

# Rexx Reference Card

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Based on the ANSI-1996 standard.

## Operators

Operators are listed in precedence order, from highest to lowest. Operators from the same grouping are evaluated left to right.

<code>\</code>	<code>¬</code>	Logical NOT (as a prefix)
<code>+</code>		Indicates a positive number (as a prefix)
<code>-</code>		Indicates a negative (as a prefix)
<code>**</code>		Raise to a whole number power
<code>*</code>		Multiply
<code>/</code>		Divide
<code>%</code>		Integer divide (return integer part)
<code>//</code>		Remainder divide (return remainder)
<code>+</code>		Add
<code>-</code>		Subtract
<code>  </code>	(abuttal)	Concatenate (with no space)
	(blank)	Concatenate with blank in-between
<code>==</code>		Strictly equal
<code>¬==</code>	<code>\==</code>	Not strictly equal
<code>&gt;&gt;</code>		Strictly greater than
<code>&lt;&lt;</code>		Strictly lesser than
<code>&gt;&gt;=</code>	<code>¬&lt;&lt;</code> <code>\&lt;&lt;</code>	Strictly greater than or equal to (strictly not less than)
<code>&lt;&lt;=</code>	<code>¬&gt;&gt;</code> <code>\&gt;&gt;</code>	Strictly less than or equal to (strictly not greater than)
<code>=</code>		Equal to (also used for assignment)
<code>¬=</code>	<code>\=</code>	Not equal to
	<code>&lt;&gt;</code> <code>&gt;&lt;</code>	
<code>&gt;</code>		Greater than
<code>&lt;</code>		Less than
<code>&gt;=</code>	<code>¬&lt;</code> <code>\&lt;</code>	Greater than or equal to (not less than)
<code>&lt;=</code>	<code>¬&gt;</code> <code>\&gt;</code>	Less than or equal to (not greater than)
<code>&amp;</code>		And (both are true)
<code> </code>		Or (either is true)
<code>&amp;&amp;</code>		Exclusive Or (either but not both are true)

**Notes:** not all implementations support all notations (for example: `¬` ). You can always ensure a higher precedence for a clause by enclosing it in parentheses: `( )` .

## Syntax

Symbols include:	A-Z, a-z, 0-9, ? ! _ (many implementations add @ # \$ % . )
<code>;</code> (semi-colon)	Statement separator
<code>,</code> (comma)	Continues a line
<code>/* */</code>	Encloses comments
<code>( )</code>	Enclose function arguments, or groups for precedence
<code>symbol = expression ;</code>	Assignment of value to variable
<code>stem.tail</code>	Compound variable (tail may be multiple simple symbols separated by periods)
<code>stem.index</code>	Simulating arrays with compound variables
<code>'abc'</code> or <code>"abc"</code>	Character string notation
<code>'0c'x</code> or <code>"0c"x</code>	Hexadecimal notation
<code>'0101'b</code> or <code>"0101"B</code>	Binary string notation

## Exceptions

<b>NOVALUE</b>	Reference to an uninitialized variable
<b>ERROR</b>	Command to external environment indicates error
<b>FAILURE</b>	Command to external environment failed
<b>HALT</b>	External interrupt to the script (such as a Ctrl+C)
<b>NOTREADY</b>	Unready I/O device
<b>SYNTAX</b>	Syntax or runtime error in the script
<b>LOSTDIGITS</b>	Arithmetic operation lost digit(s)

## Flow of Control

IF-THEN	IF-THEN-ELSE	SIGNAL
SELECT	CALL	LEAVE
RETURN	EXIT	ITERATE
DO-END group	DO-WHILE	
DO n times	DO-UNTIL	
DO initialize-loop-counter	TO limit BY increment	

## Help

**Forum:** <https://groups.io/g/rexxla-members>

**Websites:** [www.RexxInfo.org](http://www.RexxInfo.org) [www.RexxLA.org](http://www.RexxLA.org)

# Instructions

= (assignment) symbol = expression ;

**ADDRESS** | environment [ command ] [redirection] |  
| [ VALUE ] expression [redirection] |

*redirection* is: WITH INPUT input\_redirection  
and/or: WITH OUTPUT output\_redirection  
and/or: WITH ERROR output\_redirection

*input\_redirection* is: [ NORMAL | STREAM | STEM ] symbol

*output\_redirection* is: [ APPEND | REPLACE ]  
plus a destination: [ NORMAL | STREAM | STEM ] symbol

**ARG** [ template ] → see **HINTS** for [template]

| name [ expression ] [, [ expression ] ] . . . |  
**CALL** | ON condition [ NAME trapname ] |  
| OFF condition |

**DO** [ repetitor ] [ condition ]  
[ instruction\_list ]

**END** [ symbol ]

*repetitor* is either: symbol = expression\_i [ TO expression\_t ]  
[ BY expression\_b ] [ FOR expression\_f ]  
or: expression\_r  
or: FOREVER

*condition* is either: WHILE expression\_w  
UNTIL expression\_u

**DROP** symbol [ symbol ... ]

**EXIT** [ expression ]

**IF** expression [,] THEN [,] instruction [ ELSE [,] instruction ]

**INTERPRET** expression

**ITERATE** [ symbol ]

**LEAVE** [ symbol ]

**NOP**

**NUMERIC DIGITS** [ expression ]  
FORM [ SCIENTIFIC | ENGINEERING |  
[ VALUE ] expression ]  
FUZZ [ expression ]

**OPTIONS** expression

**PARSE** [UPPER] type [template] → see **HINTS** for [template]

*type* is: [ ARG | LINEIN | PULL | SOURCE | VERSION ]  
or: VALUE [ expression ] WITH  
or: VAR symbol

**PROCEDURE** [ EXPOSE variable\_list ]

**PULL** [ template ] → see **HINTS** for [template]

**PUSH** [ expression ]

**QUEUE** [ expression ]

**RETURN** [ expression ]

**SAY** [ expression ]

**SELECT** ; when\_part [ when\_part ... ] [ OTHERWISE [,]  
[ instruction\_list ... ] ] END ;

*when\_part* is: WHEN expression [,] THEN [,] instruction

| label\_name |  
**SIGNAL** | [ VALUE ] expression |  
| ON condition [ NAME trapname ] |  
| OFF condition |

**TRACE** trace\_setting | [ VALUE ] expression

A -- All

C -- Commands

E -- Errors

F -- Failure

I -- Intermediates

L -- Labels

N -- Normal

O -- Off

R -- Results

? -- Toggles interactive trace On or Off

( ? can be followed by a letter from the above list)

+n -- Skips number of pauses specified by whole number

-n -- Inhibits trace for number of clauses specified

## Hints

**Character I/O** – CHARS( [name] [,option] )  
CHARIN( [name] [,start] [,length] )  
CHAROUT( [name] [,string] [,start] )

**Line I/O** – LINES( [name] [,option] )  
LINEIN( [name] [,line] [,count] )  
LINEOUT( [name] [,string] [,line] )

**Conversational I/O** – PULL [template]  
PARSE PULL [template]  
SAY [expression]

**Concatenation** – apple='-Apple'  
say 'Candy'apple outputs: Candy-Apple  
say 'Candy' apple Candy -Apple  
say 'Candy' || apple Candy-Apple  
say 'Candy' apple Candy -Apple

**Parsing for the ARG, PARSE, and PULL [template] –**  
by Words (strings separated by blanks or spaces)  
by Delimiters (delimiters identify input data elements)  
by Numbers (for starting or relative column positions)  
→ Periods can be used to skip or exclude data elements

**Examples:** phone = '212-855-1212' ; sep = '.' ;  
parse value phone with area\_code (sep) prefix (sep) number  
parse value phone with area\_code 4 5 prefix 8 9 number  
parse value phone with area\_code +3 +1 prefix +3 +1 number  
parse value phone with 4 sep +1 . 1 area (sep) prefix (sep) numb  
parse value phone with . (sep) prefix (sep) . → returns prefix  
parse value phone with +8 number → returns number  
parse value phone with =9 number → returns number

# Functions

**ABBREV**(information, info [,length])

**ABS**(number)

**ADDRESS**()

**ARG**( [argnum [,option]] )

**BITAND**(string1 [,string2] [,pad])

**BITOR**(string1 [,string2] [,pad])

**BITXOR**(string1 [,string2] [,pad])

**B2X**(binary\_string)

**CENTER**(string, length [,pad])  
--or--  
**CENTRE**(string, length [,pad])

**CHANGESTR**(needle, haystack, newneedle)

**CHARIN**([name] [,start] [,length])

**CHAROUT**([name] [,string] [,start])

**CHARS**( [name] [,option] )

**COMPARE**(string1, string2 [,pad])

**CONDITION**( [option] )

**COPIES**(string, times)

**COUNTSTR**(needle, haystack)

**C2D**(string [,length])

**C2X**(string)

**DATATYPE**(string [,type])

**DATE**( [option\_out  
[,date [,option\_in]] ] )

**DELSTR**(string, start [,length])

**DELWORD**(string, start [,length])

**DIGITS**()

**D2C**(integer [,length])

**D2X**(integer [,length])

**ERRORTEXT**(error\_no)

**FORM**()

**FORMAT**(number [,before] [,after])

**FORMAT**(number [,before] [,after]  
[,expp] [,expt])

**FUZZ**()

**INSERT**(string, target [,position  
[,length] [,pad]])

**LASTPOS**(needle, haystack [,start])

**LEFT**(string, length [,pad])

**LENGTH**(string)

**LINEIN**([name] [,line] [,count])

**LINEOUT**([name] [,string] [,line])

**LINES**( [name] [,option] )

**MAX**(number1 [,number2]...)

**MIN**(number1 [,number2]...)

**OVERLAY**(string1, string2 [,start  
[,length] [,pad]])

**POS**(needle, haystack [,start])

**QUALIFY**( [streamid] )

**QUEUED**()

**RANDOM**(max)

**REVERSE**(string)

**RIGHT**(string, length [,pad])

**SIGN**(number)

**SOURCELINE**( [line\_number] )

**SPACE**(string [, [length] [,pad]])

**STREAM**(name [,option [,command]])

**STRIP**(string [,option] [,char])

**SUBSTR**(string, start [,length] [,pad])

**SUBWORD**(string, start [,length])

**SYMBOL**(name)

**TIME**( [option\_out [,time [,option\_in]] ] )

**TRACE**( [setting] )

**TRANSLATE**(string [,tableout  
[,tablein] [,pad]])

**TRUNC**(number [,length] )

**VALUE**(symbol [,newvalue] [,pool])

**VERIFY**(string, reference [,option  
[,start]])

**WORD**(string, wordno)

**WORDINDEX**(string, wordno)

**WORDLENGTH**(string, wordno)

**WORDPOS**(phrase, string [,start])

**WORDS**(string)

**XRANGE**([start] [,end])

**X2B**(hexstring)

**X2C**(hexstring)

**X2D**(hexstring [,length])

## Options for Functions

Date	Time	Datatype
B Base	C Civil	A Alphanumeric
D Days	E Elapsed	B Binary
E European	H Hours	L Lowercase
M Month	L Long	M Mixed case
N Normal	M Minutes	N Number
O Ordered	N Normal	S Symbol
S Standard	R Reset	U Uppercase
U USA	S Seconds	W Whole #
W Weekly		X Hex

## Special Variables

**RC** Return code from a command, or a SYNTAX error code

**SIGL** Line number of last instruction that caused a jump to a label

**RESULT** Set by a RETURN instruction in a subroutine