linkage.

The `@selector` attribute indicates which Objective-C selector should be used when calling this method from D. This attribute needs to be attached to all methods.

34.2 Calling an Instance Method

Calling an Objective-C instance method uses the same syntax as calling regular D methods:

```d
const(char)* result = object.UTF8String();
```

When the compiler sees a call to a method with Objective-C linkage it will generate a call similar to how an Objective-C compiler would call the method.
34.3 The @selector Attribute

The @selector attribute is a compiler recognized UDA. It is used to tell the compiler which selector to use when calling an Objective-C method.

Selectors in Objective-C can contain the colon character, which is not valid in D identifiers. D supports method overloading while Objective-C achieves something similar by using different selectors. For these two reasons it is better to be able to specify the selectors manually in D, instead of trying to infer it. This allows to have a more natural names for the methods in D.

Example:

```d
extern (Objective-C) interface NSString
{
    NSString initWith(in char*) @selector("initWithUTF8String:`);
    NSString initWith(NSString) @selector("initWithString:`);
}
```

Here the method initWith is overloaded with two versions, one accepting in char*, the other one NSString. These two methods are mapped to two different Objective-C selectors, initWithUTF8String: and initWithString:.

The attribute is defined in runtime in core.attribute and aliased in object, meaning it will be implicitly imported. The attribute is only defined when the version identifier D_ObjectiveC is enabled.

Compiler Checks

The compiler performs the following checks to enforce the correct usage of the @selector attribute:

- The attribute can only be attached to methods with Objective-C linkage
- The attribute can only be attached once to a method
- The attribute cannot be attached to a template method
- The number of colons in the selector needs to match the number of parameters the method is declared with

If any of the checks fail, a compile error will occur.

34.4 The D_ObjectiveC Version Identifier

The D_ObjectiveC version identifier is a predefined version identifier. It is enabled if Objective-C support is available for the target.
34.5 Objective-C Linkage

Objective-C linkage is achieved by attaching the `extern (Objective-C)` attribute to an interface. Example:

```c
extern (Objective-C)
interface NSObject
{
    NSObject init() @selector("init");
}
```

All methods inside an interface declared as `extern (Objective-C)` will get implicit Objective-C linkage.

The linkage is recognized on all platforms but will issue a compile error if it is used on a platform where Objective-C support is not available. This allows to easily hide Objective-C declarations from platforms where it is not available using the `version` statement, without resorting to string mixins or other workarounds.

34.6 Memory Management

The preferred way to do memory management in Objective-C is to use Automatic Reference Counting, ARC. This is not supported in D, therefore manual memory management is required to be used instead. This is achieved by calling `release` on an Objective-C instance, like in the old days of Objective-C.

34.7 Frameworks

Most Objective-C code is bundled in something called a "Framework". This is basically a regular directory, with the `.framework` extension and a specific directory layout. A framework contains a dynamic library, all public header files and any resources (images, sounds and so on) required by the framework.

These directories are recognized by some tools, like the Objective-C compiler and linker, to be frameworks. To link with a framework from DMD, use the following flags:

```
-L-framework -L<Framework>
```

where `<Framework>` is the name of the framework to link with, without the `.framework` extension. The two `-L` flags are required because the linker expects a space between the `-framework` flag and the name of the framework. DMD cannot handle this and will instead interpret the name of the framework as a separate flag.
CHAPTER 34. INTERFACING TO OBJECTIVE-C

Framework Paths
Using the above flag, the linker will search in the standard framework paths. The standard search paths for frameworks are:

- /System/Library/Frameworks
- /Library/Frameworks

The following flag from DMD can be used to add a new path in which to search for frameworks:
-L-F<framework_path>
For more information see the reference documentation and the ld man page.

34.8 Full Usage Example
This example will create an Objective-C string, NSString, and log the message using NSLog to stderr.

extern (Objective-C)
@interface NSString
{
    static NSString alloc() @selector("alloc");
    NSString initWithUTF8String(in char* str) @selector("initWithUTF8String:");
    void release() @selector("release");
}

This is a simplified declaration of the NSString class. The alloc method allocates an instance of the class. The initWithUTF8String: method will be used to convert a C string in UTF-8 to an Objective-C string, NSString. The release method is used to release and deallocate the string. Since D doesn’t support ARC it’s needed to manually release Objective-C instances.

extern (C) void NSLog(NSString, ...);

This NSLog function prints a message to the System Log facility, i.e. to stderr and Console.

auto str = NSString.alloc();
Allocate an instance of the class, NSString.
str = str.initWithUTF8String("Hello,World!")
Initialize the Objective-C string using a C string.
NSLog(str);
Log the string to stderr, this will print something like this in the terminal:
34.8. FULL USAGE EXAMPLE


str.release();

    Release and deallocate the string.
    All steps combined look like this:

module main;

extern (Objective-C)
interface NSString
{
    static NSString alloc() @selector("alloc");
    NSString initWithUTF8String(in char* str) @selector("initWithUTF8String:");
    void release() @selector("release");
}

extern (C) void NSLog(NSString, ...);

void main()
{
    auto str = NSString.alloc().initWithUTF8String("Hello World!");
    NSLog(str);
    str.release();
}

When compiling the application remember to link with the required libraries, in this case the Foundation framework. Example:

dmd -L-framework -LFoundation main.d
Chapter 35

Portability Guide

It’s good software engineering practice to minimize gratuitous portability problems in the code. Techniques to minimize potential portability problems are:

- The integral and floating type sizes should be considered as minimums. Algorithms should be designed to continue to work properly if the type size increases.
- Floating point computations can be carried out at a higher precision than the size of the floating point variable can hold. Floating point algorithms should continue to work properly if precision is arbitrarily increased.
- Avoid depending on the order of side effects in a computation that may get reordered by the compiler. For example:
  
  \[ a + b + c \]
  
  can be evaluated as \((a + b) + c\), \(a + (b + c)\), \((a + c) + b\), \((c + b) + a\), etc. Parentheses control operator precedence, parentheses do not control order of evaluation.
  
  If the operands of an associative operator + or * are floating point values, the expression is not reordered.
- Avoid dependence on byte order; i.e. whether the CPU is big-endian or little-endian.
- Avoid dependence on the size of a pointer or reference being the same size as a particular integral type.
- If size dependencies are inevitable, put a static assert in the code to verify it:

  \[
  \text{static assert}(\text{int.sizeof} == (\text{int}*).\text{sizeof});
  \]

35.1 32 to 64 Bit Portability

64 bit processors and operating systems are here. With that in mind:
• Integral types will remain the same sizes between 32 and 64 bit code.
• Pointers and object references will increase in size from 4 bytes to 8 bytes going from 32 to 64 bit code.
• Use size_t as an alias for an unsigned integral type that can span the address space. Array indices should be of type size_t.
• Use ptrdiff_t as an alias for a signed integral type that can span the address space. A type representing the difference between two pointers should be of type ptrdiff_t.
• The .length, .size, .sizeof, .offsetof and .alignof properties will be of type size_t.

35.2 Endianness

Endianness refers to the order in which multibyte types are stored. The two main orders are big endian and little endian. The compiler predefines the version identifier BigEndian or LittleEndian depending on the order of the target system. The x86 systems are all little endian.

The times when endianness matters are:

• When reading data from an external source (like a file) written in a different endian format.
• When reading or writing individual bytes of a multibyte type like longs or doubles.

35.3 OS Specific Code

System specific code is handled by isolating the differences into separate modules. At compile time, the correct system specific module is imported.

Minor differences can be handled by constant defined in a system specific import, and then using that constant in an IfStatement or StaticIfStatement.
Chapter 36

Named Character Entities

NamedCharacterEntity: & Identifier ;

The full list of named character entities from the HTML 5 Spec is supported except for the named entities which contain multiple code points. Below is a partial list of the named character entities.

Note: Not all glyphs will display properly in the Glyph column in all browsers.

<table>
<thead>
<tr>
<th>Name</th>
<th>Value</th>
<th>Glyph</th>
</tr>
</thead>
<tbody>
<tr>
<td>quot</td>
<td>34</td>
<td>&quot;</td>
</tr>
<tr>
<td>amp</td>
<td>38</td>
<td>&amp;</td>
</tr>
<tr>
<td>lt</td>
<td>60</td>
<td>&lt;</td>
</tr>
<tr>
<td>gt</td>
<td>62</td>
<td>&gt;</td>
</tr>
<tr>
<td>OElig</td>
<td>338</td>
<td>Ø</td>
</tr>
<tr>
<td>oelig</td>
<td>339</td>
<td>œ</td>
</tr>
<tr>
<td>Scaron</td>
<td>352</td>
<td>Š</td>
</tr>
<tr>
<td>scaron</td>
<td>353</td>
<td>š</td>
</tr>
<tr>
<td>Yuml</td>
<td>376</td>
<td>ſ</td>
</tr>
<tr>
<td>circ</td>
<td>710</td>
<td>~</td>
</tr>
<tr>
<td>tilde</td>
<td>732</td>
<td>–</td>
</tr>
<tr>
<td>ensp</td>
<td>8194</td>
<td></td>
</tr>
<tr>
<td>emsp</td>
<td>8195</td>
<td></td>
</tr>
<tr>
<td>thinsp</td>
<td>8201</td>
<td></td>
</tr>
<tr>
<td>Name</td>
<td>Value</td>
<td>Glyph</td>
</tr>
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<td>-------</td>
<td>-------</td>
<td>-------</td>
</tr>
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<td>8204</td>
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</tr>
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<td>zwj</td>
<td>8205</td>
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</tr>
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<td>lrm</td>
<td>8206</td>
<td></td>
</tr>
<tr>
<td>rlm</td>
<td>8207</td>
<td></td>
</tr>
<tr>
<td>ndash</td>
<td>8211</td>
<td>—</td>
</tr>
<tr>
<td>mdash</td>
<td>8212</td>
<td>—</td>
</tr>
<tr>
<td>lsquo</td>
<td>8216</td>
<td>’</td>
</tr>
<tr>
<td>rsquo</td>
<td>8217</td>
<td>’</td>
</tr>
<tr>
<td>sbquo</td>
<td>8218</td>
<td></td>
</tr>
<tr>
<td>ldquo</td>
<td>8220</td>
<td>“</td>
</tr>
<tr>
<td>rdquo</td>
<td>8221</td>
<td>”</td>
</tr>
<tr>
<td>bdquo</td>
<td>8222</td>
<td>&quot;</td>
</tr>
<tr>
<td>dagger</td>
<td>8224</td>
<td>†</td>
</tr>
<tr>
<td>Dagger</td>
<td>8225</td>
<td>‡</td>
</tr>
<tr>
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</tr>
<tr>
<td>sube</td>
<td>8838</td>
<td>⊆</td>
</tr>
<tr>
<td>supe</td>
<td>8839</td>
<td>⊇</td>
</tr>
<tr>
<td>oplus</td>
<td>8853</td>
<td>⊕</td>
</tr>
<tr>
<td>otimes</td>
<td>8855</td>
<td>⊗</td>
</tr>
<tr>
<td>perp</td>
<td>8869</td>
<td>⊥</td>
</tr>
<tr>
<td>sdot</td>
<td>8901</td>
<td>·</td>
</tr>
<tr>
<td>lceil</td>
<td>8968</td>
<td>[</td>
</tr>
<tr>
<td>rceil</td>
<td>8969</td>
<td>]</td>
</tr>
<tr>
<td>lfloor</td>
<td>8970</td>
<td>[</td>
</tr>
<tr>
<td>rfloor</td>
<td>8971</td>
<td>]</td>
</tr>
<tr>
<td>loz</td>
<td>9674</td>
<td>◊</td>
</tr>
<tr>
<td>spades</td>
<td>9824</td>
<td>♠</td>
</tr>
<tr>
<td>clubs</td>
<td>9827</td>
<td>♣</td>
</tr>
<tr>
<td>hearts</td>
<td>9829</td>
<td>♥</td>
</tr>
<tr>
<td>diams</td>
<td>9830</td>
<td>♦</td>
</tr>
<tr>
<td>lang</td>
<td>10216</td>
<td>{</td>
</tr>
<tr>
<td>rang</td>
<td>10217</td>
<td>}</td>
</tr>
</tbody>
</table>
Chapter 37

Memory Safety

Memory Safety for a program is defined as it being impossible for the program to corrupt memory. Therefore, the safe subset of D consists only of programming language features that are guaranteed to never result in memory corruption. See this article for a rationale.

Memory-safe code cannot use certain language features, such as:

- Casts that break the type system.
- Modification of pointer values.
- Taking the address of a local variable or function parameter.

37.1 Usage

Memory safety can be enabled on a per-function basis using the @safe attribute. This can be inferred when the compiler has the function body available. The @trusted attribute can be used when a function has a safe interface, but uses unsafe code internally. These functions can be called from @safe code.

Array bounds checks are necessary to enforce memory safety, so these are enabled (by default) for @safe code even in -release mode.

37.2 Limitations

Memory safety does not imply that code is portable, uses only sound programming practices, is free of byte order dependencies, or other bugs. It is focussed only on eliminating memory corruption possibilities.
Chapter 38

Application Binary Interface

A D implementation that conforms to the D ABI (Application Binary Interface) will be able to generate libraries, DLL’s, etc., that can interoperate with D binaries built by other implementations.

38.1 C ABI

The C ABI referred to in this specification means the C Application Binary Interface of the target system. C and D code should be freely linkable together, in particular, D code shall have access to the entire C ABI runtime library.

38.2 Endianness

The endianness (byte order) of the layout of the data will conform to the endianness of the target machine. The Intel x86 CPUs are little endian meaning that the value 0xA0B0C0D is stored in memory as: OD OC OB OA.
38.3 Basic Types

bool 8 bit byte with the values 0 for false and 1 for true
byte 8 bit signed value
ubyte 8 bit unsigned value
short 16 bit signed value
ushort 16 bit unsigned value
int 32 bit signed value
uint 32 bit unsigned value
long 64 bit signed value
ulong 64 bit unsigned value
cent 128 bit signed value
ucent 128 bit unsigned value
float 32 bit IEEE 754 floating point value
double 64 bit IEEE 754 floating point value
real implementation defined floating point value, for x86 it is 80 bit IEEE 754 extended real

38.4 Delegates

Delegates are *fat pointers* with two parts:

<table>
<thead>
<tr>
<th>Delegate Layout</th>
<th>offset</th>
<th>property</th>
<th>contents</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>0</td>
<td>.ptr</td>
<td>context pointer</td>
</tr>
<tr>
<td>ptrsize</td>
<td></td>
<td>.funcptr</td>
<td>pointer to function</td>
</tr>
</tbody>
</table>

The *context pointer* can be a class *this* reference, a struct *this* pointer, a pointer to a closure (nested functions) or a pointer to an enclosing function’s stack frame (nested functions).

38.5 Structs

Conforms to the target’s C ABI struct layout.

38.6 Classes

An object consists of:
Class Object Layout

<table>
<thead>
<tr>
<th>size</th>
<th>property</th>
<th>contents</th>
</tr>
</thead>
<tbody>
<tr>
<td>ptrsize</td>
<td>__vptr</td>
<td>pointer to vtable</td>
</tr>
<tr>
<td>ptrsize</td>
<td>__monitor</td>
<td>monitor</td>
</tr>
<tr>
<td>ptrsize...</td>
<td></td>
<td>vptr’s for any interfaces implemented by this class in left to right, most to least derived, order</td>
</tr>
<tr>
<td>...</td>
<td>...</td>
<td>super’s non-static fields and super’s interface vptrs, from least to most derived</td>
</tr>
<tr>
<td>...</td>
<td>named fields</td>
<td>non-static fields</td>
</tr>
</tbody>
</table>

The vtable consists of:

Virtual Function Pointer Table Layout

<table>
<thead>
<tr>
<th>size</th>
<th>contents</th>
</tr>
</thead>
<tbody>
<tr>
<td>ptrsize</td>
<td>pointer to instance of TypeInfo</td>
</tr>
<tr>
<td>ptrsize...</td>
<td>pointers to virtual member functions</td>
</tr>
</tbody>
</table>

Casting a class object to an interface consists of adding the offset of the interface’s corresponding vptr to the address of the base of the object. Casting an interface ptr back to the class type it came from involves getting the correct offset to subtract from it from the object. Interface entry at vtbl[0]. Adjustor thunks are created and pointers to them stored in the method entries in the vtbl[] in order to set the this pointer to the start of the object instance corresponding to the implementing method.

An adjustor thunk looks like:

ADD EAX,offset
JMP method

The leftmost side of the inheritance graph of the interfaces all share their vptrs, this is the single inheritance model. Every time the inheritance graph forks (for multiple inheritance) a new vptr is created and stored in the class’ instance. Every time a virtual method is overridden, a new vtbl[] must be created with the updated method pointers in it.

The class definition:

```cpp
class XXXX
{
    ....
};
```

Generates the following:

- An instance of Class called Class XXXX.
• A type called StaticClassXXXX which defines all the static members.
• An instance of StaticClassXXXX called StaticXXXX for the static members.

38.7 Interfaces

An interface is a pointer to a pointer to a vtbl[]. The vtbl[0] entry is a pointer to the corresponding instance of the object Interface class. The rest of the vtbl[1..$] entries are pointers to the virtual functions implemented by that interface, in the order that they were declared.

A COM interface differs from a regular interface in that there is no object INTERFACE entry in vtbl[0]; the entries vtbl[0..$] are all the virtual function pointers, in the order that they were declared. This matches the COM object layout used by Windows.

A C++ interface differs from a regular interface in that it matches the layout of a C++ class using single inheritance on the target machine.

38.8 Arrays

A dynamic array consists of:

<table>
<thead>
<tr>
<th>Dynamic Array Layout</th>
</tr>
</thead>
<tbody>
<tr>
<td>offset   property contents</td>
</tr>
<tr>
<td>0 .length array dimension</td>
</tr>
<tr>
<td>size_t .ptr pointer to array data</td>
</tr>
</tbody>
</table>

A dynamic array is declared as:

type[] array;

whereas a static array is declared as:

type[dimension] array;

Thus, a static array always has the dimension statically available as part of the type, and so it is implemented like in C. Static array's and Dynamic arrays can be easily converted back and forth to each other.

38.9 Associative Arrays

Associative arrays consist of a pointer to an opaque, implementation defined type.

The current implementation is contained in and defined by rt/aaA.d.
38.10 Reference Types

D has reference types, but they are implicit. For example, classes are always referred to by reference; this means that class instances can never reside on the stack or be passed as function parameters.

38.11 Name Mangling

D accomplishes typesafe linking by mangling a D identifier to include scope and type information.

MangledName:
   _D QualifiedName Type
   _D QualifiedName Z // Internal

The Type above is the type of a variable or the return type of a function. This is never a TypeFunction, as the latter can only be bound to a value via a pointer to a function or a delegate.

QualifiedName:
   SymbolFunctionName
   SymbolFunctionName QualifiedName

SymbolFunctionName:
   SymbolName
   SymbolName TypeFunctionNoReturn
   SymbolName M TypeModifiers opt TypeFunctionNoReturn

The M means that the symbol is a function that requires a this pointer. Class or struct fields are mangled without M. To disambiguate M from being a Parameter with modifier scope, the following type needs to be checked for being a TypeFunction.

SymbolName:
   LName
   TemplateInstanceName
   IdentifierBackRef
   0 // anonymous symbols

Template Instance Names have the types and values of its parameters encoded into it:
TemplateInstanceName:
  TemplateID LName TemplateArgs Z

TemplateID:
  __T
  __U // for symbols declared inside template constraint

TemplateArgs:
  TemplateArg
  TemplateArg TemplateArgs

TemplateArg:
  TemplateArgX
  H TemplateArgX

If a template argument matches a specialized template parameter, the argument is mangled with prefix H.

TemplateArgX:
  T Type
  V Type Value
  S QualifiedName
  X Number ExternallyMangledName

ExternallyMangledName can be any series of characters allowed on the current platform, e.g. generated by functions with C++ linkage or annotated with `pragma(mangle,...)`.

Value:
  n
  i Number
  N Number
  e HexFloat
  c HexFloat c HexFloat
  CharWidth Number _ HexDigits
  A Number Value...
38.11. NAME MANGLING

\[ S \text{ Number Value...} \]

**HexFloat**:  
- \( \text{NAN} \)  
- \( \text{INF} \)  
- \( \text{NINF} \)  
- \( N \text{ HexDigits P Exponent} \)  
- \( \text{HexDigits P Exponent} \)

**Exponent**:  
- \( N \text{ Number} \)  
- \( \text{Number} \)

**HexDigits**:  
- \( \text{HexDigit} \)  
- \( \text{HexDigit HexDigits} \)

**HexDigit**:  
- \( \text{Digit} \)  
- \( A \)  
- \( B \)  
- \( C \)  
- \( D \)  
- \( E \)  
- \( F \)

**CharWidth**:  
- \( a \)  
- \( w \)  
- \( d \)

\( n \) is for **null** arguments.

\( i \) **Number** is for positive numeric literals (including character literals).
N Number is for negative numeric literals.

e HexFloat is for real and imaginary floating point literals.

c HexFloat c HexFloat is for complex floating point literals.

CharWidth Number _ HexDigits CharWidth is whether the characters are 1 byte (a), 2 bytes (w) or 4 bytes (d) in size. Number is the number of characters in the string. The HexDigits are the hex data for the string.

A Number Value... An array or associative array literal. Number is the length of the array. Value is repeated Number times for a normal array, and 2 * Number times for an associative array.

S Number Value... A struct literal. Value is repeated Number times.

Name:
  Namestart
  Namestart Namechars

Namestart:
  -
  Alpha

Namechar:
  Namestart
  Digit

Namechars:
  Namechar
  Namechar Namechars

  A Name is a standard D identifier.

LName:
  Number Name
An \textit{LName} is a name preceded by a \textit{Number} giving the number of characters in the \textit{Name}.

\textbf{Back references}

Any \textit{LName} or non-basic \textit{Type} (i.e. any type that does not encode as a fixed one or two character sequence) that has been emitted to the mangled symbol before will not be emitted again, but is referenced by a special sequence encoding the relative position of the original occurrence in the mangled symbol name.

Numbers in back references are encoded with base 26 by upper case letters \texttt{A - Z} for higher digits but lower case letters \texttt{a - z} for the last digit.

\texttt{TypeBackRef:}
\begin{verbatim}
  Q NumberBackRef
\end{verbatim}

\texttt{IdentifierBackRef:}
\begin{verbatim}
  Q NumberBackRef
\end{verbatim}

\texttt{NumberBackRef:}
\begin{verbatim}
  lower-case-letter
  upper-case-letter NumberBackRef
\end{verbatim}
To distinguish between the type of the back reference a look-up of the back referenced character is necessary: An identifier back reference always points to a digit 0 to 9, while a type back reference always points to a letter.

**Type Mangling**

Types are mangled using a simple linear scheme:

- **Type**: 
  
  ```
  TypeModifiers_opt TypeX
  TypeBackRef
  ```

- **TypeX**: 
  
  ```
  TypeArray
  TypeStaticArray
  TypeAssocArray
  TypePointer
  TypeFunction
  TypeIdent
  TypeClass
  TypeStruct
  TypeEnum
  TypeTypedef
  TypeDelegate
  TypeVoid
  TypeByte
  TypeUbyte
  TypeShort
  TypeUshort
  TypeInt
  TypeUint
  TypeLong
  TypeUlong
  TypeCent
  TypeUcent
  TypeFloat
  TypeDouble
  TypeReal
  TypeIfloat
  ```
38.11. NAME MANGLING

TypeIdouble
TypeIreal
TypeCfloat
TypeCdouble
TypeCreal
TypeBool
TypeChar
TypeWchar
TypeDefchar
TypeNull
TypeTuple
TypeVector

TypeModifiers:
   Const
   Wild
   Wild Const
   Shared
   Shared Const
   Shared Wild
   Shared Wild Const
   Immutable

Shared:
   0

Const:
   x

Immutable:
   y

Wild:
   Ng
TypeArray:
   A Type

TypeStaticArray:
   G Number Type

TypeAssocArray:
   H Type Type

TypePointer:
   P Type

TypeVector:
   Nh Type

TypeFunction:
   TypeFunctionNoReturn Type

TypeFunctionNoReturn:
   CallConvention FuncAttr_opt Parameters_opt ParamClose

CallConvention:
   F  // D
   U  // C
   W  // Windows
   R  // C++
   Y  // Objective-C

FuncAttrs:
   FuncAttr
   FuncAttr FuncAttr
Function attributes are emitted in the order as listed above.

FuncAttrPure:
   Na

FuncAttrNogc:
   Ni

FuncAttrNothrow:
   Nb

FuncAttrProperty:
   Nd

FuncAttrRef:
   Nc

FuncAttrReturn:
   Nj
FUNCTION ATTRIBUTES

**FuncAttrScope:**
N1

**FuncAttrTrusted:**
Ne

**FuncAttrSafe:**
Nf

**Parameters:**

**Parameter:**
Parameter
Parameter Parameters

**Parameter:**
Parameter2
M Parameter2 // scope

**Parameter2:**

**Type:**
J Type // out
K Type // ref
L Type // lazy

**ParamClose**
X // variadic T t...) style
Y // variadic T t,...) style
Z // not variadic

**TypeIdent:**
I QualifiedName

**TypeClass:**
NAME MANGLING

C QualifiedName

TypeStruct:
  S QualifiedName

TypeEnum:
  E QualifiedName

TypeTypedef:
  T QualifiedName

TypeDelegate:
  D TypeModifiers opt TypeFunction

TypeVoid:
  v

TypeByte:
  g

TypeUbyte:
  h

TypeShort:
  s

TypeUshort:
  t

TypeInt:
i

TypeUint:
  k

TypeLong:
  l

TypeUlong:
  m

TypeCent:
  zi

TypeUcent:
  zk

TypeFloat:
  f

TypeDouble:
  d

TypeReal:
  e

TypeIfloat:
  o

TypeIdouble:
38.11. NAME MANGLING

    p

    TypeIreal:  
        j

    TypeCfloat:  
        q

    TypeCdouble:  
        r

    TypeCreal:  
        c

    TypeBool:  
        b

    TypeChar:  
        a

    TypeWchar:  
        u

    TypeDchar:  
        w

    TypeNull:  
        n

    TypeTuple:
38.12 Function Calling Conventions

The extern (C) and extern (D) calling convention matches the C calling convention used by the supported C compiler on the host system. Except that the extern (D) calling convention for Windows x86 is described here.

Register Conventions

- EAX, ECX, EDX are scratch registers and can be destroyed by a function.
- EBX, ESI, EDI, EBP must be preserved across function calls.
- EFLAGS is assumed destroyed across function calls, except for the direction flag which must be forward.
- The FPU stack must be empty when calling a function.
- The FPU control word must be preserved across function calls.
- Floating point return values are returned on the FPU stack. These must be cleaned off by the caller, even if they are not used.

Return Value

- The types bool, byte, ubyte, short, ushort, int, uint, pointer, Object, and interfaces are returned in EAX.
- long and ulong are returned in EDX,EAX, where EDX gets the most significant half.
- float, double, real, ifloat, idouble, ireal are returned in ST0.
- cfloat, cdouble, creal are returned in ST1,ST0 where ST1 is the real part and ST0 is the imaginary part.
- Dynamic arrays are returned with the pointer in EDX and the length in EAX.
- Associative arrays are returned in EAX.
- References are returned as pointers in EAX.
- Delegates are returned with the pointer to the function in EDX and the context pointer in EAX.
- 1, 2 and 4 byte structs and static arrays are returned in EAX.
- 8 byte structs and static arrays are returned in EDX,EAX, where EDX gets the most significant half.
- For other sized structs and static arrays, the return value is stored through a hidden pointer passed as an argument to the function.
- Constructors return the this pointer in EAX.
38.12. FUNCTION CALLING CONVENTIONS

Parameters

The parameters to the non-variadic function:

```c
foo(a1, a2, ..., an);
```

are passed as follows:

```c
    a1
    a2
    ...
    an
    hidden
    this
```

where `hidden` is present if needed to return a struct value, and `this` is present if needed as the
this pointer for a member function or the context pointer for a nested function.

The last parameter is passed in EAX rather than being pushed on the stack if the following
conditions are met:

- It fits in EAX.
- It is not a 3 byte struct.
- It is not a floating point type.

Parameters are always pushed as multiples of 4 bytes, rounding upwards, so the stack is always
aligned on 4 byte boundaries. They are pushed most significant first. `out` and `ref` are passed as
pointers. Static arrays are passed as pointers to their first element. On Windows, a real is pushed
as a 10 byte quantity, a creal is pushed as a 20 byte quantity. On Linux, a real is pushed as a 12
byte quantity, a creal is pushed as two 12 byte quantities. The extra two bytes of pad occupy the
‘most significant’ position.

The callee cleans the stack.

The parameters to the variadic function:

```c
void foo(int p1, int p2, int[] p3...)
```

```c
foo(a1, a2, ..., an);
```

are passed as follows:

```c
    p1
    p2
    a3
    hidden
    this
```

The variadic part is converted to a dynamic array and the rest is the same as for non-variadic
functions.

The parameters to the variadic function:
void foo(int p1, int p2, ...)  
foo(a1, a2, a3, ..., an);

are passed as follows:

an
...
a3
a2
a1

_argsptr
_hidden
_this

The caller is expected to clean the stack. _argptr is not passed, it is computed by the callee.

38.13 Exception Handling

Windows

Conforms to the Microsoft Windows Structured Exception Handling conventions.

Linux, FreeBSD and OS X

Uses static address range/handler tables. It is not compatible with the ELF/Mach-O exception handling tables. The stack is walked assuming it uses the EBP/RBP stack frame convention. The EBP/RBP convention must be used for every function that has an associated EH (Exception Handler) table.

For each function that has exception handlers, an EH table entry is generated.

<table>
<thead>
<tr>
<th>EH Table Entry</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>field</td>
<td>description</td>
</tr>
<tr>
<td>void*</td>
<td>pointer to start of function</td>
</tr>
<tr>
<td>DHandlerTable*</td>
<td>pointer to corresponding EH data</td>
</tr>
<tr>
<td>uint</td>
<td>size in bytes of the function</td>
</tr>
</tbody>
</table>

The EH table entries are placed into the following special segments, which are concatenated by the linker.
### EH Table Segment

<table>
<thead>
<tr>
<th>Operating System</th>
<th>Segment Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Windows</td>
<td>FI</td>
</tr>
<tr>
<td>Linux</td>
<td>.deh_eh</td>
</tr>
<tr>
<td>FreeBSD</td>
<td>.deh_eh</td>
</tr>
<tr>
<td>OS X</td>
<td>__deh_eh, __DATA</td>
</tr>
</tbody>
</table>

The rest of the EH data can be placed anywhere, it is immutable.

### DHandlerTable

<table>
<thead>
<tr>
<th>field</th>
<th>description</th>
</tr>
</thead>
<tbody>
<tr>
<td>void*</td>
<td>pointer to start of function</td>
</tr>
<tr>
<td>uint</td>
<td>offset of ESP/RSP from EBP/RBP</td>
</tr>
<tr>
<td>uint</td>
<td>offset from start of function to return code</td>
</tr>
<tr>
<td>uint</td>
<td>number of entries in DHandlerInfo[]</td>
</tr>
<tr>
<td>DHandlerInfo[]</td>
<td>array of handler information</td>
</tr>
</tbody>
</table>

### DHandlerInfo

<table>
<thead>
<tr>
<th>field</th>
<th>description</th>
</tr>
</thead>
<tbody>
<tr>
<td>uint</td>
<td>offset from function address to start of guarded section</td>
</tr>
<tr>
<td>uint</td>
<td>offset of end of guarded section</td>
</tr>
<tr>
<td>int</td>
<td>previous table index</td>
</tr>
<tr>
<td>uint</td>
<td>if != 0 offset to DCatchInfo data from start of table</td>
</tr>
<tr>
<td>void*</td>
<td>if not null, pointer to finally code to execute</td>
</tr>
</tbody>
</table>

### DCatchInfo

<table>
<thead>
<tr>
<th>field</th>
<th>description</th>
</tr>
</thead>
<tbody>
<tr>
<td>uint</td>
<td>number of entries in DCatchBlock[]</td>
</tr>
<tr>
<td>DCatchBlock[]</td>
<td>array of catch information</td>
</tr>
</tbody>
</table>

### DCatchBlock

<table>
<thead>
<tr>
<th>field</th>
<th>description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ClassInfo</td>
<td>catch type</td>
</tr>
<tr>
<td>uint</td>
<td>offset from EBP/RBP to catch variable</td>
</tr>
<tr>
<td>void*</td>
<td>catch handler code</td>
</tr>
</tbody>
</table>
38.14 Garbage Collection

The interface to this is found in Druntime’s gc/gcinterface.d.

38.15 Runtime Helper Functions

These are found in Druntime’s rt/.

38.16 Module Initialization and Termination

All the static constructors for a module are aggregated into a single function, and a pointer to that function is inserted into the ctor member of the ModuleInfo instance for that module.

All the static destructors for a module are aggregated into a single function, and a pointer to that function is inserted into the dtor member of the ModuleInfo instance for that module.

38.17 Unit Testing

All the unit tests for a module are aggregated into a single function, and a pointer to that function is inserted into the unitTest member of the ModuleInfo instance for that module.

38.18 Symbolic Debugging

D has types that are not represented in existing C or C++ debuggers. These are dynamic arrays, associative arrays, and delegates. Representing these types as structs causes problems because function calling conventions for structs are often different than that for these types, which causes C/C++ debuggers to misrepresent things. For these debuggers, they are represented as a C type which does match the calling conventions for the type. The dmd compiler will generate only C symbolic type info with the -gc compiler switch.

<table>
<thead>
<tr>
<th>Types for C Debuggers</th>
<th>C representation</th>
</tr>
</thead>
<tbody>
<tr>
<td>dynamic array</td>
<td>unsigned long long</td>
</tr>
<tr>
<td>associative array</td>
<td>void*</td>
</tr>
<tr>
<td>delegate</td>
<td>long long</td>
</tr>
<tr>
<td>dchar</td>
<td>unsigned long</td>
</tr>
</tbody>
</table>

For debuggers that can be modified to accept new types, the following extensions help them fully support the types.
Codeview Debugger Extensions

The `D char` type is represented by the special primitive type 0x78.

`D` makes use of the Codeview OEM generic type record indicated by `LF_OEM` (0x0015). The format is:

<table>
<thead>
<tr>
<th>D Type</th>
<th>Leaf Index</th>
<th>OEM Identifier</th>
<th>recOEM</th>
<th>num indices</th>
<th>type index</th>
<th>type index</th>
</tr>
</thead>
<tbody>
<tr>
<td>dynamic array</td>
<td>LF_OEM</td>
<td>OEM</td>
<td>1</td>
<td>2</td>
<td>@index</td>
<td>@element</td>
</tr>
<tr>
<td>associative array</td>
<td>LF_OEM</td>
<td>OEM</td>
<td>2</td>
<td>2</td>
<td>@key</td>
<td>@element</td>
</tr>
<tr>
<td>delegate</td>
<td>LF_OEM</td>
<td>OEM</td>
<td>3</td>
<td>2</td>
<td>@this</td>
<td>@function</td>
</tr>
</tbody>
</table>

where:

- `OEM` 0x42
- `index` type index of array index
- `key` type index of key
- `element` type index of array element
- `this` type index of context pointer
- `function` type index of function

These extensions can be pretty-printed by obj2asm. The Ddbg debugger supports them.
Chapter 39

Vector Extensions

Modern CPUs often support specialized vector types and vector operations, sometimes called "media instructions". Vector types are a fixed array of floating or integer types, and vector operations operate simultaneously on them, thus achieving great speed-ups.

When the compiler takes advantage of these instructions with standard D code to speed up loops over arithmetic data, this is called auto-vectorization. Auto-vectorization, however, has had only limited success and has not been able to really take advantage of the richness (and often quirkiness) of the native vector instructions.

D has the array operation notation, such as:

```d
int[] a,b;
...
a[] += b[];
```

which can be vectorized by the compiler, but again success is limited for the same reason auto-vectorization is.

The difficulties with trying to use vector instructions on regular arrays are:

1. The vector types have stringent alignment requirements that are not and cannot be met by conventional arrays.
2. C ABI’s often have vector extensions and have special name mangling for them, call/return conventions, and symbolic debug support.
3. The only way to get at the full vector instruction set would be to use inline assembler - but the compiler cannot do register allocation across inline assembler blocks (or other optimizations), leading to poor code performance.
4. Interleaving conventional array code with vector operations on the same data can unwittingly lead to extremely poor runtime performance.

These issues are cleared up by using special vector types.
Vector types and operations are introduced to D code by importing core.simd:

```
import core.simd;
```

These types and operations will be the ones defined for the architecture the compiler is targeting. If a particular CPU family has varying support for vector types, an additional runtime check may be necessary. The compiler does not emit runtime checks; those must be done by the programmer.

Depending on the architecture, compiler flags may be required to activate support for SIMD types.

The types defined will all follow the naming convention:

```
typeNN
```

where `type` is the vector element type and `NN` is the number of those elements in the vector type. The type names will not be keywords.

### Properties

Vector types have the property:

<table>
<thead>
<tr>
<th>Vector Type Properties</th>
</tr>
</thead>
<tbody>
<tr>
<td>Property</td>
</tr>
<tr>
<td>.array</td>
</tr>
</tbody>
</table>

All the properties of the static array representation also work.

### Conversions

Vector types of the same size can be implicitly converted among each other. Vector types can be cast to the static array representation.

Integers and floating point values can be implicitly converted to their vector equivalents:

```
int4 v = 7;
v = 3 + v;  // add 3 to each element in v
```
### Accessing Individual Vector Elements

They cannot be accessed directly, but can be when converted to an array type:

```c
int4 v;
(cast(int*)&v)[3] = 2; // set 3rd element of the 4 int vector
(cast(int[4])v)[3] = 2; // set 3rd element of the 4 int vector
v.array[3] = 2; // set 3rd element of the 4 int vector
v.ptr[3] = 2; // set 3rd element of the 4 int vector
```

### Conditional Compilation

If vector extensions are implemented, the version identifier `D_SIMD` is set.

Whether a type exists or not can be tested at compile time with an `IsExpression`:

```c
static if (is(typeNN))
    ... yes, it is supported ...
else
    ... nope, use workaround ...
```

Whether a particular operation on a type is supported can be tested at compile time with:

```c
float4 a,b;
static if (__traits(compiles, a+b))
    ... yes, it is supported ...
else
    ... nope, use workaround ...
```

For runtime testing to see if certain vector instructions are available, see the functions in `core.cpuid`.

A typical workaround would be to use array vector operations instead:

```c
float4 a,b;
static if (__traits(compiles, a/b))
    c = a / b;
else
    c[] = a[] / b[];
```

### 39.2 X86 And X86_64 Vector Extension Implementation

The rest of this document describes the specific implementation of the vector types for the X86 and X86_64 architectures.
The vector extensions are currently implemented for the OS X 32 bit target, and all 64 bit targets.

`core.sims` defines the following types:

<table>
<thead>
<tr>
<th>Type Name</th>
<th>Description</th>
<th>gcc Equivalent</th>
</tr>
</thead>
<tbody>
<tr>
<td>void16</td>
<td>16 bytes of untyped data</td>
<td>no equivalent</td>
</tr>
<tr>
<td>byte16</td>
<td>16 byte’s</td>
<td>signed char <strong>attribute</strong>((vector_size(16)))</td>
</tr>
<tr>
<td>ubyte16</td>
<td>16 ubyte’s</td>
<td>unsigned char <strong>attribute</strong>((vector_size(16)))</td>
</tr>
<tr>
<td>short8</td>
<td>8 short’s</td>
<td>short <strong>attribute</strong>((vector_size(16)))</td>
</tr>
<tr>
<td>ushort8</td>
<td>8 ushort’s</td>
<td>ushort <strong>attribute</strong>((vector_size(16)))</td>
</tr>
<tr>
<td>int4</td>
<td>4 int’s</td>
<td>int <strong>attribute</strong>((vector_size(16)))</td>
</tr>
<tr>
<td>uint4</td>
<td>4 uint’s</td>
<td>unsigned <strong>attribute</strong>((vector_size(16)))</td>
</tr>
<tr>
<td>long2</td>
<td>2 long’s</td>
<td>long <strong>attribute</strong>((vector_size(16)))</td>
</tr>
<tr>
<td>ulong2</td>
<td>2 ulong’s</td>
<td>unsigned long <strong>attribute</strong>((vector_size(16)))</td>
</tr>
<tr>
<td>float4</td>
<td>4 float’s</td>
<td>float <strong>attribute</strong>((vector_size(16)))</td>
</tr>
<tr>
<td>double2</td>
<td>2 double’s</td>
<td>double <strong>attribute</strong>((vector_size(16)))</td>
</tr>
<tr>
<td>void32</td>
<td>32 bytes of untyped data</td>
<td>no equivalent</td>
</tr>
<tr>
<td>byte32</td>
<td>32 byte’s</td>
<td>signed char <strong>attribute</strong>((vector_size(32)))</td>
</tr>
<tr>
<td>ubyte32</td>
<td>32 ubyte’s</td>
<td>unsigned char <strong>attribute</strong>((vector_size(32)))</td>
</tr>
<tr>
<td>short16</td>
<td>16 short’s</td>
<td>short <strong>attribute</strong>((vector_size(32)))</td>
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<tr>
<td>ushort16</td>
<td>16 ushort’s</td>
<td>ushort <strong>attribute</strong>((vector_size(32)))</td>
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<tr>
<td>int8</td>
<td>8 int’s</td>
<td>int <strong>attribute</strong>((vector_size(32)))</td>
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<tr>
<td>uint8</td>
<td>8 uint’s</td>
<td>unsigned <strong>attribute</strong>((vector_size(32)))</td>
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<tr>
<td>long4</td>
<td>4 long’s</td>
<td>long <strong>attribute</strong>((vector_size(32)))</td>
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<tr>
<td>ulong4</td>
<td>4 ulong’s</td>
<td>unsigned long <strong>attribute</strong>((vector_size(32)))</td>
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<tr>
<td>float8</td>
<td>8 float’s</td>
<td>float <strong>attribute</strong>((vector_size(32)))</td>
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<tr>
<td>double4</td>
<td>4 double’s</td>
<td>double <strong>attribute</strong>((vector_size(32)))</td>
</tr>
</tbody>
</table>

Note: for 32 bit gcc, it’s `long long` instead of `long`. 
### Supported 128-bit Vector Operators

<table>
<thead>
<tr>
<th>Operator</th>
<th>void16</th>
<th>byte16</th>
<th>ubyte16</th>
<th>short8</th>
<th>ushort8</th>
<th>int4</th>
<th>uint4</th>
<th>long2</th>
<th>ulong2</th>
<th>float4</th>
<th>double2</th>
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<tbody>
<tr>
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</tbody>
</table>
### Supported 256-bit Vector Operators

<table>
<thead>
<tr>
<th>Operator</th>
<th>void32</th>
<th>byte32</th>
<th>ubyte32</th>
<th>short16</th>
<th>ushort16</th>
<th>int8</th>
<th>uint8</th>
<th>long4</th>
<th>ulong4</th>
<th>float8</th>
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</table>

Operators not listed are not supported at all.

### Vector Operation Intrinsics

See `core.simd` for the supported intrinsics.
Better C

It is straightforward to link C functions and libraries into D programs. But linking D functions and libraries into C programs is not straightforward.

D programs generally require:

1. The D runtime library to be linked in, because many features of the core language require runtime library support.
2. The `main()` function to be written in D, to ensure that the required runtime library support is properly initialized.

To link D functions and libraries into C programs, it’s necessary to only require the C runtime library to be linked in. This is accomplished by defining a subset of D that fits this requirement, called BetterC.

**Implementation Defined**: BetterC is typically enabled by setting the `-betterC` command line flag for the implementation.

When BetterC is enabled, the predefined version `D_BetterC` can be used for conditional compilation.

An entire program can be written in BetterC by supplying a C `main()` function:

```d
extern(C) void main()
{
    import core.stdio : printf;
    printf("Hello, betterC\n");
}
```

```bash
> dmd -betterC hello.d && ./hello
Hello betterC
```

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Limiting a program to this subset of runtime features is useful when targeting constrained environments where the use of such features is not practical or possible.

**BetterC** makes embedding D libraries in existing larger projects easier by:

1. Simplifying the process of integration at the build-system level
2. Removing the need to ensure that Druntime is properly initialized on calls to the library, for situations when an initialization step is not performed or would be difficult to insert before the library is used.
3. Mixing memory management strategies (GC + manual memory management) can be tricky, hence removing D’s GC from the equation may be worthwhile sometimes.

### 40.1 Retained Features

Nearly the full language remains available. Highlights include:

1. Unrestricted use of compile-time features
2. Full metaprogramming facilities
3. Nested functions, nested structs, delegates and lambdas
4. Member functions, constructors, destructors, operating overloading, etc.
5. The full module system
6. Array slicing, and array bounds checking
7. RAIi (yes, it can work without exceptions)
8. `scope(exit)`
9. Memory safety protections
10. Interfacing with C++
11. COM classes and C++ classes
12. `assert` failures are directed to the C runtime library
13. `switch` with strings
14. `unittest`

**Running unittests in -betterC**

While, testing can be done without the `-betterC` flag, it is sometimes desirable to run the testsuite in `-betterC` too. `unittest` blocks can be listed with the `getUnitTests` trait:

```plaintext
unittest
{
    assert(0);
}
```
extern(C) void main()
{
    static foreach(u; __traits(getUnitTests, __traits(parent, main)))
        u();
}

> dmd -betterC -unittest -run test.d
DMD_runpezoXK: foo.d:3: Assertion ‘0’ failed.

However, in -betterC assert expressions don’t use Druntime’s assert and are directed to assert of the C runtime library instead.

40.2 Unavailable Features

D features not available with BetterC:

1. Garbage Collection
2. TypeInfo and ModuleInfo
3. Classes
4. Built-in threading (e.g. core.thread)
5. Dynamic arrays (though slices of static arrays work) and associative arrays
6. Exceptions
7. final switch
8. synchronized and core.sync
9. Static module constructors or destructors