R3_Language Namespace

R Language namespace

Classes

<table>
<thead>
<tr>
<th>Class</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>![icon]</td>
<td><strong>Scanner</strong></td>
</tr>
</tbody>
</table>

Scanner class for the R Language.
Scanner Class

Scanner class for the R Language.

Inheritance Hierarchy

System Object  R3 Language Scanner

Namespace:  R3 Language
Assembly:  R3 Language (in R3 Language.exe) Version: 1.0.0.0 (1.0.0.0)

Syntax

```csharp
public class Scanner
```

The `Scanner` type exposes the following members.

Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Scanner</td>
<td>Constructor for Scanner</td>
</tr>
</tbody>
</table>

Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Equals</td>
<td>Determines whether the specified object is equal to the current object. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>----------------</td>
<td>--------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>Finalize</strong></td>
<td>Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)</td>
</tr>
<tr>
<td><strong>GetHashCode</strong></td>
<td>Serves as the default hash function. (Inherited from Object.)</td>
</tr>
<tr>
<td><strong>GetType</strong></td>
<td>Gets the Type of the current instance. (Inherited from Object.)</td>
</tr>
<tr>
<td><strong>HasNext</strong></td>
<td>Checks if there is more processable input. Ignores whitespace.</td>
</tr>
<tr>
<td><strong>HasNext(String)</strong></td>
<td>Checks to see if the next valid input matches the word If success, it is consumed and head is incremented.</td>
</tr>
<tr>
<td><strong>IsNumber</strong></td>
<td>IsNumber function</td>
</tr>
<tr>
<td><strong>MemberwiseClone</strong></td>
<td>Creates a shallow copy of the current Object. (Inherited from Object.)</td>
</tr>
<tr>
<td><strong>PrintAll</strong></td>
<td>Prints all tokens of scanner to console</td>
</tr>
<tr>
<td><strong>PrintRest</strong></td>
<td>Prints rest of tokens of scanner to console</td>
</tr>
<tr>
<td><strong>ToString</strong></td>
<td>Returns a string that represents the current object. (Inherited from Object.)</td>
</tr>
</tbody>
</table>
### Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tokens</td>
<td>Once Scanner is initialized this will be filled with strings that are processable</td>
</tr>
</tbody>
</table>

### See Also

**Reference**

[R3_Language Namespace](#)
Scanner Constructor

Constructor for Scanner

Namespace: R3_Language  
Assembly: R3_Language (in R3_Language.exe) Version: 1.0.0.0 (1.0.0.0)

Syntax

```csharp
public Scanner(
    string s
)
```

Parameters

s  
Type: System.String  
string to scan

See Also

Reference  
Scanner Class  
R3_Language Namespace
## Scanner Methods

The **Scanner** type exposes the following members.

### Methods

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<td>IsNumber</td>
<td>IsNumber function</td>
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</table>
| MemberwiseClone | Creates a shallow copy of the current Object.  
(Inherited from Object.) |
| PrintAll      | Prints all tokens of scanner to console                                     |
| PrintRest     | Prints rest of tokens of scanner to console                                 |
| ToString      | Returns a string that represents the current object.  
(Inherited from Object.) |

**See Also**

Reference

Scanner Class

R3_Language Namespace
ScannerHasNext Method

Overload List

<table>
<thead>
<tr>
<th>Name</th>
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</tr>
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<tbody>
<tr>
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See Also

Reference
Scanner Class
R3_Language Namespace
ScannerHasNext Method

Checks if there is more processable input. Ignores whitespace.

**Namespace:**  R3_Language  
**Assembly:**  R3_Language (in R3_Language.exe) Version: 1.0.0.0
(1.0.0.0)

**Syntax**

<table>
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<tr>
<th>C#</th>
<th>VB</th>
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<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

```csharp
public bool HasNext()
```

**Return Value**

Type: **Boolean**

bool for if there is processable char in scanner

**See Also**

Reference

Scanner Class  
HasNext Overload  
R3_Language Namespace
ScannerHasNext Method (String)

Checks to see if the next valid input matches the word. If success, it is consumed and head is incremented.

**Namespace:** R3_Language  
**Assembly:** R3_Language (in R3_Language.exe) Version: 1.0.0.0 (1.0.0.0)

### Syntax

**C#**

```csharp
public bool HasNext(string word)
```

**VB**

```vbnet
Public Function HasNext(word As String) As Boolean
```

**C++**

```cpp
public bool HasNext(string word);
```

**F#**

```fsharp
public bool HasNext(string word)
```

### Parameters

**word**  
Type: System.String

[Missing <param name="word"/> documentation for "M:R3_Language.Scanner.HasNext(System.String)"

### Return Value

Type: Boolean

[Missing <returns> documentation for "M:R3_Language.Scanner.HasNext(System.String)"

### See Also

**Reference**

Scanner Class  
HasNext Overload  
R3_Language Namespace
ScannerIsNumber Method

IsNumber function

**Namespace:**  R3_Language  
**Assembly:**  R3_Language (in R3_Language.exe) Version: 1.0.0.0 (1.0.0.0)

## Syntax

```csharp
public bool IsNumber()
```

## Return Value

Type: **Boolean**  
Number next

## See Also

Reference  
Scanner Class  
R3_Language Namespace
ScannerPrintAll Method

Prints all tokens of scanner to console

**Namespace:**  R3_Language  
**Assembly:** R3_Language (in R3_Language.exe) Version: 1.0.0.0

### Syntax

```csharp
public void PrintAll()
```

### See Also

Reference
- **Scanner Class**
- **R3_Language Namespace**
**ScannerPrintRest Method**

Prints rest of tokens of scanner to console

**Namespace:**  R3_Language  
**Assembly:**  R3_Language (in R3_Language.exe)  Version: 1.0.0.0  
(1.0.0.0)

### Syntax

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<tr>
<td>public void PrintRest()</td>
<td></td>
<td></td>
<td></td>
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### See Also

Reference  
**Scanner Class**  
**R3_Language Namespace**
Scanner Fields

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See Also

Reference

- `Scanner Class`
- `R3_Language Namespace`
ScannerTokens Field

Once Scanner is initialized this will be filled with strings that are processable

**Namespace:**  R3_Language
**Assembly:**  R3_Language (in R3_Language.exe) Version: 1.0.0.0 (1.0.0.0)

### Syntax

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</thead>
<tbody>
<tr>
<td><code>public</code></td>
<td><code>string</code></td>
<td><code>[]</code></td>
<td><code>Tokens</code></td>
</tr>
</tbody>
</table>

Field Value
Type:  `String`

### See Also

Reference
Scanner Class
R3_Language Namespace