



## Racket Basics & Syntax

### Core Syntax

Expressions	Racket code consists of expressions. Expressions can be literals, identifiers, or procedure applications.
Procedure Application	<code>(procedure-name arg1 arg2 ...)</code> Applies a procedure to arguments. Parentheses are required.
Defining Variables	<code>(define variable-name expression)</code> Binds a value to a variable.
Comments	<code>;</code> - Single-line comment. <code> #  ...  #</code> - Multi-line comment.
Boolean Values	<code>#t</code> (true) and <code>#f</code> (false). Everything except <code>#f</code> is considered true in conditional contexts.
Number Types	Racket supports integers, rational numbers, real numbers, and complex numbers.

### Basic Data Types

**Numbers:** Integers, decimals, fractions.

**Booleans:** `#t` (true), `#f` (false).

**Strings:** Enclosed in double quotes, e.g., `"hello"`.

**Symbols:** Quoted identifiers, e.g., `'symbol1`.

**Lists:** Ordered collections, e.g., `'(1 2 3)`.

**Vectors:** Fixed-size arrays, e.g.,  `#(1 2 3)`.

### Common Procedures

`(+ x y ...)` Addition.

`(- x y ...)` Subtraction.

`(* x y ...)` Multiplication.

`(/ x y ...)` Division.

`(= x y ...)` Numerical equality.

`(< x y ...)` Less than.

## Control Flow

### Conditionals

`(if condition then-expression else-expression)`

Evaluates `condition`. If true (`#t`), evaluates `then-expression`; otherwise, evaluates `else-expression`.

`(cond [condition expression] ... [else expression])`

A series of conditional clauses. Evaluates the `condition` of each clause until one is true, then evaluates the corresponding `expression`. The `else` clause is optional and provides a default.

### Boolean Logic

`(and expr ...)` Returns `#t` if all expressions are true (`#not #f`), otherwise `#f`. Short-circuits.

`(or expr ...)` Returns `#t` if at least one expression is true (`#not #f`), otherwise `#f`. Short-circuits.

`(not expr)` Returns `#t` if `expr` is `#f`, otherwise `#f`.

### Iteration

`(for ([item sequence]) body ...)`  
Iterates over a `sequence` (e.g., a list or vector), binding each element to `item` and evaluating `body` in each iteration.

`(for/list ([item sequence]) body ...)`  
Similar to `for`, but collects the results of evaluating `body` into a list.

`(let loop ([var1 init1] [var2 init2] ...) body)`  
Defines a local recursive loop.

# Data Structures

## Lists

(list arg ...)	Creates a new list containing the given arguments.
(cons first rest)	Constructs a new list by adding <code>first</code> to the beginning of <code>rest</code> (which must be a list).
(car list)	Returns the first element of <code>list</code> .
(cdr list)	Returns the rest of <code>list</code> (excluding the first element).
(null? list)	Returns <code>#t</code> if <code>list</code> is empty, otherwise <code>#f</code> .
(length list)	Returns the number of elements in <code>list</code> .

## Vectors

(vector arg ...)	Creates a new vector containing the given arguments.
(vector-ref vector index)	Returns the element at <code>index</code> in <code>vector</code> .
(vector-set! vector index value)	Sets the element at <code>index</code> in <code>vector</code> to <code>value</code> . Vectors are mutable.
(vector-length vector)	Returns the number of elements in <code>vector</code> .
(vector? obj)	Returns <code>#t</code> if <code>obj</code> is a vector, otherwise <code>#f</code> .

## Hash Tables

(make-hash)	Creates a new empty hash table.
(hash-set! hash key value)	Associates <code>key</code> with <code>value</code> in <code>hash</code> .
(hash-ref hash key)	Returns the value associated with <code>key</code> in <code>hash</code> . Raises an error if the key is not found.
(hash-ref hash key default-value)	Returns the value associated with <code>key</code> in <code>hash</code> . Returns <code>default-value</code> if the key is not found.
(hash-remove! hash key)	Removes the association for <code>key</code> in <code>hash</code> .

# Modules

## Module Definition

#lang racket	Specifies the language (in this case, Racket) for the module. This should be the first line of your file.
(module name language ... body ...)	Defines a module named <code>name</code> using the specified <code>language</code> . The <code>body</code> contains definitions, expressions, and imports.

## Exports

(provide identifier ...)	Specifies which identifiers (variables, procedures, etc.) are exported from the module and made available to other modules.
(provide (all-defined-out))	Exports all identifiers defined within the module.

## Imports

(require module-path ...)	Imports identifiers from the specified <code>module-path</code> . <code>module-path</code> can be a file path, a library name, or a module name.
(require (prefix id module-path))	Imports identifiers from <code>module-path</code> , prefixing each with <code>id</code> .
(require (only-in module-path id ...))	Imports only the specified identifiers from <code>module-path</code> .