

# **kForth-32 and kForth-Win32**

## **User's Guide**

**Ver. 1.8.x**



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## Overview

**kForth** is a computer program that may be used in various ways:

1. It may be used as a calculator.
2. It may be used to run computer programs written in the [Forth](#) language.
3. It may be embedded into another computer program to give that program the ability to understand and run Forth programs.

kForth, in its simplest mode of use, can evaluate arithmetic expressions typed in by the user. Expressions are entered in a manner similar to that used for RPN (reverse Polish notation) calculators, such as for Hewlett-Packard scientific calculators.

kForth permits arithmetic for single integer (32-bit), double integer (64-bit), and double-precision *floating point* numbers. It also provides built-in transcendental functions and other common number operations. Logic and bit operations may be performed, and the number base may be changed – numbers may be entered and displayed in hexadecimal (base 16), binary (base 2), or another base.

kForth is an implementation of the Forth programming language and environment. The user may write Forth programs with an editor, load these program files from kForth, and run them. kForth, like other implementations of Forth, provides an interactive environment, allowing the user to examine or define variables and execute or define individual *words*. Interactive use is one of the main advantages in using a Forth environment for writing and testing computer programs.

kForth-32 for Linux and kForth-Win32 for Windows provide a large *subset* of the Forth-94 standard (ANS Forth) for the Forth language. kForth also provides some extensions and non-standard features which its authors have found to be useful. Experienced Forth users should consult the [Technical Information](#) section of the User's Guide for specific information on the differences between kForth and standard Forth-94.

Some notable features of kForth are:

- It is reasonably fast for many applications.
- It detects and reports many kinds of programming mistakes, providing useful feedback to aid the user in correcting his/her Forth program.
- It includes this User's Guide containing a beginner's tutorial on using kForth, describes the function of each of kForth's intrinsic words, and provides technical details about kForth for intermediate and advanced users.
- It comes with a large collection of example Forth programs, many of which are complete and useful programs.
- It provides a set of Forth source libraries for productive programming.
  - String manipulation, standard file access, and console output control,

- Structures, lists, simple objects, and a portable modular programming framework,
  - A tested, precision numerical computing library, comprised of modules from the [Forth Scientific Library](#) with many extra modules, and scientific computing examples,
  - Operating system calls, sockets, signals, and shared library interface under Linux. A limited set of OS calls are available under Windows.
  - Assembler for x86 processors.
- Its shared library interface supports bindings to pre-compiled external libraries of functions written in C and Fortran. Library bindings are provided for X-Windows programming (`libX11`), GNU Multiple Precision Arithmetic Library (`libgmp`), and the GNU Multi-precision Floating Point Library (`libmpfr`).
  - It provides a low-level operating system interface for Linux, making it possible to write Forth programs for instrument control and data acquisition. Examples include communicating via RS-232 and IEEE 488.2 (GPIB) interfaces.
  - It simplifies using the large amounts of memory available to the computer, through its *dynamic dictionary* design.
  - It provides a large amount of test code, written in Forth, to validate its own operation. Tests for compliance to Forth-94 specified behavior and validation of its floating point arithmetic are among the provided system tests.

In addition to being as a stand-alone computing environment, kForth was designed to be easily embedded into another program. Advanced programmers, typically programming in the C and C++ languages, can use the kForth *source code* to make their own programs *user extensible*. In fact kForth was originally developed to allow users of [XYPLOT](#) for Linux, and for Windows, to customize and add their own functions to the program. They can do this without modifying the XYPLOT program itself. Instead, they may write separate Forth modules and load them to extend XYPLOT's capabilities.

## Credits

kForth was developed over several decades by its principal author, Krishna Myneni, with programming and technical contributions by the following people: David P. Wallace, Matthias Urlichs, Guido Draheim, Brad Knotwell, Alaric B. Snell, Todd Nathan, Bdale Garbee, Christopher M. Bannon, David N. Williams. Others have

graciously permitted porting of their work to kForth. If I have inadvertently omitted mention of anyone who has made technical contributions to kForth, please let me know at [krishna.myneni@ccreweb.org](mailto:krishna.myneni@ccreweb.org).





# 1. Installation

kForth is provided under the terms of the [GNU Affero General Public License](#) (AGPL). New releases of this software will be posted at [GitHub](#) as they become available. This manual provides a guide to the use and documents the features of kForth.

For the Linux operating system, kForth must be built from its source package:

- **kForth-32-x.y.z.tar.gz** or **kForth-32-x.y.z.zip**

where `x.y.z` is the current version number. The source package unpacks to a directory containing several subdirectories. The files needed to build the executables, **kforth32** and **kforth32-fast** may be found in the `src/` subdirectory.

For the Windows operating system, kForth may be installed from the package:

- **kForth-Win32-x.y.z.zip**

where `x.y.z` is the version number. This package unzips to a folder containing both the source code and a prebuilt executable, **kforth.exe**.

Difficulties with installation should be reported to: [krishna.myneni@ccreweb.org](mailto:krishna.myneni@ccreweb.org)

## 1.1 Installation under GNU/Linux

### 1.1.1 Required Packages

The following packages are required to build and maintain kForth from its source package, on a GNU/Linux system:

- **binutils**
- **gcc**
- **gcc-c++**
- **glibc**
- **glibc-devel**
- **libstdc++-devel**
- **make**
- **readline**
- **readline-devel**
- **ncurses**
- **ncurses-devel**
- **patchutils**

Note that some of the package names may be slightly different, depending on your GNU/Linux distribution. Some or all of these packages may already be installed on your GNU/Linux system, but if they are not, you should be able to install them manually for your distribution. You may use your system's graphical package manager to check for installation of the required packages, or use a command line query. For example, if your GNU/Linux system is `rpm`-based, you may verify that these packages have been installed by using the `rpm` command in the following way:

```
rpm -q package-name
```

The above command will return the version number of the package if it has been installed. We recommend using GNU C/C++ version **4.9.0** or higher. On a Debian package-based system, the following command line query may be used:

```
aptitude search package-name
```

While it may be tedious to determine the necessary package names and install any needed packages on your system, this is a one-time procedure which will enable your system to be used for building software from its source code, and for software development.

### **1.1.2 kForth-32 on 64-bit Linux Systems**

kForth is always built as a 32-bit application, even on 64-bit systems. If you are building on a 64-bit system (`x86_64`), the 32-bit versions of the C/C++ libraries and other libraries (`ncurses`, `readline`) must be installed. On a system such as CentOS 7, and other Red Hat Enterprise Linux 7 derived systems, additional packages are installed using

```
sudo yum install package-name
```

Installing the following additional packages will provide the needed libraries to build kForth on these systems:

- **`glibc-devel.i686`**
- **`libstdc++-devel.i686`**
- **`ncurses-devel.i686`**
- **`readline-devel.i686`**

### **1.1.3 Library Packages for Forth Programming**

In addition to the packages needed to build kForth, additional libraries may be installed to allow Forth programs access to X11 graphics and multi-precision arithmetic. Various examples of Forth programs which use external libraries are

provided in `forth-src/libs` and `forth-src/x11`. The following packages may be installed to run these examples (both 64-bit and 32-bit versions of the packages may coexist on a system).

- `libX11.i686`
- `libXft.i686`
- `libXrender.i686`
- `xorg-x11-fonts-75dpi.noarch`
- `xorg-x11-fonts-100dpi.noarch`
- `xorg-x11-fonts-Type1.noarch`
- `xorg-x11-fonts-misc.noarch`
- `xorg-x11-fonts-ISO8859-1-75dpi.noarch`
- `gmp.i686`
- `mpfr.i686`

#### 1.1.4 Build and Configuration Under Linux

Assuming your system has the required packages, follow these steps to unpack, build, and install kForth:

1. Create a directory for the kForth source files, typically in your home directory, *e.g.*

```
mkdir ~/kforth
```

2. Move the kForth archive file into this directory:

```
mv kforth-x86-linux-x.y.z.tar.gz ~/kforth
```

3. Change to the `~/kforth` directory and extract the files:

```
cd ~/kforth
```

```
tar -zxvf kforth-x86-linux-x.y.z.tar.gz
```

After this step, a subdirectory will be created with the name **kforth-x.y.z**. This directory will contain all of the kForth source files, the **Makefile(s)**, as well as a **README** file with these same instructions.

4. Change to the `kforth-x.y.z` directory:

```
cd kforth-x.y.z
```

5. Build the kForth executable. There are several options for building kForth, but the simplest is to type:

**make**

All of the source files will be compiled/assembled and two executable files, named `kforth32` and `kforth32-fast`, will be generated.

6. At this point you should be able to run the executables from your `~/kforth/kforth-x.y.z` directory. If you wish to make kforth available to all users or to place the programs in the default search path, move the executables to a suitable directory (`/usr/local/bin/` is recommended) using:

```
sudo mv kforth32 /usr/local/bin/  
sudo mv kforth32-fast /usr/local/bin/
```

Any user should then be able to execute `kforth32` or `kforth32-fast`. You must have sudo privilege to do this last step.

7. Sample source code files are included in the archive. These files have extension `.4th`. Users may copy the example programs to their own directories.
8. You may specify a default directory in which kforth will search for `.4th` files not found in the current directory. The environment variable `KFORTH_DIR` must be set to this directory. For example, under the BASH shell, if you want the default directory to be `~/kforth/kforth-x.y.z`, add the following lines to your `.bash_profile` file:

```
KFORTH_DIR=~/kforth/kforth-x.y.z  
export KFORTH_DIR
```

The file `kforth.xpm` may be used to create a desktop icon for kForth under X Windows. For example, if you are using the KDE environment, copy `kforth.xpm` to the `/usr/share/icons` directory.

## 1.2 Installation under Windows

1. Extract the files from the downloaded `zip` file into a folder of your choice. The executable, **kforth.exe**, is found in the `bin/` subfolder. Forth programs and Forth source libraries are found in the `forth-src/` subfolder.

2. Make a shortcut for **kforth.exe** and drag the shortcut onto your Windows desktop. Clicking on the shortcut will open a console window from which you can interact with the kForth computing environment. Alternately, you can execute **kforth.exe** from Windows PowerShell by navigating to its folder and typing

**kforth.exe**

at the PowerShell prompt.

3. Create and set the value of an environment variable under Windows to tell kForth where to look for Forth programs and libraries if they do not happen to be in the current folder. Follow the instructions below to create and specify the environment variable.
4. Go to your search field next to the Windows Start button, and type “environment”.
5. Select the link, *“Edit the environment variables for your account”*. Note: **do not select** the *“Edit the system environment variables.”*
6. In the *“User variables ...”* section of the dialog, click on the **“New”** button.
7. For the *“variable name”* field, enter **“KFORTH\_DIR”** without the quotes. For the *“variable value”* field, enter the full path to the location of your Forth programs folders, e.g. **“C:\Users\kamala\apps\kForth-Win32-1.8.0\forth-src”**
8. Click **“OK”** to accept the new environment variable.
9. To check the proper setup of the environment variable, launch **kforth.exe** and type the following in the Forth environment,

**include ans-words.4th**

10. If the Forth environment responds with “ ok”, kForth is able to look for Forth programs in the folder specified by its environment variable.



## 2. Using kForth

### 2.1 Basics

Type or launch **kforth32** (**kforth.exe** under Windows) to start the program. Upon startup, kForth will inform you that it is ready to accept input by displaying

Ready!

You may type commands, a sequence of *words*, and press **Enter**. kForth will respond with the prompt

ok

after it finishes executing each line of input. To illustrate, try typing the following

**2 5 + .**

and press Enter. kForth will respond with

7 ok

You may now enter another sequence of words. One particularly useful word to know is

**bye**

kForth will respond by saying

Goodbye

and exiting. kForth is not *case sensitive* – you may enter words in lower case *or* upper case.

### 2.2 More Words

The word

**words**

will display a list of currently defined words in the *dictionary*. You may define your own words by typing them at the kForth prompt. For example, a word that counts from one to ten and displays each number counted may be defined by entering

```
: count-to-ten 10 0 DO I 1+ . LOOP ;
```

The symbols “:” and “;” mark the beginning and ending of the *definition* of the word, called **count-to-ten** in this example. Later you will learn that “:” and “;” are actually words which you may use to write a word which can define new words. kForth will display the prompt **OK** after the new word has been compiled into the dictionary.

You can verify that our newly defined word has been added to the dictionary by using **WORDS**. Now, execute the word by typing

```
count-to-ten
```

and pressing **Enter**. kForth will display the output

```
1 2 3 4 5 6 7 8 9 10 ok
```

If you are entering a definition that requires several lines of typing, the **OK** prompt will not be displayed until the end of the definition has been entered, *i.e.* until the compiler encounters a semicolon.

Although you can write Forth programs this way, it is much easier to create the definitions in a separate source file and then load them into kForth by issuing the command

```
include filename
```

For example, the definition of **count-to-ten** could have been entered into a plain text file called **prog1.4th**. Once kForth has been started, you can simply issue the command

```
include prog1
```

kForth will read the input from the specified file as though it was being entered from the keyboard. You may have noticed that the full file name was not entered in the **include** command. If no extension is specified, the file is assumed to have an extension of **.4th**.

You may also load a source file upon startup of kForth by typing

```
kforth filename
```



## 2.3 Using Forth's Stack

Forth provides reserved memory regions, called *stacks*, in which certain types of data may be placed and operated upon by defined words. One of these stacks is the *data stack*, often referred to as just the “stack”. Another is called the *return stack*. We will discuss use of the data stack for performing computations on integer numbers and on *floating point* numbers. The return stack will be discussed in a later section.

### 2.3.1 The Data Stack

You may enter numbers onto the data stack simply by typing them and pressing Enter. You can use the word `.S` to list the contents of the stack. For example, type the following and press Enter.

```
2 5
```

You have placed two numbers onto the “stack”. Now, type

```
.S
```

and press Enter. kForth will respond by listing the items on the stack:

```
5  
2
```

Notice that 5 is on the top of the stack – items are placed into the stack in a *first-in, last-out* order. Stack operators (words) are a part of the Forth language. Examples include the arithmetic operators

```
+ - * /
```

These operate on the top two items on the stack and replace them with the result. Other words change the order of items on the stack or copy or remove items from the stack:

```
SWAP ROT DUP OVER TUCK DROP NIP
```

Each stack *cell* holds a single integer number.

You may also place representations of *real numbers*, also known as *floating point* numbers, onto the data stack. These numbers must be input in a special way known as *exponential notation*, for Forth's interpreter to recognize them as floating point

numbers. For example, to place the computer representation of the real number 3.14 onto the stack, type

**3.14e0**

and press **Enter**. The zero following the '**e**' indicates the power of ten that is multiplied to the number (10 raised to the zero power is equal to 1). Therefore, **3.14e0** corresponds to the real number,  $3.14 \times 10^0$ . If the exponent is zero, as in this example, the entry may be shortened to simply

**3.14e**

Exponential format allows you to enter very small and very large numbers easily. To enter the fractional number representing one-billionth, 0.000000001, or  $1 \times 10^{-9}$ , you may type

**1e-9**

and press **Enter**.

When you place a floating point number onto the stack and list the stack using **.S**, you will see two integer numbers printed instead of one real number. *A floating point number occupies two stack cells instead of one*, and **.S** lists the contents of each cell as though it were a single integer. You may print the floating point number occupying the top two cells of the stack with the word

**F.**

Use the words

**F+ F- F\* F/**

to perform arithmetic on floating point numbers which have been placed onto the stack. For example,

**3.14e 6.28e f+ f.**

will print the result 9.42. Words to manipulate floating point numbers on the stack include

**FSWAP FROT FDUP FOVER FDROP**

Computer users should be aware that floating point representations of real numbers are rarely *exact representations*, and arithmetic with floating point numbers will

likely produce errors from the ideal mathematical result with real numbers. The *precision* with which real numbers are represented by floating point numbers affects the numerical *accuracy* of a floating point calculation on the computer. In kForth, the *default precision* for floating point numbers is that given by the IEEE 754 double-precision representation, which provides about 16 significant decimal digits for representing a real number.

## 2.4 Variables and Constants

An integer variable may be declared as follows:

```
variable name
```

Values may be stored and retrieved from the variable using the “store” (!) and “fetch” (@) operators. For example, if we want to define a variable called **counter** and initialize its value to 20, we enter the following:

```
variable counter  
20 counter !
```

When you define a variable, memory is reserved at some *address* to hold an integer value, and the name of the variable becomes part of the dictionary. Typing the name **counter** at the Forth prompt and pressing enter will cause the memory address of **counter** to be placed onto the stack. Try the following:

```
counter  
.s
```

You will see a memory address on top of the stack.

To examine the value stored in the variable **counter**, place the address of **counter** on the stack, then use the fetch operator to retrieve the value from that address onto the stack, as follows.

```
counter @
```

The number 20 will be on top of the stack. Of course to see the value, we must print it using the word “dot” (.), so entering

```
counter @ .
```

will print the value 20. Forth also has a built-in word, **?**, that performs the sequence “@ .”.

Now, let's say we want to increment the value of **counter** by ten. First we fetch the value stored in **counter** onto the stack, then add ten, and finally store the new value into the variable. This is accomplished by the sequence,

```
counter @ 10 + counter !
```

Actually, Forth provides a shorter way of doing the same thing:

```
10 counter +!
```

Floating point variables are defined in a similar way:

```
fvariable name
```

The corresponding operators for storing and retrieving floating point numbers into the variable are **f!** and **f@**. Let's define a floating point variable called **velocity** and initialize it to zero.

```
fvariable velocity  
0e velocity f!
```

Note that a floating point value of zero is entered as **0e** and we used the operator **f!** to store the value into **velocity**. If we now want to increment the value of **velocity** by 9.8, we can enter

```
velocity f@ 9.8e f+ velocity f!
```

kForth does not have a word called **f+!**, but with a little more familiarity with Forth, you may easily define such a word! To print a floating point value on the stack, use the word **f.** as explained previously. For example,

```
velocity f@ f.
```

will print the value 9.8.

Integer constants are defined as follows

```
value constant name
```

To define a constant called megabyte, for example, type

```
1048576 constant megabyte
```

I often can't remember how many bytes there are in a megabyte, so I may have written instead

```
1024 1024 * constant megabyte
```

Now, type the name of the constant and print the top item on the stack

```
megabyte .
```

and you will see printed the value 1048576. Typing the name of the constant retrieves *its value* (not an address) onto the stack.

Floating point constants are defined in a similar fashion

```
fvalue fconstant name
```

To define a constant containing the acceleration due to gravity, 9.8 meters per second squared, type

```
9.8e fconstant g
```

The name of the constant is **g**. Typing

```
g f.
```

will print 9.8. Now, let's add the value of **g** to the value of **velocity** and print the result to illustrate the use of floating point variables and constants

```
velocity f@ g f+ f.
```

## 2.5 Stack Diagrams

The kForth [dictionary](#) contains many words that you may execute simply by typing them at the `Ok` prompt. Some words expect values to have been placed on the stack when they begin executing. During execution of the word, these values may be removed from the stack and other values may be placed onto the stack. The values that are expected on the stack at the beginning of execution and those values that are returned on the stack at the end of execution are stated in the form of a *stack*

*diagram* for the word. For example, the stack diagram for the word **NEGATE** is written as follows:

$$( \ n \ \ -- \ m \ )$$

This diagram indicates that a single integer  $n$  must be on the stack prior to executing **NEGATE**. After **NEGATE** finishes executing, the original value  $n$  has been removed from the stack and is replaced by a new single integer  $m$ . Try typing

### 3 negate

Now, list the items on the stack using **.S**.

A stack diagram is simply a *comment* which allows the programmer to understand the expectations for the stack(s) before and after a word is executed. Their presence is ignored by the Forth interpreter. Words that do not expect any items to be on the stack, and which do not return anything on the stack (*e.g.* **CR** and **DECIMAL**) have a stack diagram that looks like

$$( \ \ -- \ )$$

The word **@** has the stack diagram

$$( \ a \ \ -- \ n \ )$$

with the meaning that **@** expects an address  $a$  on the stack and returns a single integer  $n$  on the stack. In contrast the word **!** has the stack diagram

$$( \ n \ a \ \ -- \ )$$

with the meaning that **!** expects two items to be on the stack, a single integer  $n$  and an address  $a$ , with “ $a$ ” being the *top* item on the stack. During execution, both  $n$  and  $a$  are removed from the stack, the word **!** using and dispensing with them. Nothing is returned on the stack.

## 2.6 Simple Word Examples

Now let us practice writing some simple and useful words.

### *Example 1:* Compounding Interest

Suppose we invest \$1000 and we expect that it will grow with a yearly interest of 6%, which is compounded annually. What will be the final amount after 10 years?

We can determine the amount of interest accumulated after each year by taking 6% of the current amount and adding that to the current amount. For example, you can

type the following to compute and print the amount at the end of the first year:

```
1000 dup 6 * 100 / + .
```

We placed the starting amount on the stack, then **dup**licated this value on the stack to compute 6% interest. Finally we add the top two numbers on the stack, the starting amount and the interest, and print the sum. If you are confused by the above example, it will help to print the contents of the stack using **.S** after you enter each word on a separate line,

```
1000 .S
dup .S
6 .S
* .S
100 .S
/ .S
+ .S
.
```

To solve the problem for 10 years, we simply need to repeat this calculation ten times. However, we must skip the first word, **1000** and the last word, **.**, in between years so that we can use the compounded amount from one year as the starting amount for the next year. The final result may be printed at the end.

Performing a repetetive calculation is easy in Forth – it is done with a **DO . . . LOOP**. The word **DO** expects two numbers on the stack. The difference between the two numbers is the number of times that the words between **DO** and **LOOP** will be executed. The smaller number should be on top of the stack The following word illustrates using the **DO . . . LOOP** to solve this problem:

```
\ compound 6% interest on $1000 for 10 years and print answer
: compound10 ( -- )
    1000                \ starting amount
    10 0 DO              \ do this for ten years
        dup 6 * 100 /    \ compute 6% interest of current amount
        +                \ add interest to current amount
    LOOP                \ loop to next year
    .                    \ finally print the result
;

```

Executing the word **compound10** will display the answer 1786.

Now let's generalize our word so that it is more useful. We want to be able to specify the starting amount, the interest, and the number of years to compound the interest. Finally, we want to print the result as before. The following word takes inputs from the stack, computes the final amount, and prints the answer:

```

: compound ( nstart npercent nyears -- )
  0 DO
    2dup * 100 /      \ do this for nyears
    rot +             \ compute interest on current amount
    swap              \ add interest to current amount
    LOOP              \ swap items on stack to keep same order
    drop .            \ loop to next year
                      \ drop interest and print final amount
;

```

The word **compound** assumes that we have entered the starting amount, the percent interest per year, and the number of years onto the stack, as indicated in its stack diagram. Therefore, to solve the problem of our previous example using the more general word we would type

```
1000 6 10 compound
```

and press Enter. The same answer found previously will be displayed. But with our new word we can also determine the compounded growth after any number of years (except zero), at any interest rate, and for any starting amount. To see what our investment will grow to after 20 years, type:

```
1000 6 20 compound
```

To conclude this example, let's modify the word **compound** so that it prints a table of the accumulated amount at the end of each year:

```

: compound ( nstart npercent nyears -- )
  0 DO
    2dup * 100 /
    rot +
    \ print year, right-justified in 2 character field
    I 1+ 2 .r
    9 emit      \ print a tab
    \ print year-ending amount, right justified in 6 char field
    dup 6 .r
    cr          \ advance to the next line
    swap
  LOOP
  2drop ;

```

Notice that we made use of the word **I** in the above example. **I** gets the *loop index* and places it on the stack. The loop index starts at the number on top of the stack when **DO** executes, which is 0 in this example. The loop index increments by one after each **LOOP**. You can look up in the dictionary other words that may not be familiar to you in this example, such as **1+**, **.R**, **EMIT**, and **CR**.

Finally, it is easy in kForth to send the output from the last example to a file instead of printing it on the screen. This is done by typing

```

>file interest.txt
1000 6 20 compound
console

```



The word **>FILE** redirects output from the screen (console) to the file name specified subsequently, `interest.txt` in the above example. The word **CONSOLE** closes the file and redirects output back to the screen. We used **>FILE** and **CONSOLE** to send the results of our interest calculations to a file, which can then be imported into a spreadsheet to make a chart!

## 2.7 Acting on Conditions

Nearly all computer programs, except for the simplest, will check to see if a specified condition is either true or false, and carry out different instructions based on the result. We have already seen how a **DO . . . LOOP** works in Forth. In this special case, the word **LOOP** adds one to the loop counter and then checks whether or not the condition that the loop counter is equal to the ending count of the loop is true or false. Often, we will want to instruct the computer to check conditions that are not related to loops and then execute one sequence of words if the condition is true, or another sequence of words if the condition is false. Let's see how we can do this in Forth.

To start, let's look at how to test a condition and how the result of the test is represented. As an example, our condition to be tested is whether or not the variable **X** is greater than 2. In Forth, such a test would be written as

```
X @ 2 >
```

We fetch the value of **X** onto the stack, next place the integer 2 on the stack, and then use the word **>** to check whether or not the number buried one cell deep into the stack is greater than the number on the top of the stack. The stack diagram for **>** is

```
n1 n2 -- b
```

Therefore, **>** removes both numbers from the stack and leaves a *boolean flag*, written as "*b*" in the stack diagram above. The flag *b* is itself another number, but it is a number that is always either **0** or **-1**. The value of the flag represents one of two states: *true*, corresponding to the value **-1** and *false*, corresponding to the value **0**. For convenience, Forth provides two predefined constants **TRUE** and **FALSE**. Try the following.

```
TRUE .
```

```
FALSE .
```

Now we have learned that the result of a test is a flag value, either *true* or *false*, placed on top of the stack. Although our example used the word **>**, other words in

Forth can test for *equality* of two numbers, a *less than* condition, and perform several other comparisons.

A flag on top of the stack is used by the word **IF** to cause the computer to jump to different locations within the executing word, based on the flag's value. This process is called *conditional branching* and all programming languages provide a way to do this. The word **IF** is part of a *control structure* made up of the words **IF** ... **ELSE** ... **THEN**, where ... represents some arbitrary word sequences. Many other programming languages have a structure similar to this, but in Forth its use is slightly different. The word **IF** assumes the conditional test has already been performed and that there is a flag on top of the stack. Let's illustrate the use of the **IF** ... **ELSE** ... **THEN** structure with an example. Suppose we want to write a word that prints whether a number given to it is “even” or “odd”. We could define this word as follows

```
: parity ( n -- | print whether number is even or odd )
  2 MOD 0=
  IF
    ." even"
  ELSE
    ." odd"
  THEN ;
```

In our definition of the word **parity**, the conditional test is given by the line

```
2 MOD 0=
```

The word **MOD** performs a division, except that it returns the *remainder* instead of the quotient. An “even” number divided by 2 has a zero remainder, so we check to see if the value returned by **MOD**, on top of the stack, is equal to zero. The word **0=** returns a true flag when the number on top of the stack is zero, a false flag otherwise. When **IF** examines this flag, if it finds the flag to be true, execution jumps to the word following **IF**. On the other hand, if the flag is false, execution branches to the word following **ELSE**. To see how it works, try typing a number followed by the word **parity**, e.g.

```
4 parity
```

A few other points to note about the **IF** ... **ELSE** ... **THEN** structure:

- When the word **IF** examines the flag on top of the stack, it treats *any* non-zero value as representing *true*. A zero value always corresponds to *false*. Therefore, we could define the word **parity** as:

```
: parity ( n -- ) 2 MOD IF ." odd" ELSE ." even"
THEN ;
```

Notice the exchange of `. " odd"` and `. "even"` in the new version of **parity**.

- In some cases we may not want to do anything when the condition is false. For example, suppose we want to write a word that prints “odd” only when the number we give it is odd, but does nothing if the number is even. Then we can omit the **ELSE** . . . portion of the structure. For example, we can define

```
: odd? ( n -- ) 2 MOD IF ." odd" THEN ;
```

Try passing different numbers to the word **odd?**, such as

```
5 odd?
```

- When the condition flag is *true*, the words enclosed between **IF** and **ELSE** are executed; when the flag is *false*, the words enclosed between **ELSE** and **THEN** are executed. After either branch is executed, the computer resumes execution after the word **THEN**. The two branches come back together again following **THEN** – this is a feature of *structured programming*, which makes it easier for a person to trace the possible paths a computer may take through a sequence of instructions.
- An **IF** . . . **ELSE** . . . **THEN** structure can be placed inside a branch of another **IF** . . . **ELSE** . . . **THEN** structure. This is called *nesting*, and you will see an example of nested structures in the next section.

## 2.8 The Return Stack

Forth uses the *return stack* to store the return location within a program after a word finishes executing. Therefore, modifying the data on the return stack can alter the behavior of program, usually resulting in the program crashing. However, Forth permits use of the return stack, *with care*, for temporary storage by words written by the user. Indeed, standard Forth words often use the return stack for temporary storage of parameters. For example **DO** may store the current and ending loop count, in addition to the starting location of the loop on the return stack, while **LOOP** increments the loop count and decides whether to branch back to the start of the loop or to terminate the loop. On loop termination, **LOOP** removes exactly the same number of items from the return stack as placed on it by **DO**, so that the return stack is, overall, unchanged when the word finishes executing.

Forth words usually take input values from the data stack and store intermediate results of the computation on the data stack. You may have difficulty keeping items ordered exactly as needed during the computation, especially when more than two input values are required. Even though Forth provides data stack manipulation words such as **DUP** **SWAP** **ROT**, etc., sometimes the most convenient method is to make use of the return stack. An item on the data stack can be “pushed” onto the return stack by using the word **>R**. The item can be “popped” from the return stack onto the data stack with the word **R>**.

The following example also illustrates the use of the return stack.

```
: this-date ( -- day month year )
  time&date >r >r >r 2drop drop r> r> r> ;
```

The word **this-date** returns today's date on the stack with the year on top. It does this by calling kForth's built-in word, **TIME&DATE**, which has the following stack diagram:

```
time&date ( -- secs mins hours day month year )
```

We want our word **this-date** to only return the *day*, *month*, and *year*, so we must remove *secs*, *mins*, and *hours* left on the stack by **TIME&DATE**. However, *day*, *month*, and *year* are on top and the three numbers we want to drop (*secs*, *mins*, and *hours*) are buried underneath. Using **>R** three times, we remove the *year*, *month*, and *day* from the stack, in that order. These numbers are pushed onto the return stack. Now we use **2DROP** and **DROP** to remove *hours*, *mins*, and *secs* from the stack. Finally, we use the word **R>** three times to pop the *day*, *month*, and *year* from the return stack back onto the data stack.

A word of caution to the new Forth user: the return stack must be used with the following restrictions because, as discussed previously, the Forth system itself places items on the return stack at the beginning of executing a word and also when executing **DO** loops:

- Inside the definition of a word, every item pushed onto the return stack with **>R** must be popped from the return stack with a corresponding **R>** before the end of the word.
- There must also be a matching **R>** for every **>R** inside of a **DO . . . LOOP**.
- Inside of **DO** loops, the loop index words **I** and **J** must not be used when items have been pushed onto the return stack but not yet popped.

### Example 2: Calculating Age

In this example, we will make use of what we have learned up to now to compute the age of a person given their birth date. Following good Forth practice, we will first define a few simple words which we anticipate will be helpful for writing the actual age calculator:

```
: this-year ( -- year )
    this-date >r 2drop r> ;

: this-month ( -- month )
    this-date drop nip ;

: this-day ( -- day )
    this-date 2drop ;
```

The words **this-year**, **this-month**, and **this-day** all use **this-date**, defined previously, and remove any extra items from the stack. A couple more words will be helpful in our calculation:

```
: date< ( day1 month1 day2 month2 -- flag )
    rot swap
    2dup          \ is month1 less than month2?
    < IF
        2drop 2drop \ remove items on stack
        true        \ leave true flag on the stack
    ELSE
        = IF        \ is month1 equal to month2?
        <           \ flag represents day1 less than day2
    ELSE
        2drop      \ remove items on stack -- month1 > month2
        false      \ so return false flag
    THEN
    THEN ;
```

Notice that we used two nested **IF ... ELSE ... THEN** structures in our definition of **DATE<**. The first **IF** examines the flag returned by **<**, which tests whether or not *month1* is less than *month2*. If *month1* is not less than *month2*, we must then check to see if *month1* is equal to *month2*. The word **=** tests this condition and returns the appropriate flag, which is examined by the second **IF**.

```
\ test whether day and month are in future

: after-today ( day month -- b )
    this-day this-month 2swap date< ;
```

We are ready now to calculate a person's age, given their birth date.

```

: age ( day month year -- age | calculate age given birth date )
  this-year swap - \ # of years elapsed from birth year
  -rot \ move top item to bottom of stack
  after-today IF \ is birthday later than today?
    1- \ yes, subtract one from number of years
  THEN ;

```

We may test our definition of **AGE** by typing

*day month year age .*

where *day*, *month*, and *year* are the numbers for your birth day, month, and year. kForth will respond by printing your current age.

## 2.9 Factoring a Forth Program

You may have noticed that in our example of the age calculator, we defined several words, not just one. Breaking the calculation into individual short words is a way to make writing a program simpler, easier to understand, and easier to test when, as is inevitable, a program doesn't work like you imagined. Previously defined words can be used to write higher level words, making the higher level words more readable.

Well-written Forth programs will often have short low-level words, each of which performs a single and simple computation matching well the name of that word. As an example, consider the game `tetris.4th` written in Forth (see `forth-src/games/`). Notice how the words defined towards the beginning of the program, such as **DRAW-PIT** and **UPDATE-SCORE** are short words with well-defined functions matching their names. Near the end of the program, various words are combined to define the higher level word, **PLAY-GAME**. Although the working of the lower level words may not be immediately apparent from reading their definitions, in a properly *factored* Forth program, the high level word(s), such as **PLAY-GAME**, are very readable and often times resemble a natural language description of the actions performed by the word. Readable factoring is a skill acquired through practice with writing programs in any programming language, and often results in programs which are more easy to diagnose and repair when things don't work as expected.

## 2.10 Using Memory

### 2.10.1 Data Types

Earlier, in section 2.4, we learned how to create named integer and floating point variables using **VARIABLE** and **FVARIABLE**. These words *define* new words, which when executed, return the starting location (address) of the memory region containing their value. Different *data types* such as integers and floating point numbers require different amounts of memory for storing their values, and the words **VARIABLE** and **FVARIABLE** automatically reserve (**ALLOT**) the appropriate sized region.

In addition to the **VARIABLE** and **FVARIABLE** data types, Forth also provides **2VARIABLE** for a *double length* integer. Thus, **VARIABLE** will **allot** one *cell* (typically 4 bytes on a 32-bit system) and **2VARIABLE** will **allot** two cells of memory. To find out how many bytes of memory represent one cell in a Forth system, type

```
1 cells .
```

We would use **2VARIABLES**, for example, when we want to store integer numbers that are too large, or will become too large in the course of executing our program, to be represented by *single length* **VARIABLES**. The largest signed single length integer representable on a 32-bit Forth system can sometimes be limiting, necessitating the use of double length integers. On a 32-bit system, the range of signed whole numbers which can be represented by a single stack cell is

-2,147,483,648 to +2,147,483,647

For double length integers, the range of signed numbers which can be represented is

-9,223,372,036,854,775,808 to +9,223,372,036,854,775,807

Should you need to perform arithmetic which results in integers within that range, kForth provides double length integer arithmetic operators such as, **D+** and **D-**, as well as a number of mixed length arithmetic operators between single and double length integers.

### 2.10.2 CREATE and ALLOT

In writing our own Forth programs, we may need to store and retrieve data of different size than the sizes given by the data types discussed above. Examples are a paragraph of text, or an *array* of integers. How do we go about reserving memory for, say, 100 single length integers? In addition to reserving the memory, we need to

assign a name with which to refer to the memory region. These tasks are accomplished through the use of the words **CREATE** and **ALLOT**:

```
CREATE iarray 100 CELLS ALLOT
```

The above statement will create a new word in the dictionary, called **iarray**, and reserve 100 cells (400 bytes on a 32-bit system). Executing the word **iarray** will return the starting address of the memory region. The words **CREATE** and **ALLOT** are, in fact, primitive Forth words which may be used to *define* words such as **VARIABLE**, *e.g.*

```
: VAR CREATE 1 CELLS ALLOT ;
```

### *Example 3: Initializing and Printing an Array of Integers*

In our example above, we reserved a memory region of 100 cells in size using **ALLOT**. Simply **allotting** this memory does not specify what is initially stored in this region. We might need to set the initial values of the 100 integers in **iarray** before using it in our computation. A word to set all of the 100 integers to zero could be defined in the following way.

```
: init-iarray ( -- | initialize iarray to zeros )  
  iarray 100 0 DO 0 over ! cell+ LOOP drop ;
```

Study the above example to see how the word performs the action of storing a zero in each of the 100 cells. You may look up the action of the word **CELL+** in the dictionary. A word to print the 100 integers stored in **iarray** may be defined as follows.

```
: print-iarray ( -- )  
  cr iarray  
  100 0 DO  
    dup @  
    6 .R I 1+ 8 mod 0= IF cr THEN \ nice output formatting  
    cell+  
  LOOP drop ;
```

Forth also provides the words, **FILL**, **BLANK**, and **ERASE**, to set all of the *bytes* in a memory region to a single byte value. Using **ERASE**, the word **init-iarray** may also be defined as

```
: init-iarray ( -- ) iarray 100 cells erase ;
```

**Exercise:** Try modifying our first definition of **init-iarray** so that it stores a running count from 1 to 100 in **iarray**, instead of initializing all the values to zero. The following output should be produced by **print-iarray**.

```
print-iarray
```



1	2	3	4	5	6	7	8
9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24
25	26	27	28	29	30	31	32
33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48
49	50	51	52	53	54	55	56
57	58	59	60	61	62	63	64
65	66	67	68	69	70	71	72
73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88
89	90	91	92	93	94	95	96
97	98	99	100	ok			

**Exercise:** Write a more general version of **init-iarray** which takes the array and the number of elements which may be stored in the array as arguments. The new word and its stack diagram will be,

```
init-array ( a n -- )
```

where *a* is the starting memory address of the array and *n* is the number of elements in the array. Write a similarly generalized word to print any specified array or arbitrary length,

```
print-array ( a n - )
```

### 2.10.3 Viewing Memory with DUMP

In some applications, particularly those involving sending and receiving data between the computer and another device, it is often very useful to be able to view the individual bytes stored in a region of memory. Forth provides the word **DUMP** to allow the user to view the individual byte contents of a memory region. In kForth, the word **DUMP** is provided as a *source definition*, that is, a word defined using more primitive Forth words, within the file `dump.4th`. To use the word **DUMP**, we must first **include** this file with

```
include dump
```

Then, typing **IARRAY 64 DUMP** should output something like

```
134969216 : 01 00 00 00 02 00 00 00 03 00 00 00 04 00 00
00 .....
134969232 : 05 00 00 00 06 00 00 00 07 00 00 00 08 00 00
00 .....
134969248 : 09 00 00 00 0A 00 00 00 0B 00 00 00 0C 00 00
00 .....
134969264 : 0D 00 00 00 0E 00 00 00 0F 00 00 00 10 00 00
00 ..... ok
```

At first glance, the above output does not seem too useful; however, if we look closely, the data stored previously in **iarray** may be seen – the running count starting from one can be seen in the successive groups of four bytes. Also, **DUMP**

displays the individual bytes in base 16, or *hexadecimal*. This is not immediately apparent, until we see that the number 10 in **iarray** is displayed as the four-byte sequence " 0A 00 00 00". Engineers trying to debug programs communicating with hardware often find “hex” output to be more useful than the ordinary decimal representation because it allows them to visualize the bit-pattern represented by each hex character.

**DUMP** also shows the address of the first byte of each line on the left hand side, and shows additional characters on the right hand side. When the bytes in memory represent printable characters, also known as ASCII codes, the corresponding character is displayed on the right hand side. To see this, try **IARRAY 64 CELLS + 128 DUMP**. The following output will be shown by **DUMP**:

```
134969472 : 41 00 00 00 42 00 00 00 43 00 00 00 44 00 00 00
A...B...C...D...
134969488 : 45 00 00 00 46 00 00 00 47 00 00 00 48 00 00 00
E...F...G...H...
134969504 : 49 00 00 00 4A 00 00 00 4B 00 00 00 4C 00 00 00
I...J...K...L...
134969520 : 4D 00 00 00 4E 00 00 00 4F 00 00 00 50 00 00 00
M...N...O...P...
134969536 : 51 00 00 00 52 00 00 00 53 00 00 00 54 00 00 00
Q...R...S...T...
134969552 : 55 00 00 00 56 00 00 00 57 00 00 00 58 00 00 00
U...V...W...X...
134969568 : 59 00 00 00 5A 00 00 00 5B 00 00 00 5C 00 00 00
Y...Z...[...\...
134969584 : 5D 00 00 00 5E 00 00 00 5F 00 00 00 60 00 00 00
00 ]...^..._...`... ok
```

### 3. Dictionary

1. [Dictionary Maintenance](#)
2. [Word Lists and Search Order](#)
3. [Compilation and Execution Words](#)
4. [Defining Words](#)
5. [Control Structures](#)
6. [Stack Operations](#)
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9. [Logic and Bit Manipulation Operations](#)
10. [Arithmetic and Relational Operations](#)
11. [Floating Point Words](#)
12. [Number Conversion](#)
13. [Input and Output](#)
14. [File Access](#)
15. [Operating System Interface](#)
16. [Miscellaneous](#)

All of the words provided by kForth version 1.8.x are documented in this chapter. The notation used to express their stack diagrams is shown in the table below.

Arg Prefix	Data Type	Stack Cells
<b>a</b>	address	1
<b>n</b>	signed single integer	1
<b>u</b>	unsigned single integer	1
<b>d</b>	signed double length integer	2
<b>ud</b>	unsigned double length integer	2
<b>t</b>	signed triple length integer	3
<b>ut</b>	unsigned triple length integer	3
<b>b</b>	boolean flag: true or false (-1 or 0)	1
<b>r</b>	double precision floating point value	2
<b>^str</b>	counted string address	1
<b>x</b>	value of any single cell type	1
<b>xt</b>	execution token	1
<b>wid</b>	word list identifier	1

Word names which are **UNDERLINED** are either not part of the Forth-94 standard, or have usage with additional constraints beyond those specified in the standard. The few words which may have non-standard behavior in kForth rarely cause any difficulty for writing programs which run on both kForth and other Forth-94 compliant systems; however, the differences should be noted when attempting to run the programs on other systems.

Please refer to the Forth-94 standards document for definitions of special terms. Examples are *execution token*, *interpretation semantics*, and *compilation semantics*.

## 3.1 Dictionary Maintenance

<b>FORGET</b>	--	parse the next word in the input stream and remove the word and all subsequently defined words from the dictionary
<b><u>COLD</u></b>	--	restore the Forth environment to the startup state
<b>WORDS</b>	--	list the defined words in the current search order

The word **FORGET** may be used to remove words from the dictionary. Typing

**FORGET** *name*

will remove *name* and all words defined after *name* from the dictionary.

The word **COLD** deletes all non-intrinsic wordlists, definitions and strings, resets the search order and all stacks, and restarts the Forth environment in interpretation state – this is useful when you want to start over with the Forth system in a known state.

## 3.2 Word Lists and Search Order

Words in the dictionary are grouped into *word lists*. kForth provides the following built-in word lists:

**Root Forth Assembler**

New definitions are added to the current *compilation word list*, which is initially the Forth word list. When the compiler searches the dictionary for a word name, the search proceeds in a specified order through a specified series of word lists. This set of ordered word lists is known as the *search order*. The **ROOT** word list must always be a part of the search order; however, any other word lists may be added or removed from the search

order. The user may create custom word lists to group new words added to the dictionary, and control their visibility to the Forth compiler.

<b>ORDER</b>	--	display the word lists in the search order. The word list at the beginning of the search order is displayed to the left, and the compilation word list is shown in brackets.
<b>GET-ORDER</b>	-- widn ... wid1 n	return the word list identifiers, and the number of word lists; <b>wid1</b> is the first word list in the search order.
<b>SET-ORDER</b>	widn ... wid1 n --	set the search order to the specified sequence of word lists, where <b>wid1</b> identifies the first word list in the search order
<b>ONLY</b>	--	remove all word lists from the search order, except the minimal <b>Root</b> word list
<b>FORTH</b>	--	replace the first word list in the search order with the <b>Forth</b> word list
<b>ASSEMBLER</b>	--	replace the first word list in the search order with the <b>Assembler</b> word list.
<b>GET-CURRENT</b>	-- wid	return the word list identifier for the current compilation word list.
<b>SET-CURRENT</b>	wid --	set the compilation word list to be the word list identified by <b>wid</b>
<b>FORTH-WORDLIST</b>	-- wid	return the word list identifier for the <b>Forth</b> word list.
<b>ALSO</b>	--	duplicate the word list at the beginning of the search order.
<b>PREVIOUS</b>	--	remove the first word list in the search order
<b>DEFINITIONS</b>	--	set the first word list in the search order as the compilation word list.
<b>WORDLIST</b>	-- wid	create a new empty word list and return its identifier.
<b><u>VOCABULARY</u></b>	--	create a new named word list which, when executed, will replace the first word list in the search order.
<b>SEARCH-WORDLIST</b>	a u wid -- 0   xt n	search the word list identified by <b>wid</b> for the word name in the string, <b>a u</b> . Return <b>n=0</b> if the word is not found in the word list, <b>n=1</b> if the word is found and is an immediate word, <b>n=-1</b> if the word is found and is not an immediate word.

<b>FIND</b>	$\wedge$ str -- xt n	search all the word lists in the search order for the word specified by the counted string; Return code meaning: n is 0 if not found, n is 1 if found and the word is an <b>IMMEDIATE</b> word, n is -1 if found and the word is not an immediate word, and xt is a valid execution token if the word is found.
<b>[DEFINED]</b>	-- b	parse a word name from the input stream, search for the name in the search order, and return a flag indicating whether or not the name was found ( <b>TRUE</b> if found).
<b>[UNDEFINED]</b>	-- b	parse a word name from the input stream, search for the name in the search order, and return a flag indicating whether or not the name was found ( <b>FALSE</b> if found).

### 3.3 Compilation and Execution Words

<b>IMMEDIATE</b>	--	set the precedence of the most recently defined word
<b><u>NONDEFERRED</u></b>	--	set the interpretation precedence of the most recently defined word (see Technical Info)
<b>POSTPONE</b>	--	parse the next word in the input stream and append its compilation semantics to the current definition
<b>LITERAL</b>	x --	compile a single cell value from the stack into the current definition
<b>2LITERAL</b>	d --	compile a double length number from the stack into the current definition
<b>SLITERAL</b>	a u --	compile a string address and count from the stack into the current definition
<b>FLITERAL</b>	r --	compile a floating point number from the stack into the current definition
<b>'</b>	-- xt	parse the next word in the input stream and return its execution token
<b>[']</b>	--	parse the next word in the input stream and compile its execution token into the current definition
<b>&gt;BODY</b>	xt -- a	convert the xt for a word to its body address

<b>COMPILE,</b>	<code>xt --</code>	append execution semantics for <code>xt</code> to current definition
<b>EXECUTE</b>	<code>xt --</code>	perform the execution semantics specified by <code>xt</code>
<b>EVALUATE</b>	<code>a u --</code>	interpret and execute source code contained in a string
<b>:</b>	<code>--</code>	parse a word name from the input stream, begin a new definition for the word, and enter compilation state
<b>;</b>	<code>--   -- xt</code>	terminate a named or unnamed definition and return to interpretation state. For unnamed definition, return <code>xt</code> .
<b>:NONAME</b>	<code>--</code>	begin an unnamed definition and enter compilation state
<b>[</b>	<code>--</code>	enter interpretation state
<b>]</b>	<code>--</code>	enter compilation state
<b>STATE</b>	<code>-- a</code>	return address containing a flag: <b>true</b> if compiling; <b>false</b> if interpreting.

The words `'` (TICK), and `[ ' ]` may be used to search the dictionary for a specified word. `'` (TICK) parses the next word and returns an execution token on the stack, while `[ ' ]` is an immediate word used in compilation state to parse the next word and compile its execution token as a literal into the current definition. The word **EXECUTE** may be used to execute code specified by an execution token on the stack. The word **NONDEFERRED** is a non-standard word which is used to set the enhanced *precedence* state of a word in kForth. For more information on the concept of precedence in kForth, refer to the Technical Information section of the user's guide.

The following standard compilation words are provided in Forth source in `ans-words.4th`:

<b>TO</b>	<code>--</code>	determine the body address of the next word and append the run-time semantics to store a value at that address
-----------	-----------------	--

## 3.4 Defining Words

In addition to ordinary “colon definitions” of the form,

**:** **NAME** . . . **;**

the following *defining words* are also provided:

```
CREATE name
VARIABLE name
n CONSTANT name
2VARIABLE name
d 2CONSTANT name
FVARIABLE name
r FCONSTANT name
```

Both **:** and **CREATE** may be used inside a word definition to make your own defining words. The word **DOES>**, as part of a **CREATE** . . . **DOES>** expression, allows you to specify the run time behavior of a word defined by **CREATE**.

The following common Forth defining words have source code definitions, provided in `ans-words.4th`:

```
n VALUE name
DEFER name
```

An existing word may be referred to by another name, using the common practice word, **SYNONYM**, defined in the Forth source file, `ans-words.4th`. Another way is to use the built-in non-standard word **ALIAS**.

```
SYNONYM    --      create a new word which has the same behavior as an
                  existing word
ALIAS      xt  --  create a new word which has the same execution behavior as
                  xt
```

They may be used as follows,

```
SYNONYM name2 name1
' name1 ALIAS name2
```

where *name1* is the name of an existing word in the search order, and *name2* is the new name.



## 3.5 Control Structures

The following control structures are provided in kForth:

```
DO ... LOOP
DO ... +LOOP
?DO ... LOOP
?DO ... +LOOP
IF ... THEN
IF ... ELSE ... THEN
BEGIN ... AGAIN
BEGIN ... UNTIL
BEGIN ... WHILE ... REPEAT
CASE ... OF ... ENDOF ... ENDCASE
```

In addition to the basic flow control structures above, the indefinite loop structures starting with **BEGIN** have extended conditional branching capability. In the **BEGIN ... WHILE ... REPEAT** structure, a false condition for **WHILE** will cause a branch to the execution point beyond **REPEAT**, breaking out of the indefinite loop.

Additional **WHILE** statements may also be used inside the **BEGIN ... WHILE ... REPEAT** structure to break out of the indefinite loop. Each *additional* **WHILE** must terminate with a **THEN** statement, or with **ELSE ... THEN**, beyond the **REPEAT** statement.

Similarly, the loop structures, **BEGIN ... AGAIN**, and **BEGIN ... UNTIL** may include one or more **WHILE** statements. For these two loop structures, *each* **WHILE** statement must have a corresponding **THEN** or **ELSE ... THEN** termination outside of the loop.

All control structures may be nested. For **DO** loops the number of levels of nesting is limited only by return stack space. The following execution control words are also defined:

```
RECURSE
LEAVE
EXIT
QUIT
ABORT
ABORT"
```

**RECURSE** appends the execution semantics of the current definition *to* the current definition. It allows for recursive execution of a word. Note that other languages

provide recursion by using a call to the same name as the function/procedure being described; however, this is not possible in standard Forth since the same name may exist within the search order. In standard Forth, the use of *name* within the definition of *name* is prescribed to refer to the prior definition of *name* within the search order. A classic example of using recursion is to find the *greatest common divisor* of two integers,

```
: gcd ( n1 n2 -- gcd )
  ?DUP IF TUCK MOD RECURSE THEN ABS ;
```

**LEAVE** removes the current loop parameters from the return stack, by calling **UNLOOP**, and jumps out of the current loop. Execution resumes at the instruction following the loop.

**EXIT** returns from the word currently being executed. **EXIT** from within a loop requires that the loop parameters be discarded from the return stack explicitly with **UNLOOP**.

**QUIT** empties the return stack, terminates execution of the current word and returns kForth to the interpreter mode.

**ABORT** empties the data stack and executes **QUIT**.

**ABORT"** examines the flag on top of the stack and if the flag is true, prints the message delimited by ", then executes **ABORT**.

The exception handling words **CATCH** and **THROW** are defined in source in `ans-words.4th`.

## 3.6 Stack Operations

<b>DUP</b>	x -- x x	duplicate
<b>?DUP</b>	x -- x x   0	dup if not zero
<b>SWAP</b>	x1 x2 -- x2 x1	swap
<b>OVER</b>	x1 x2 -- x1 x2 x1	over
<b>ROT</b>	x1 x2 x3 -- x2 x3 x1	rotate cw
<b>-ROT</b>	x1 x2 x3 -- x3 x1 x2	rotate ccw
<b>DROP</b>	x --	drop

<b>NIP</b>	x1 x2 -- x2	nip
<b>TUCK</b>	n1 n2 -- n2 n1 n2	tuck
<b>PICK</b>	i*x n -- i*x xn	copy item n cells deep to top of stack
<b>ROLL</b>	i*x n - (i-1)*xx xn	rotate item n cells deep to top of stack
<b>DEPTH</b>	i*x -- i*x u	u is the data stack depth in cells
<b>2DUP</b>	x1 x2 -- x1 x2 x1 x2	
<b>2SWAP</b>	x1 x2 x3 x4 -- x3 x4 x1 x2	
<b>2OVER</b>	x1 x2 x3 x4 -- x1 x2 x3 x4 x1 x2	
<b>2ROT</b>	x1 x2 x3 x4 x5 x6 -- x3 x4 x5 x6 x1 x2	
<b>2DROP</b>	x1 x2 --	
<b>FDUP</b>	r -- r r	duplicate a floating point number on top of the stack. Note: r occupies two stack cells
<b>FSWAP</b>	r1 r2 -- r2 r1	swap two floating point numbers on the stack
<b>FOVER</b>	r1 r2 -- r1 r2 r1	copy the floating point number one deep onto top of stack
<b>FROT</b>	r1 r2 r3 -- r2 r3 r1	rotate the order of three fp numbers on the stack
<b>FDROP</b>	r --	drop a floating point number from the stack
<b><u>F2DROP</u></b>	r1 r2 --	drop two fp numbers from the stack
<b><u>F2DUP</u></b>	r1 r2 -- r1 r2 r1 r2	duplicate a pair of fp numbers on the stack

Return stack operations are:

<b>&gt;R</b>	x -- R: -- x	push x onto return stack
<b>R&gt;</b>	-- x R: -- x	pop x from return stack
<b>R@</b>	-- x R: x -- x	copy x from top of return stack
<b>2&gt;R</b>	d -- R: -- d	push two stack cells onto return stack
<b>2R&gt;</b>	-- d R: d --	pop two cells from return stack

<b>2R@</b>	-- d R: d -- d	copy two cells from top of return stack
<b>I</b>	-- n	current loop index
<b>J</b>	-- n	next outer loop index
<b>UNLOOP</b>	-- R: ... x1 x2 x3 -- ...	discard loop parameters from return stack

Note that **2>R** is *not equivalent* to the sequence **>R >R**. The order of the two single length elements on top of the return stack is different for the two cases. **2>R** pushes two items from the top of the stack so that they have the same order on the return stack. The sequence **2>R 2R>**, however, is identical to the sequence **>R >R R> R>**.

## 3.7 Memory Operations

<b>@</b>	a -- n	fetch single
<b>!</b>	n a --	store single n to address a
<b>2@</b>	a -- d	fetch double number from address a
<b>2!</b>	d a --	store double number to address a
<b>A@</b>	a1 -- a2	fetch address from address a
<b>C@</b>	a -- n	fetch byte
<b>C!</b>	n a --	store byte
<b>SW@</b>	a -- n	fetch signed word
<b>UW@</b>	a -- u	fetch unsigned word
<b>W!</b>	n a --	store signed word
<b>SL@</b>	a -- n	fetch signed dword (same as @ on 32-bit system)
<b>UL@</b>	a -- u	fetch unsigned dword (same as @ on 32-bit system)
<b>L!</b>	n a --	store signed/unsigned dword (same as ! on 32-bit system)
<b>SF@</b>	a -- r	fetch single precision float
<b>SF!</b>	r a --	store r as single precision float
<b>DF@</b>	a -- r	fetch double precision float
<b>DF!</b>	r a --	store double precision float
<b>F@</b>	a -- r	same as <b>DF@</b>
<b>F!</b>	r a --	same as <b>DF!</b>
<b>SP@</b>	-- a	fetch data stack pointer

<b>RP@</b>	-- a	fetch return stack pointer
<b>SP!</b>	a --	set data stack pointer
<b>RP!</b>	a --	set return stack pointer
<b>?</b>	a --	fetch and print single; equivalent to @ .
<b>ALLOT</b>	u --	allocates u bytes in the dictionary
<b>ALLOT?</b>	u -- a	allocates u bytes in the dictionary and returns starting address of the allocated region
<b>ALLOCATE</b>	u -- a n	reserve u bytes of system memory and return starting address of the allocated region and error code
<b>FREE</b>	a -- n	release memory previously reserved with <b>ALLOCATE</b> and return error code (0 = success)
<b>RESIZE</b>	a1 u -- a2 ior	change size of previously <b>ALLOCATED</b> region to u bytes; ior = 0 if success
<b>C"</b>	-- ^str	compile a counted string into the string table; the string is taken from the input stream and must be terminated by "
<b>S"</b>	-- a u	compile a string and return address and count
<b>COUNT</b>	^str -- a u	convert counted string address to character buffer address a and character count u
<b>MOVE</b>	a1 a2 u --	move u bytes from source a1 to dest a2 ; handle overlapping region
<b>FILL</b>	a u1 n2 --	fill u1 bytes with byte value n2 starting at a
<b>ERASE</b>	a u --	fill u bytes with zero starting at a

The following standard memory words are provided in Forth source in `ans-words.4th` and `dump.4th`:

<b>PAD</b>	-- a	return address of a scratch-pad in memory for temporary use	<code>ans-words.4th</code>
<b>DUMP</b>	a u --	output a hexadecimal display of the u bytes starting at address a	<code>dump.4th</code>

The non-ANS standard word **A@** is needed because kForth performs type checking for operands involved in memory access. **A@** performs **@** and sets the type field in the hidden type stack to represent an *address* for the retrieved value. Addresses may be stored in ordinary variables using **!**; however they should be retrieved with **A@**.

The behavior of **ALLOT** is more limited than allowed by the standard. **ALLOT** dynamically allocates the requested amount of memory and sets the parameter field

address (PFA) of the *last created word* to the address of the allotted region. Thus, in kForth, **ALLOT** *should always be preceded by* **CREATE**. Attempting to **ALLOT** without first creating a named dictionary entry, using **CREATE**, will result in a system-specific *exception*. Thus, kForth limits the use of **ALLOT**, but code written for kForth will be portable to standard Forth systems.

The non-standard word **ALLOT?** is provided because kForth contains no **HERE** address. **ALLOT?** both reserves the requested memory and returns the starting address of the allotted memory region.

**ALLOT?** should be preceded by **CREATE** as described above. All memory is dynamically allocated, and freed upon exiting kForth.

### 3.8 String Operations

<b>-TRAILING</b>	a u1 -- a u2	reduce string length to ignore trailing spaces
<b>/STRING</b>	a1 u1 n -- a2 u2	a2 = a1 + n, u2 = u1 - n
<b>BLANK</b>	a u --	fill u bytes with the blank-space character starting at a
<b>CMOVE</b>	a1 a2 u --	move u bytes from source a1 to dest a2
<b>CMOVE&gt;</b>	a1 a2 u --	move u bytes from a1 to a2 in descending order
<b>COMPARE</b>	a1 u1 a2 u2 -- n	compare the strings a1 u1 and a2 u2. Return zero if they are equal.
<b>SEARCH</b>	a1 u1 a2 u2 -- a3 u3 b	search for the string a2 u2 within the string a1 u1; return <b>true</b> if found and the substring a3 u3
<b>SLITERAL</b>	a u --	compile a string address and count from the stack into the current definition

The following useful string words are provided in `strings.4th`.

<b><u>SCAN</u></b>	a1 u1 n -- a2 u2	search for first occurrence of character value n in the string specified by a1 u1. Return the substring a2 u2 starting with the search character
<b><u>SKIP</u></b>	a1 u1 n -- a2 u2	search for first occurrence of character value not equal to n

See also Memory Operations.

## 3.9 Logic and Bit Manipulation Operations

<b>AND</b>	x1 x2 -- x3	bitwise AND of x1 and x2
<b>OR</b>	x1 x2 -- x3	bitwise OR of x1 and x2
<b>XOR</b>	x1 x2 -- x3	bitwise exclusive OR of x1 and x2
<b>NOT</b>	x1 -- x2	one's complement of x1
<b>INVERT</b>	x1 -- x2	same as <b>NOT</b>
<b>LSHIFT</b>	x1 u -- x2	x2 is x1 shifted left by u bits
<b>RSHIFT</b>	x1 u -- x2	x2 is x1 shifted right by u bits

## 3.10 Arithmetic and Relational Operations

### 3.10.1 Single and Double Integer Operations

<b>1+</b>	n1 -- n2	increment: $n2 = n1 + 1$
<b>1-</b>	n1 -- n2	decrement: $n2 = n1 - 1$
<b>2+</b>	n1 -- n2	$n2 = n1 + 2$
<b>2-</b>	n1 -- n2	$n2 = n1 - 2$
<b>2*</b>	n1 -- n2	arithmetic left shift: $n2 = n1 * 2$
<b>2/</b>	n1 -- n2	arithmetic right shift: $n2 = n1 / 2$
<b>CELLS</b>	n1 -- n2	n2 is n1 times size in bytes of a cell
<b>CELL+</b>	n1 -- n2	n2 is n1 plus the size in bytes of a cell
<b>FLOATS</b>	n1 -- n2	n2 is n1 times size of a floating point number
<b>FLOAT+</b>	n1 -- n2	n2 is n1 plus the size of a floating point number
<b>DFLOATS</b>	n1 -- n2	n2 is n1 times size of <i>double precision</i> floating point number
<b>DFLOAT+</b>	n1 -- n2	n2 is n1 plus size of <i>double precision</i> floating point number
<b>SFLOATS</b>	n1 -- n2	n2 is n1 times size of <i>single precision</i> floating point number
<b>SFLOAT+</b>	n1 -- n2	n2 is n1 plus size of <i>single precision</i> floating point number
<b>CHAR+</b>	n1 -- n2	same as <b>1+</b>
<b>+</b>	n1 n2 -- n3	add

<b>-</b>	n1 n2 -- n3	subtract: $n3 = n1 - n2$
<b>*</b>	n1 n2 -- n3	multiply
<b>/</b>	n1 n2 -- n3	divide: $n3 = n1 / n2$
<b>+!</b>	n a --	add n to value at address a
<b>MOD</b>	n1 n2 -- n3	modulus or remainder
<b>/MOD</b>	n1 n2 -- n3 n4	$n3 = \text{remainder}$ and $n4 = \text{quotient}$ for $n1/n2$
<b><u>U/MOD</u></b>	u1 u2 -- urem uq	divide u1 by u2, return u remainder and u quotient
<b>*/</b>	n1 n2 n3 -- n4	$n4 = n1 * n2 / n3$ ; intermediate value is 64 bit
<b>*/MOD</b>	n1 n2 n3 -- n4 n5	$n4$ and $n5$ are remainder and quotient for $n1 * n2 / n3$
<b><u>UD/MOD</u></b>	ud u -- urem udq	divide ud by u, return u remainder and ud quotient
<b>M+</b>	d1 n -- d2	add single to double integer
<b>M*</b>	n1 n2 -- d	multiply two singles and return signed double
<b>M*/</b>	d1 n1 +n2 -- d2	multiply d1 by n1 to obtain triple cell result; then divide result by $n2 > 0$ to give signed double d2
<b>UM*</b>	u1 u2 -- ud	multiply unsigned singles and return unsigned double
<b>UM/MOD</b>	ud u1 -- u2 u3	divide unsigned double number by unsigned single and return remainder (u2) and quotient (u3). Returns -1 -1 for u2 and u3 on division overflow.
<b>FM/MOD</b>	d n1 -- n2 n3	divide double by single to give floored quotient $n3$ and <i>modulus</i> $n2$
<b>SM/REM</b>	d n1 -- n2 n3	divide double by single to give symmetric quotient $n3$ and <i>remainder</i> $n2$
<b><u>DS*</u></b>	d n -- t	multiply double and single to give signed triple length product
<b><u>UDM*</u></b>	ud u -- ut	multiply unsigned double and unsigned single to give unsigned triple length product
<b><u>UTM/</u></b>	ut u -- ud	divide unsigned triple by unsigned single to give unsigned double quotient
<b><u>UTS/MOD</u></b>	ut1 u1 -- ut2 u2	Divide unsigned triple ut1 by unsigned single u1 to give unsigned triple quotient ut2 and unsigned single remainder u2
<b><u>STS/REM</u></b>	t1 n1 -- t2 n2	Divide signed triple t1 by signed single n1 to give signed triple quotient t2 and signed remainder n2



<b>D+</b>	d1 d2 -- d3	double number addition
<b>D-</b>	d1 d2 -- d3	double number subtraction
<b>ABS</b>	n1 -- n2	absolute value
<b>NEGATE</b>	n1 -- n2	n2 = -n1
<b>DABS</b>	d1 -- d2	double number absolute value
<b>DNEGATE</b>	d1 -- d2	double number negation
<b>MIN</b>	n1 n2 -- n1   n2	minimum of n1 and n2
<b>MAX</b>	n1 n2 -- n1   n2	maximum of n1 and n2
<b>DMIN</b>	d1 d2 -- d1   d2	minimum of d1 and d2
<b>DMAX</b>	d1 d2 -- d1   d2	maximum of d1 and d2
<b>=</b>	n1 n2 -- b	test n1 equal to n2
<b>&lt;&gt;</b>	n1 n2 -- b	test n1 not equal to n2
<b>&lt;</b>	n1 n2 -- b	test n1 less than n2
<b>&gt;</b>	n1 n2 -- b	test n1 greater than n2
<b>&lt;=</b>	n1 n2 -- b	test n1 less than or equal to n2
<b>&gt;=</b>	n1 n2 -- b	test n1 greater than or equal to n2
<b>U&lt;</b>	u1 u2 -- b	test unsigned u1 less than u2
<b>U&gt;</b>	u1 u2 -- b	test unsigned u1 greater than u2
<b>D=</b>	d1 d2 -- b	test d1 equal to d2
<b>D&lt;</b>	d1 d2 -- b	test d1 less than d2
<b>DU&lt;</b>	ud1 ud2 -- b	test ud1 less than ud2
<b>0&lt;</b>	n -- b	test n less than zero
<b>0&gt;</b>	n -- b	test n greater than zero
<b>0=</b>	n -- b	test n equal to zero
<b>0&lt;&gt;</b>	n -- b	test n not equal to zero
<b>D0=</b>	d -- b	test d equal to zero
<b>D0&lt;</b>	d -- b	test d less than zero
<b>D2*</b>	d1 -- d2	d2 is the arithmetic left shift of d1
<b>D2/</b>	d1 -- d2	d2 is the arithmetic right shift of d1
<b>WITHIN</b>	n1   u1 n2   u2 n3   u3 -- b	return <b>TRUE</b> if n2   u2 <= n1   u1 < n3   u3, given n2   u2 < n3   u3

kForth provides pre-defined constants **TRUE** (-1) and **FALSE** (0).

## 3.11 Floating Point Operations

### 3.11.1 Arithmetic and Relational Words

<b>F+</b>	r1 r2 -- r3	add
<b>F-</b>	r1 r2 -- r3	subtract: $r3 = r1 - r2$
<b>F*</b>	r1 r2 -- r3	multiply
<b>F/</b>	r1 r2 -- r3	divide: $r3 = r1/r2$
<b>FABS</b>	r1 -- r2	absolute value
<b>FNEGATE</b>	r1 -- r2	$r2 = -r1$
<b>FROUND</b>	r1 -- r2	round to nearest whole number
<b>FTRUNC</b>	r1 -- r2	truncate, towards zero, to whole number
<b>FLOOR</b>	r1 -- r2	truncate, towards minus infinity, to whole number
<b>FMIN</b>	r1 r2 -- r1   r2	minimum of r1 and r2
<b>FMAX</b>	r1 r2 -- r1   r2	maximum of r1 and r2
<b>F0=</b>	r -- b	test r equal to zero
<b>F0&lt;</b>	r -- b	test r less than zero
<b>F0&gt;</b>	r -- b	test r greater than zero
<b>F=</b>	r1 r2 -- b	test r1 equal to r2
<b>F&lt;&gt;</b>	r1 r2 -- b	test r1 not equal to r2
<b>F&lt;</b>	r1 r2 -- b	test r1 less than r2
<b>F&gt;</b>	r1 r2 -- b	test r1 greater than r2
<b>F&lt;=</b>	r1 r2 -- b	test r1 less than or equal to r2
<b>F&gt;=</b>	r1 r2 -- b	test r1 greater than or equal to r2

The following standard word is provided as Forth source in `ans-words.4th`:

**F~**    r1 r2 r3 -- b    test r1 approximately equal to r2, within uncertainty r3; if r3 = 0e, r1 and r2 must be *exactly equal* in their binary representation

### 3.11.2 Floating Point Functions

<b>F**</b>	r1 r2 -- r3	$r3 = r1$ raised to power of r2
<b>FSQRT</b>	r1 -- r2	square root
<b>FLOG</b>	r1 -- r2	$r2 = \log$ base 10 of r1

<b>FALOG</b>	r1 -- r2	$r2 = 10$ raised to power of $r1$
<b>FEXP</b>	r1 -- r2	$r2 = \exp(r1)$
<b>FEXPM1</b>	r1 -- r2	$r2 = \exp(r1) - 1$
<b>FLN</b>	r1 -- r2	$r2 = \log$ base $e$ of $r1$
<b>FLNP1</b>	r1 -- r2	$r2 = \log_e(r1) + 1$
<b><u>DEG&gt;RAD</u></b>	r1 -- r2	degrees to radians
<b><u>RAD&gt;DEG</u></b>	r1 -- r2	radians to degrees
<b>FSIN</b>	r1 -- r2	$r2 = \sin(r1)$
<b>FCOS</b>	r1 -- r2	$r2 = \cos(r1)$
<b>FSINCOS<sup>†</sup></b>	r1 -- r2 r3	$r2 = \sin(r1)$ ; $r3 = \cos(r1)$
<b>FTAN</b>	r1 -- r2	$r2 = \tan(r1)$
<b>FASIN</b>	r1 -- r2	arc sine
<b>FACOS</b>	r1 -- r2	arc cosine
<b>FATAN</b>	r1 -- r2	arc tangent
<b>FATAN2</b>	r1 r2 -- r3	$r3$ is arc tangent of $r1/r2$ with proper quadrant
<b>FSINH</b>	r1 -- r2	$r2 = \sinh(r1)$
<b>FCOSH</b>	r1 -- r2	$r2 = \cosh(r1)$
<b>FTANH</b>	r1 -- r2	$r2 = \tanh(r1)$
<b>FASINH</b>	r1 -- r2	inverse hyperbolic sine
<b>FACOSH</b>	r1 -- r2	inverse hyperbolic cosine
<b>FATANH</b>	r1 -- r2	inverse hyperbolic tangent

† In kForth-32, **FSINCOS** always uses the x86's native **FSINCOS** instruction. The returned sine and cosine values from **FSINCOS** may differ in accuracy from those returned by kForth's **FSIN** and **FCOS** words. **FSIN** and **FCOS** words will provide higher accuracy over a larger range of angles, while **FSINCOS** will be faster, in general.

## 3.12 Number Conversion

<b>S&gt;D</b>	n -- d	convert single integer to double length integer
<b>D&gt;S</b>	d -- n	convert signed double integer to signed integer
<b>S&gt;F</b>	n -- r	convert single integer to floating point number
<b>D&gt;F</b>	d -- r	convert double length integer to fp number
<b>FROUND&gt;S</b>	r -- n	convert floating point to integer by <i>rounding</i>
<b>FTRUNC&gt;S</b>	r -- n	convert floating point number r to integer n by <i>truncating</i> towards zero†
<b>F&gt;D</b>	r -- d	convert fp number to double integer by truncating towards zero
<b>&gt;FLOAT</b>	a u -- r TRUE FALSE	convert string to floating point number; return fp number and <b>TRUE</b> if successful, <b>FALSE</b> otherwise
<b>&gt;NUMBER</b>	ud1 a1 u1 -- ud2 a2 u2	convert digits of string a1 u1 and add this number to ud1*base; result is ud2, and a2 u2 point to remaining part of string
<b>NUMBER?</b>	^str -- d b	convert counted string to signed double number in the current BASE; b is <b>TRUE</b> if successful
<b>&lt;#</b>	ud -- ud	begin conversion of unsigned double to a string
<b>#</b>	ud1 -- ud2	convert the least significant digit of ud1 to a character; concatenate character to conversion string.
<b>#S</b>	ud1 -- 0 0	convert all significant digits in ud1 to string
<b>SIGN</b>	n --	attach minus sign to conversion string if n < 0
<b>HOLD</b>	n --	attach character with ASCII code n to the conversion string
<b>#&gt;</b>	ud -- a u	drop the double number and return the string address and count

Other useful conversion words for number to string conversion and vice-versa, such as **F>FPSTR**, are given in `strings.4th`.

†The word **FTRUNC>S** has the same behavior as the word **F>S** in some Forth-94 systems; however, **F>S** has previously been implemented in some Forth systems, prior to the 2012 standard, with *rounding* or *truncating* to single length signed integer behavior. Therefore, we have not implemented **F>S** in kForth, preferring instead that the rounding mode for conversions from floating point to single length

signed integer be explicitly specified using either **FROUND>S** or **FTRUNC>S**. The Forth-94 specification calls for **F>D** conversions to be truncating, and kForth's **F>D** conversion is compliant with those specifications. Explicit words to perform rounding to nearest and truncating conversions from floating point to double length signed integer may be defined as

```
: FROUND>D FROUND F>D ;
: FTRUNC>D F>D ;
```

### 3.13 Input and Output

<b>BASE</b>	-- a	return the address containing current number base
<b>DECIMAL</b>	--	set the number base to ten
<b><u>BINARY</u></b>	--	set the number base to two
<b>HEX</b>	--	set the number base to sixteen
<b>KEY?</b>	-- b	return <b>TRUE</b> if a character from a key press is available (use <b>KEY</b> to obtain the character)
<b>KEY</b>	-- n	wait for key press and return key code
<b>ACCEPT</b>	a n1 -- n2	read up to n1 characters into buffer a from keyboard. n2 is actual number of chars input.
<b>BL</b>	-- 32	return the ascii value for a blank space character
<b>WORD</b>	n -- ^str	parse text from the input stream, delimited by character with ascii value n and return the address of a counted string containing the word
<b>PARSE</b>	n -- a u	parse text from the input stream, delimited by character n and return the parsed string
<b>CHAR</b>	-- n	parse the next word, delimited by a space and return the ascii value of its first character
<b>[CHAR]</b>	--	parse the next word, delimited by a space, and compile a character literal into the current definition
<b>.</b>	n --	display top item on the stack in the current base
<b>.R</b>	n u --	display n in the current base in u-wide field
<b>U.</b>	u --	display unsigned single u in current base
<b>U.R</b>	u1 u2 --	display u1 in the current base in u2-wide field
<b>D.</b>	d --	display signed double length number d
<b>D.R</b>	d u --	display signed double d in u-wide field
<b><u>UD.</u></b>	ud --	display unsigned double length number

<b><u>UD.R</u></b>	ud u --	display unsigned double <i>ud</i> in <i>u</i> -wide field
<b>PRECISION</b>	-- u	return the number of significant digits output by <b>FS.</b>
<b>SET- PRECISION</b>	u --	set the number of significant digits output by <b>FS.</b>
<b>FS.</b>	r --	display the floating point number using scientific notation, with the number of significant digits specified by <b>PRECISION</b>
<b>F.</b>	r --	display the floating point number on top of the stack, using an automatic format.
<b>.S</b>	i*x -- i*x	non-destructive display of the stack
<b>."</b>	--	parse text from the input stream, delimited by " and append the execution semantics to display the string within the current definition.
<b>.(</b>	--	parse and display text, delimited by ')', from the input stream. The word is executed immediately.
<b>CR</b>	--	output carriage return
<b>SPACES</b>	n --	output <i>n</i> spaces
<b>EMIT</b>	n --	output character with ascii value <i>n</i>
<b>TYPE</b>	a u --	display <i>u</i> characters from buffer at <i>a</i>
<b>SOURCE</b>	-- a u	return address and count of the input buffer
<b>REFILL</b>	-- b	attempt to read another line from the input source and return flag
<b>&gt;FILE</b>	--	parse the <i>filename</i> from the input stream and change output stream from the console to the file.
<b><u>CONSOLE</u></b>	--	reset output stream to the console

The following non-standard output word is provided in `strings.4th`.

<b><u>F.RD</u></b>	r u1 u2 --	print a floating point number <i>r</i> in fixed point format with <i>u2</i> decimal places, right justified in a field of width <i>u1</i> .
--------------------	------------	---

The following standard terminal control words, and more, are provided in `Forth` source in `ansi.4th`:

<b>PAGE</b>	--	clear the screen and put cursor at top left
<b>AT-XY</b>	n1 n2 --	position cursor at column <i>n1</i> and row <i>n2</i> . Origin is (0, 0).

## 3.14 File Access

<b><u>OPEN</u></b>	<code>^name n1 -- n2</code>	open file specified by counted string <code>^name</code> in mode <code>n1</code> , which can be the following: 0 read-only ( <b>R/O</b> ) 1 write-only ( <b>W/O</b> ) 2 read-write ( <b>R/W</b> ) <code>n2</code> is the file descriptor, a non-negative integer if successful.
<b><u>LSEEK</u></b>	<code>n1 n2 n3 -- n4</code>	change current position in opened file; <code>n1</code> is the file descriptor, <code>n2</code> is the offset, and <code>n3</code> is the mode with the following meaning: 0 offset is relative to start of file 1 offset is relative to current position 2 offset is relative to end of file <code>n4</code> is the resulting offset from the beginning of the file, or -1 if error.
<b><u>READ</u></b>	<code>n1 a n2 -- n3</code>	read <code>n2</code> bytes into buffer address <code>a</code> , from file with descriptor <code>n1</code> . <code>n3</code> is the number of bytes actually read.
<b><u>WRITE</u></b>	<code>n1 a n2 -- n3</code>	write <code>n2</code> bytes from buffer address <code>a</code> to file with descriptor <code>n1</code> . <code>n3</code> is the number of bytes actually written.
<b><u>FSYNC</u></b>	<code>n1 -- n2</code>	flush all buffered data written to file/device with descriptor <code>n1</code> . Return error code <code>n2</code> .
<b><u>CLOSE</u></b>	<code>n1 -- n2</code>	close file with descriptor <code>n1</code> and return status <code>n2</code> (0 if successful, -1 if error).
<b><u>INCLUDE</u></b>	<code>-- i*x</code>	parse the Forth source <i>filename</i> from the input stream and interpret the file.
<b><u>INCLUDED</u></b>	<code>a u -- i*x</code>	set the input stream for the interpreter to the specified file and process it line by line

The following ANS standard file access words are provided as Forth definitions in `files.4th`:

<b>R/O</b>	<code>-- n</code>	"read-only" file access method
<b>W/O</b>	<code>-- n</code>	"write-only" file access method
<b>R/W</b>	<code>-- n</code>	"read-write" file access method
<b>BIN</b>	<code>n1 -- n2</code>	modify file access method for binary mode
<b>CREATE-FILE</b>	<code>a u n1 -- n2 n3</code>	create a file with name specified by string address and count <code>a u</code> , and access method <code>n1</code> . Return file descriptor <code>n2</code> and result <code>n3</code>

		code n3
<b>OPEN-FILE</b>	a u n1 -- n2 n3	open an existing file, specified by string address and count a u, using access method n1, and return file descriptor n2 and result code n3
<b>CLOSE-FILE</b>	n1 -- n2	close the file with descriptor n1 and return result code n2
<b>READ-FILE</b>	a u1 n1 -- u2 n2	read u1 bytes into buffer at address a from file with descriptor n1 and return actual number of bytes read u2 and result code n2
<b>WRITE-FILE</b>	a u n1 -- n2	write u bytes from buffer a to file with descriptor n1; return result code n2
<b>FILE- POSITION</b>	n1 -- ud n2	return current file position ud and result code n2
<b>REPOSITION- FILE</b>	ud n1 -- n2	set file position to ud for file with descriptor n1 and return result code n2
<b>FILE-SIZE</b>	n1 -- ud n2	return the size of the file ud and the result code n2
<b>FLUSH-FILE</b>	n1 -- n2	force buffered info for file with descriptor n1 to be written to disk. n2 is the result code.
<b>FILE-EXISTS</b>	^str -- b	return <b>TRUE</b> if the specified file exists
<b>DELETE-FILE</b>	a u -- n	delete the file specified by string a u, and return result code n
<b>RENAME-FILE</b>	a1 u1 a2 u2 -- n1	existing file name is specified by string a1 u1; new file name is specified by string, a2 u2.
<b>READ-LINE</b>	a u1 n1 -- u2 b n2	read a line of text, with at most u1 bytes, from file with descriptor n1 into the buffer a; return actual bytes read u2, success flag b, and result code n2
<b>WRITE-LINE</b>	a u n1 -- n2	write a line of text having u bytes from buffer a into file with descriptor n1, and return result code n2



## 3.15 Operating System Interface

<b><u>SYSTEM</u></b>	<code>^str -- n</code>	execute a shell command; <code>^str</code> is the command line passed to the shell. Return code <code>n</code> is -1 on error, or the return value from the command.
<b><u>SYSCALL</u></b>	<code>n1 ... nm m ncall -- nerr</code>	perform system call <code>ncall</code> , with arguments <code>n1</code> to <code>nm</code> , where $0 \leq m \leq 6$
<b><u>BYE</u></b>	<code>--</code>	close the Forth environment and exit to the system.
<b><u>CHDIR</u></b>	<code>^path -- n</code>	change the current directory to the one specified in the counted string <code>^path</code> ; Return code <code>n</code> is OS dependent.
<b><u>IOCTL</u></b>	<code>n1 n2 a -- n3</code>	send device control request <code>n2</code> to file with descriptor <code>n1</code> . Additional parameters are passed through buffer at address <code>a</code> . <code>n3</code> is the status (0 if successful, -1 if error).
<b><u>TIME&amp;DAY</u></b>	<code>-- sec min hr day mo yr</code>	return the local time
<b><u>MS</u></b>	<code>u --</code>	wait for <code>u</code> milliseconds
<b><u>MS@</u></b>	<code>-- u</code>	return number of milliseconds elapsed since start of kForth
<b><u>US</u></b>	<code>u --</code>	wait for <code>u</code> microseconds
<b><u>US2@</u></b>	<code>-- ud</code>	return number of microseconds elapsed since start of kForth
<b><u>DLOPEN</u></b>	<code>azstr bflag -- nhandle</code>	load the dynamic library file
<b><u>DLERROR</u></b>	<code>-- azstr</code>	return address of null terminated error string
<b><u>DLSYM</u></b>	<code>nhandle azsym -- a</code>	return address of symbol in library
<b><u>DLCLOSE</u></b>	<code>nhandle -- nerr</code>	close the dynamic library
<b><u>FORTH-SIGNAL</u></b>	<code>a n -- aold</code>	install Forth word as handler for signal <code>n</code>
<b><u>RAISE</u></b>	<code>n -- ior</code>	assert signal <code>n</code>
<b><u>SET-ITIMER</u></b>	<code>n1 a1 a2 -- n2</code>	set up timer signals
<b><u>GET-ITIMER</u></b>	<code>n a -- n2</code>	get timer countdown count
<b><u>USLEEP</u></b>	<code>u --</code>	wait for at least <code>u</code> microseconds

Shaded words are available only under Linux. Numerous operating system functions and constants are also defined as Forth words in `syscalls.4th`. The use of **FORTH-SIGNAL** for handling signals is illustrated in the example Forth source files, `signals-ex.4th` and `sigfpe.4th`. The use of **IOCTL** for communicating with a device driver is illustrated in the Forth source file, `serial.4th`. The Forth source file, `dltest.4th`, provides an example of importing an external C library function, from a *shared object file*, into kForth using **DLOPEN**, etc. and calling the function from a Forth word.

Under Windows, **USLEEP** provides only millisecond resolution. Intrinsic Windows API calls include

<b>VALLOC</b>	<code>anew usize ntype nprot -- a   -1</code>	Win32 API call <b><i>VirtualAlloc</i></b>
<b>VFREE</b>	<code>a -- ior</code>	Win32 API call <b><i>VirtualFree</i></b>
<b>VPROTECT</b>	<code>a usize newprot aoldprot -- ior</code>	Win32 API call <b><i>VirtualProtect</i></b>

kForth-Win32 also provides the following definition.

**\_WIN32\_** -- b      return **TRUE** if running under Windows

The word sequence **[DEFINED] \_WIN32\_** may be used to test whether or not the OS being used is Windows.

## 3.16 Miscellaneous

kForth's **CALL** word provides a means for calling machine language procedures placed in *protected memory* (read-executable memory). The Forth source file, `mc.4th`, provides words for placing machine code into protected memory. See the file, `fcalls-x86.4th`, for an example of defining a Forth word to call machine code.

<b><u>CALL</u></b>	<code>a --</code>	call machine language subroutine at address a
<b><u>VMTHROW</u></b>	<code>n --</code>	throw exception n, bypassing catch.

## 4. Technical Information

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### 4.1 Forth-94 Compliance

kForth-32/kForth-Win32 version 1.x provides a subset of the Forth-94 standard (ANS Forth), specified in [DPANS94](#). Code may be written for kForth to be portable to standard Forth-94 systems with the use of trivially defined extensions (see the *Special Features* section below). Compliance with Forth-94 may be checked using John Hayes' suite of tests for the core words of an ANS Forth system: `tester.4th` and `core.4th`. Tests involving unsupported words such as **HERE** and `,` and `C`, have been commented out as, well as some weird variants of **CREATE** and **DOES>** usage. Compliance with the Forth-94 extension words for working with double length numbers may be checked using `dbltest.4th`. Tests are commented out for words which are not implemented in kForth.

### 4.2 Threading Model

kForth is an *indirect threaded code* (ITC) system. The kForth compiler/interpreter parses the input stream into a vector of pseudo op-codes or Forth Byte Code. Upon execution, the vector of byte codes is passed on to a *virtual machine* which looks up the execution address of the words and performs either a *call* or an *indirect jump* to the next execution address. The type of threading used in the virtual machine is a **hybrid** of *indirect call threading* and *indirect jump threading*. The kForth virtual machine is implemented as a mixture of assembly language, C, and C++ functions.

Only the assembly language portion of the virtual machine utilizes indirect jump threading.

## 4.3 Signed Integer Division

kForth implements *symmetric integer division*. An alternative form of signed integer division is called *floored integer division*. Both symmetric and floored division yield identical results when the two operands, dividend and divisor, are either both positive integers or both negative integers. However, when the two operands differ in sign, symmetric and floored integer division can give different results. For example,

*Floored Division:* `-8 3 / . -3 ok`

*Symmetric Division:* `-8 3 / . 2 ok`

Similarly, the word **MOD** yields different results on floored and symmetric division systems. Under floored division, **MOD** is truly a *modulus* operator (*i.e.* the result of  $n1\ n2\ \text{MOD}$  is a number in the range  $[0, n2)$ ), while under symmetric division, **MOD** simply returns a remainder. The following paper provides a discussion of integer division in computing languages: [Division and Modulus for Computer Scientists](#) by Daan Leijen.

Floored integer division was guaranteed by the Forth-83 standard. However, the Forth-94 standard revoked this guarantee and allowed system implementors to choose either symmetric or floored integer division. The rationale in revoking a fixed standard was to allow Forth systems to implement whatever form of integer division was best supported by the microprocessor hardware. Most microprocessors which provide signed integer division implement symmetric division. In kForth, the original rationale for using symmetric division was simply to maintain consistency with the GNU C implementation, which mandates the use of symmetric integer division per the ISO C99 standard (the symmetric version of **MOD** corresponds to the `%` operator in C). In general, floored division is considered by computer scientists and mathematicians to be the more useful form of signed integer division.

A significant problem with the Forth-94 standard is that, in practice, implementors of compliant Forth systems for a single hardware platform such as Intel x86 have chosen to use different forms of division. Consider the behavior of the Forth systems below, all running under Linux on Intel x86:

```
gforth:  -8 3 MOD . 1 ok
pfe:     -8 3 MOD . 1 ok
kforth:  -8 3 MOD . -2 ok
iforth:  -8 3 MOD . -2 ok
```

```
bigforth: -8 3 MOD . 1 ok
```

Therefore, a Forth program using signed integer division words (**/ MOD /MOD \*/MOD**) may produce different outputs under two different Forth-94-compliant systems. The Forth-94 standard addresses the portability issue by calling for use of the explicit floored and symmetric division words **FM/MOD** and **SM/REM** whenever it is important to explicitly specify the type of division. However, it is highly likely that Forth programmers will casually use signed integer division words such as **MOD** without always remembering the portability issue.

## 4.4 Double Numbers

kForth supports working with signed and unsigned double length numbers, and implements nearly all of the optional double number word set specified by Forth-94, either intrinsically or in the form of Forth source definitions (see `ans-words.4th` for the latter). In addition to the Forth-94 tests involving double numbers given in `core.4th`, further tests of double number words implemented in kForth are given in `system-test/dbltest.4th`.

### 4.4.1 Double Number Entry

One significant departure in kForth from typical Forth systems is the method of entry of double length numbers. Traditional Forth recognizes the decimal point as a marker for a double number, e.g.

```
234.
```

is interpreted as a double number. *kForth does not permit double number entry in this manner.* The rationale behind this restriction is that such entries may easily be confused with floating point numbers. Such confusion will likely be common for new Forth users who have previously used other computer languages such as **C**. Even experienced Forth users who make frequent use of floating point calculations are also susceptible to such confusion. Since kForth uses the data stack to hold floating point numbers, and since a floating point number also occupies two stack cells (see next section), mistakes arising from misinterpreting entries with a decimal point may not be as readily apparent, leading to hard-to-find bugs.

### 4.4.2 kForth Method

The prohibition on standard double number entry in kForth demands that an alternate method be provided for entry of double numbers. This may be easily accomplished by using a string to double number conversion word. There are two ways to accomplish this. The first method is simple, but it is specific to kForth, while the second is more complex, but portable to other ANS systems. In the simple

method, we may make use of the non-standard word, **NUMBER?**, to convert a counted string to a signed double length number, as follows.

```
c" -20123456789" NUMBER? DROP
```

**NUMBER?** actually returns a flag indicating whether or not the conversion succeeded, but we drop the flag in the above example for simplicity. If the conversion did not succeed, a double length zero will result.

### 4.4.3 Forth-94 Compatible Method

The second method should be used if it is desired to port the code to other Forth systems. Forth-94 provides **>NUMBER** for converting a string to an unsigned double number. A more general string to double number conversion word, handling both signed and unsigned double numbers, may be written as follows.

```
variable dsign
```

```
: >d ( a u -- d|ud | convert string to a signed/unsigned double )
  0 0 2SWAP
  \ skip leading spaces and tabs
  BEGIN OVER C@ DUP BL = SWAP 9 = OR WHILE 1 /STRING REPEAT
  ?DUP IF
    FALSE dsign !
    OVER C@
    CASE
      [char] - OF TRUE dsign ! 1 /STRING ENDOF
      [char] + OF 1 /STRING ENDOF
    ENDCASE
    >NUMBER 2DROP
    dsign @ IF DNEGATE THEN
  ELSE DROP THEN ;
```

Using the above definition of >D, examples of double number entry are:

```
s" 20123456789" >d
s" -20123456789" >d
s" +20123456789" >d
```

Note that the method used above is not needed if the double number being entered fits within the bounds of a *signed* single number. Most cases of double number entry fit this scenario. In such a case, we may simply enter the single number, followed by **S>D**, e.g.

```
-234          S>D
2147483647    S>D
-2147483649   S>D
```

## 4.5 Floating Point Implementation

Forth-94 and earlier Forth standards allowed floating point numbers to be stored either on the *data stack* or on a separate *floating point stack*. kForth-32 and kForth-Win32, ver. 1.x, uses the *data stack* for holding floating point numbers. The rationale for using the data stack for floating point operations in kForth was to allow legacy code written for earlier Forth systems (in particular the Forth systems from Laboratory Microsystems Inc.) to run without significant modifications under kForth. In kForth, a floating point number on the data stack occupies two cells. Thus, under 32-bit Windows or Linux, floating point numbers are 64-bit double-precision numbers (equivalent to C's `double`).

The quality of the floating point arithmetic in kForth may be checked using the program, `paranoia.4th`, and other floating point tests provided in `forth-src/system-test`.

## 4.6 Special Features

Special features of kForth are described in a two-part article in [Forthwrite](#) magazine, issues **116** and **117**. These features are:

- The kForth dictionary is *dynamically allocated* as new definitions are added. Thus kForth does not implement a monolithic, fixed size dictionary, but can use as much memory as provided by the host operating system. Several side effects result from using dynamic memory allocation to grow the dictionary:
  - There is no **HERE** address in kForth.
  - There is no `,` (comma operator) in kForth.
  - There is no **C,** operator in kForth.

Owing to the fact that **HERE** does not exist, the word **ALLOT** not only allocates the requested amount of memory, but also has the non-standard behavior that it assigns the address of the new memory region to the body address, also called the *parameter field address* (PFA), of the last defined word. In kForth, the use of **ALLOT** must always be preceded by the use of **CREATE**. A variant of **ALLOT**, named **ALLOT?** is also provided. **ALLOT?** has the same behavior as **ALLOT** plus it returns the start address of the dynamically allocated region on the parameter stack. **ALLOT?** has the following equivalent definition under ANS Forth:

```
: ALLOT? ( u -- a ) HERE SWAP ALLOT ;
```

**ALLOT?** is particularly useful in writing *defining words* in the absence of **HERE** and the comma operators. For example, to write your own integer constant defining word:

```
: CONST ( n -- ) CREATE 4 ALLOT? ! DOES> @ ;
```

or to write an address constant defining word (see below):

```
: PTR ( a -- ) CREATE 4 ALLOT? ! DOES> A@ ;
```

- kForth maintains *type stacks* corresponding to both the data and return stacks. The type stacks contain a type code for each corresponding data stack cell or return stack cell. This allows kForth to perform some rudimentary type checking, for example when an address is being accessed kForth verifies that the value's type is that of an address. Address values that are stored in variables must be retrieved with the word **A@** instead of **@** so that the type can be validated. Code written for kForth may be ported to other ANS Forth implementations by defining **A@** as follows:

```
: A@ @ ;
```

- Unlike a conventional Forth interpreter which executes each token as it is interpreted, kForth continues to build up a vector of byte codes, until a keyword or end of line in the input stream necessitates execution. *Deferred execution* in interpreter mode is implemented by extending the normal concept of *precedence* in Forth. Instead of a single precedence-bit associated with each word, kForth uses a precedence-*byte* having *two* significant bits to describe the behavior of each word in both compiled and interpreted modes. Thus, a word may have one of four possible precedence values:

0	not IMMEDIATE	Deferred execution
1	IMMEDIATE	Deferred execution
2	not IMMEDIATE	<u>NONDEFERRED</u> execution
3	IMMEDIATE	<u>NONDEFERRED</u> execution

To understand the execution behavior of a word in each of these states, it is helpful to view a table of execution modes for each precedence value and for the two compilation states: *interpret* and *compile*. We define the following execution modes:



- E0 – no execution, the opcode for the word is compiled into the opcode vector.
- E1 – execute current opcode vector up to and including current opcode.
- E2 – execute only current opcode and remove it from the opcode vector.

Precedence	Interpret	Compile
0	E0	E0
1	E2	E2
2	E1	E0
3	E1	E2

The ability to defer execution in interpreter mode allows “one-liners” to be executed from the kForth prompt without having to define a word. For example, the following line can be typed directly at the kForth prompt:

```
10 0 do i . loop
```

Ordinary Forth interpreters do not allow **do-loop**, **begin-while-repeat**, and **if-then** structures to occur outside of word definitions. kForth can interpret and execute such structures as long as they are completed on a single line of input.

Words which are nondeferred are those for which interpretation of the rest of the input line will depend on the execution of the word. Thus, the following intrinsic words in kForth have the nondeferred precedence attribute:

\	. (	:	:NONAME	CREATE
]	'	WORD	PARSE	
<u>ALLOT</u>	<u>ALLOT?</u>	CHAR	CONSTANT	2CONSTANT
FCONSTANT	VARIABLE	2VARIABLE	FVARIABLE	FORTH
ASSEMBLER	WORDLIST	DEFINITIONS	SET-ORDER	SET-CURRENT
ALSO	ONLY	PREVIOUS	[DEFINED]	[UNDEFINED]
FORGET	DECIMAL	HEX	<u>BINARY</u>	SET-PRECISION
COMPILE,	INCLUDE	INCLUDED	<u>SYNONYM</u>	TO
VALUE	DEFER	IS	<u>VOCABULARY</u>	<u>&gt;FILE</u>
<u>CONSOLE</u>	<u>COLD</u>	<u>#!</u>	<u>ALIAS</u>	

Only in very special cases will it be necessary for a programmer to use the **NONDEFERRED** keyword to set explicitly the interpretation precedence of a word. This is due to the automatic inheritance of the nondeferred attribute: if a word definition includes a nondeferred word, then the new word is automatically nondeferred also. Thus, for example, any word which has a definition including **WORD** is also a nondeferred word. Another example is a defining word, i.e. one which uses **CREATE**. Since **CREATE** is nondeferred the new defining word is also nondeferred.

The most common case in which the **NONDEFERRED** keyword should be explicitly used is in the definition of a word which changes the number base. For example,

```
DECIMAL  
: BASE3 3 BASE ! ; NONDEFERRED  
BASE3 21
```

If **BASE3** was not declared to be a nondeferred word, then **21** in the above line would be interpreted as decimal 21 rather than as decimal 7 (which is 21 in base 3).

- kForth can be started up in *debug mode* using the command line switch **-D**. Compiled op-codes and other debugging information are displayed in this mode. It is useful primarily for programmers interested in extending and debugging their own versions of kForth.

## 4.7 Benchmarks and Tests

Versions of standard benchmark programs for measuring kForth execution speed may be found in the subdirectory, `forth-src/benchmarks`. Forth source files in `forth-src/system-test` provide tests for compliance of core and standard extension words in Forth-94, for words which are specific to kForth, and for floating point arithmetic. The tests require one of the following test harnesses: `ttester.4th` or `tester.4th`.

```
asm-x86-test.4th  
core.4th  
coreplus.4th  
dbltest.4th  
divtest.4th  
facilitytest.4th  
fatan2-test.4th
```

```

filetest.4th
fpio-test.4th
fpzero-test.4th
ieee-arith-test.4th
ieee-fprox-test.4th
memorytest.4th
paranoia.4th
regress.4th
searchordertest.4th
stringtest.4th
to-float-test.4th

```

## 4.8 Exceptions

Non-zero return codes from the virtual machine (VM) follow the standardized *throw* codes specified in Forth-94 (see Table 9.1 in the standard). Reserved throw codes fall within the range -1 to -255. System-specific throw codes are allowed in the range, -256 to -4095. kForth uses the system-specific throw codes shown in the table below.

Code	Exception
-256	Value on the stack did not have expected type <code>addr</code>
-257	Value on the stack did not have expected type <code>ival</code>
-258	Return stack was corrupted
-259	VM encountered invalid opcode
-260	<b>ALLOT</b> failed – cannot realloc memory for a word
-261	Failed on <b>CREATE</b>
-262	End of string not found
-263	No matching <b>DO</b>
-264	No matching <b>BEGIN</b>
-265	<b>ELSE</b> without matching <b>IF</b>
-266	<b>THEN</b> without matching <b>IF</b>
-267	<b>ENDOF</b> without matching <b>OF</b>
-268	<b>ENDCASE</b> without matching <b>CASE</b>

- 269     Address outside of stack space
- 270     Division overflow
- 271     Unsigned double number overflow
- 272     Incomplete **IF** ... **THEN** structure
- 273     Incomplete **BEGIN** structure
- 274     Incomplete **LOOP** structure
- 275     Incomplete **CASE** structure
- 276     End of definition with no beginning
- 277     Not allowed inside colon definition
- 278     Unexpected end of input stream
- 279     Unexpected end of string
- 280     VM returned unknown error

## 4.9 Source Code Map

Source code for kForth-32 and kForth-Win32 consists of the following C++ and C files:

```
kforth.cpp
ForthCompiler.cpp
ForthVM.cpp
vmc.c
fbc.h
ForthWords.h
ForthCompiler.h
ForthVM.h
kfmacros.h
VMerrors.h
```

Much of the virtual machine is written in assembly language. The Linux assembly source files (for the GNU assembler, **as**) are

```
vm32-common.s
vm32.s
vm32-fast.s
```

kForth-Win32 uses a single assembly language source file, written for the A386 assembler,

`vm32.asm`

The assembled object file, `vm32.obj`, is included in the kForth-Win32 package, as is the executable program, **kforth.exe**.

Auxiliary files to build the executable(s) under Linux are

`Makefile`

Auxiliary files to build the executable under Windows, using the Digital Mars C++ compiler/linker, are

`kforth.def`  
`kforth.mak`  
`kforth.rc`  
`kforth.ico`

The source code is made available to users under the [GNU Affero General Public License](#) (AGPL). The Linux version is provided as source code only and must be built locally on the user's machine (see [installation](#)). Under Linux, the standard GNU assembler, GNU C and C++ compilers, and the C++ Standard Template Library (STL) are required to build the executable.

## 4.10 Embedding kForth

The file `kforth.cpp` serves as a skeleton C++ program to illustrate how the kForth compiler and virtual machine may be embedded in a standalone program. [XYPLOT-32](#) is a more complex GUI program which embeds kForth to allow user extensibility. The file `xyp lot.cpp` shows how to set up hooks for calling C++ functions in the host program from the embedded kForth interpreter and vice-versa.

## References

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