

**beginner**

<b>COLLABORATORS</b>
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	<i>TITLE :</i> beginner		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		December 6, 2024	

<b>REVISION HISTORY</b>
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NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## beginner

### 1.1 Main Index

Main Index

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This index should be used to find detailed information about particular concepts. There is a separate index which deals with the keywords, variables, functions and constants which are part of Amiga E (see E Language Index).

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Open window	Intuition support functions

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Procedure, recent	Raising an Exception
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Procedure, running	Procedures
Procedure, style	Style Reuse and Readability
Procedure, use in Assembly	Assembly and the E language
Program flow control	Program Flow Control
Program termination	System support functions
Program, finish	Procedures
Program, running	Execution
Program, start	Procedures
Pseudo-random number	Maths and logic functions
Public, object elements	Data-Hiding in E
qual part of Intuition message	Intuition support functions
Quick random number	Maths and logic functions
Quotable expressions	Quotable expressions
Quoted expression	Quoted Expressions
Quoted expression, evaluation	Evaluation
Quoted expression, for all list elements	Lists and quoted expressions
Quoted expression, local variables	Quotable expressions
Quoted expression, mapping over a list	Lists and quoted expressions
Quoted expression, there exists a list element	Lists and quoted expressions
Quoted expressions and lists	Lists and quoted expressions
Raising an exception	Raising an Exception
Raising an exception from a handler	Raise within an Exception Handler
Raising to a power	Floating-Point Functions
Random number	Maths and logic functions
Random number, quick	Maths and logic functions
Range of floating-point numbers	Accuracy and Range
ReadArgs, using	AmigaDOS 2.0 (and above)
Reading a character from a file	Input and output functions
Reading a string from a file	Input and output functions
Reading from memory	Maths and logic functions
Reading, further	Further Reading
Real number	Floating-Point Numbers
Recent procedure	Raising an Exception
Recursion	Recursion

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Recursion example	Recursion Example
Recursion, mutual	Mutual Recursion
Recursive case	Factorial Example
Recursive exception handling	Stack and Exceptions
Recursive function	Recursion
Recursive type	Recursion
Registers, A4 and A5	Things to watch out for
Regular return value	Multiple Return Values
Remainder	Maths and logic functions
REPEAT..UNTIL loop	REPEAT..UNTIL loop
REPEAT..UNTIL loop check	REPEAT..UNTIL loop
REPEAT..UNTIL loop version of a FOR loop	REPEAT..UNTIL loop
Repeated execution	Loops
Resolution flags	Intuition support functions
Return value of a function	Functions
Return value, optional	Multiple Return Values
Return value, regular	Multiple Return Values
Return values, multiple	Multiple Return Values
Reusing code	Style Reuse and Readability
Reusing procedures	Style Reuse and Readability
Revision, Kickstart	System support functions
Rewriting a FOR loop as a REPEAT..UNTIL loop	REPEAT..UNTIL loop
Rewriting a FOR loop as a WHILE loop	WHILE loop
Rewriting SELECT block as IF block	SELECT block
Rewriting SELECT..OF block as IF block	SELECT..OF block
Right shift	Maths and logic functions
Right-hand copy of an E-string	String functions
Right-justify field	Input and output functions
Root	Binary Trees
Rounding a floating-point value	Floating-Point Functions
Rules, format and layout	Format and Layout
Running a method	Methods in E
Running a procedure	Procedures
Running a program	Execution
Safe manipulation	LIST and STRING Types
Same names of local variables	Global and local variables
Screen example, with handler	Screens
Screen example, without handler	Screens
Screen resolution flags	Intuition support functions
Screen, close	Intuition support functions
Screen, open	Intuition support functions
Seed of a random sequence	Maths and logic functions
SELECT block	SELECT block
SELECT block, rewriting as IF block	SELECT block
SELECT..OF block	SELECT..OF block
SELECT..OF block, rewriting as IF block	SELECT..OF block
SELECT..OF block, speed versus size	SELECT..OF block
Selecting an element of a normal list	List functions
Selecting an element of an object	Element selection and element types
Selection, use of ++ and -	Element selection and element types
self, method local variable	Methods in E
Separators	Spacing and Separators
Sequencing expressions	BUT expression
Sequential composition	Statements
Set	Sets
Set length of an E-string	String functions
Setting foreground and background pen colours	Graphics functions

Setting pen colours	Graphics functions
Setting stdin	Input and output functions
Setting stdout	Input and output functions
Setting stdrast	Graphics functions
Setting the length of an E-list	List functions
Setting Topaz font	Graphics functions
Sharing memory	Assignment and Copying
Shift left	Maths and logic functions
Shift right	Maths and logic functions
Short-hand for first element of an array	Accessing array data
Show module contents	Using Modules
Side-effects	Side-effects
Sign of a number	Maths and logic functions
Signed and unsigned values	Signed and Unsigned Values
Sine function	Floating-Point Functions
Singly linked list	Linked Lists
Size of an array	Tables of data
Size of an object	SIZEOF expression
Size versus speed, SELECT..OF block	SELECT..OF block
Spacing	Spacing and Separators
Special character sequences	String Constants Special Character ↔
Sequences	
Speed versus size, SELECT..OF block	SELECT..OF block
Splitting a string over several lines	Statements
Splitting statements over several lines	Statements
Square root	Floating-Point Functions
Stack and crashing	Stack (and Crashing)
Stack and exceptions	Stack and Exceptions
Stack space, free	System support functions
Stack, avoiding crashes	Stack (and Crashing)
State of mouse buttons	Intuition support functions
Statement	Statements
Statement, Assembly	Assembly Statements
Statement, breaking	Statements
Statement, conversion from an expression	Turning an Expression into a Statement
Statement, several on one line	Statements
Statement, splitting	Statements
Static data	Static data
Static data, potential problems	Static data
Static memory allocation	Static Allocation
Static memory, use in Assembly	Static memory
stdin, setting	Input and output functions
stdout, setting	Input and output functions
stdrast, setting	Graphics functions
String	Strings
String	Normal strings and E-strings
String diagram	Normal strings and E-strings
String functions	String functions
String handling example	String Handling and I-O
String handling example, with handler	String Handling and I-O
STRING type	Normal strings and E-strings
String, append	String functions
String, breaking	Statements
String, comparison	String functions
String, constant	Normal strings and E-strings
String, converting to floating-point number	Floating-Point Functions
String, converting to numbers	String functions

String, copying	String functions
String, find sub-string	String functions
String, length	String functions
String, lowercase	String functions
String, middle copy	String functions
String, printing	Input and output functions
String, right-hand copy	String functions
String, special character sequence	String Constants Special Character ↔
Sequences	
String, splitting	Statements
String, trim leading whitespace	String functions
String, uppercase	String functions
Structure	OBJECT Type
Sub-string location in a string	String functions
Subtraction	Mathematics
Successful, zero exception	Raising an Exception
Summary of Part One	Summary
Super class	Inheritance in E
SUPER, operator	Inheritance in E
System function, calling from Assembly	Assembly and the E language
System module	Amiga System Modules
System objects	Amiga system objects
System support functions	System support functions
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Tab character	String Constants Special Character ↔
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Table of data	Tables of data
Tag list	Lists and E-lists
Tail of a linked list	Linked Lists
Tangent function	Floating-Point Functions
Terminating loops	WHILE loop
Termination, program	System support functions
Test for control-C	System support functions
Test for even number	Maths and logic functions
Test for odd number	Maths and logic functions
Text drawing	Graphics functions
Text, printing	Input and output functions
There exists a list element	Lists and quoted expressions
Throwing an exception	Raising an Exception
Timing expressions example	Timing Expressions
Tinkering	Tinkering with the example
Topaz, setting font	Graphics functions
Tree, binary	Binary Trees
Tree, branch	Binary Trees
Tree, leaf	Binary Trees
Tree, node	Binary Trees
Tree, root	Binary Trees
Trigonometry functions	Floating-Point Functions
Trim leading whitespace from a string	String functions
Trouble-shooting	Common Problems
Truth values as numbers	Logic and comparison
Turn an expression into a statement	Turning an Expression into a Statement
Type	Types
Type of a variable	Variable types
Type, 16-bit	Indirect types
Type, 32-bit	Default type
Type, 8-bit	Indirect types

Type, address	Addresses
Type, array	Tables of data
Type, complex	Complex types
Type, default	Default type
Type, direct	Indirect types
Type, dynamic	Inheritance in E
Type, E-list	Lists and E-lists
Type, indirect	Indirect types
Type, list	Lists and E-lists
Type, LONG	LONG Type
Type, LONG (definition)	Indirect types
Type, object	OBJECT Type
Type, object elements	Element selection and element types
Type, pointer	PTR Type
Type, procedure parameters	Procedure parameters
Type, recursive	Recursion
Type, STRING	Normal strings and E-strings
Type, variable declaration	Default type
Typed list	Typed lists
Unification	Unification
Unsigned and signed values	Signed and Unsigned Values
Uppercase a string	String functions
Using a module	Using Modules
Using arg	Any AmigaDOS
Using modules, example	Example Module Use
Using ReadArgs	AmigaDOS 2.0 (and above)
Using wbmessage	Any AmigaDOS
van Oortmerssen, Wouter	Amiga E Author
Variable	Variables and Expressions
Variable initialisation and automatic Handler	exceptions Raise within an Exception ←
Variable type	Default type
Variable, built-in	Built-In Variables
Variable, changing value	Assignment
Variable, declaration	Variable declaration
Variable, decrement	INC and DEC statements
Variable, global	Global and local variables
Variable, increment	INC and DEC statements
Variable, initialisation	Global and local variables
Variable, local	Global and local variables
Variable, procedure parameter	Global and local variables
Variable, same global and local names	Global and local variables
Variable, same local names	Global and local variables
Variable, system	Built-In Variables
Variable, type	Variable types
Variable, use in Assembly statements	Assembly and the E language
Version, Kickstart	System support functions
Vertical FOR loop	FOR loop
Vertical IF block	IF block
Vertical WHILE loop	WHILE loop
View module contents	Using Modules
Voiding an expression	Turning an Expression into a Statement
Voiding, automatic	Turning an Expression into a Statement
Wait for left mouse button click	Intuition support functions
Waiting for Intuition messages	Intuition support functions
wbmessage, using	Any AmigaDOS
WHILE loop	WHILE loop

WHILE loop check  
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Whitespace  
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