

# Clojure for the Brave and True

## Learn the Ultimate Language and Become a Better Programmer

by Daniel Higginbotham

errata updated to print 8

Page	Error	Correction	Print corrected
11	If you don't follow the thorough Emacs instructions in this chapter, or if you choose to use a different editor, it's worthwhile to at least invest some time in setting up your editor to work with a REPL.	If you don't follow the thorough Emacs instructions in this chapter, or if you choose to use a different editor, it's worthwhile to at least invest some time in setting up your editor to work with a REPL. <b>Two alternatives that I recommend and that are well regarded in the community are Cursive (<a href="https://cursive-ide.com/">https://cursive-ide.com/</a>) and Nightcode (<a href="https://sekao.net/nightcode/">https://sekao.net/nightcode/</a>).</b>	Print 4
13	I've created a repository of all the files you need to configure Emacs for Clojure, available at <a href="https://github.com/flyingmachine/emacs-for-clojure/archive/book1.zip">https://github.com/flyingmachine/emacs-for-clojure/archive/book1.zip</a> . Do the following to delete your existing Emacs configuration and install the Clojure-friendly one:	I've created a repository of all the files you need to configure Emacs for Clojure, available at <a href="https://github.com/flyingmachine/emacs-for-clojure/archive/book1.zip">https://github.com/flyingmachine/emacs-for-clojure/archive/book1.zip</a> . <b>NOTE</b> <b>These tools are constantly being updated, so if the instructions below don't work for you or you want to use the latest configuration, please read the instructions at <a href="https://github.com/flyingmachine/emacs-for-clojure/">https://github.com/flyingmachine/emacs-for-clojure/</a>.</b> Do the following to delete your existing Emacs configuration and install the Clojure-friendly one:	Print 4
13	<ol style="list-style-type: none"><li>1. Close Emacs.</li><li>2. Delete <code>~/emacs</code> or <code>~/emacs.d</code> if they exist. This is where Emacs looks for configuration files, and deleting these files and directories will ensure that you start with a clean slate.</li><li>3. Download the Emacs configuration zip file from the book's resource page and unzip it. Its contents should be a folder, <code>emacs-for-clojure-book1</code>. Run <code>mv path/to/emacs-for-clojure-book1 ~/.emacs.d</code>.</li></ol> <p><b>4. Create the file <code>~/lein/profiles.clj</code> and add this line to it:</b></p> <pre>{:user {:plugins [[cider/cider-nrepl "0.8.1"]]]}</pre> <ol style="list-style-type: none"><li>5. Open Emacs.</li></ol> <p>When you open Emacs, you might see a lot of activity as Emacs downloads a bunch of useful packages. Once the activity stops, go ahead and just quit Emacs, and then open it again.</p>	<ol style="list-style-type: none"><li>1. Close Emacs.</li><li>2. Delete <code>~/emacs</code> or <code>~/emacs.d</code> if they exist. <b>(Windows users, your Emacs files will probably live in <code>C:\Users\&lt;your_user_name&gt;\AppData\Roaming\</code>. So, for example, you would delete <code>C:\Users\jason\AppData\Roaming\emacs.d</code>.)</b> This is where Emacs looks for configuration files, and deleting these files and directories will ensure that you start with a clean slate.</li><li>3. Download the Emacs configuration zip file from the book's resource page and unzip it. Its contents should be a folder, <code>emacs-for-clojure-book1</code>. Run <code>mv path/to/emacs-for-clojure-book1 ~/.emacs.d</code>.</li><li>4. Open Emacs.</li></ol> <p>When you open Emacs, you might see a lot of activity as Emacs downloads a bunch of useful packages. Once the activity stops, go ahead and just quit Emacs, and then open it again. <b>(If you don't see any activity, quit and restart Emacs just for funsies.)</b></p>	Print 4
26	In the <code>core.clj</code> buffer, use <b>C-c M-n</b> .	In the <code>core.clj</code> buffer, use <b>C-c M-n n</b> .	Print 4

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68	Figure 3-1 replacement	<p>The diagram consists of two horizontal rows of boxes. The top row has three boxes, each with an arrow pointing down to it from the labels 'Head', 'Left eye', and 'Left hand' above. The bottom row has six boxes, each with a number (0, 1, 2, 3, 4, 5, 6) below it. The boxes in the top row are wider than the boxes in the bottom row.</p>	Print 2
68	The body part is hit <b>if</b> the accumulated size is <b>greater than</b> the target, so if the target is <b>0, 1, or 2</b> , then the head was hit. Otherwise, you take the next part, the left eye, and increase the accumulated size to 4, yielding a hit if the target is <b>3</b> . Similarly, the left hand gets hit if the target is <b>4 or 5</b> .	The body part is hit <b>when</b> the accumulated size <b>exceeds</b> the target, so if the target is <b>less than 3</b> , then the head was hit. Otherwise, you take the next part, the left eye, and increase the accumulated size to 4, yielding a hit if the target is <b>greater than or equal to 3 and less than 4</b> . Similarly, the left hand gets hit if the target is <b>greater than or equal to 4 and less than 6</b> .	Print 2
82	Each entry has the <b>year</b> , month, day, and what you ate.	Each entry has the month, day, and what you ate.	Print 2
95	First, map creates a seq of key-value pairs like ( <code>[:name "Bella Swan"] [:glitter-index] 0</code> ).	First, map creates a seq of key-value pairs like ( <code>[:name "Bella Swan"] [:glitter-index 0]</code> ).	Print 2
118	... positions 1, 6, <b>and 11</b> have valid moves ...	... positions 1, 6, <b>11, and 13</b> have valid moves ...	Print 2
142	<code>(str (:lng latlng) ", " (:lat latlng))</code>	<code>(str (:lat latlng) ", " (:lng latlng))</code>	Print 2
143	<pre>;; These two &lt;g&gt; tags flip the coordinate system "&lt;g transform=\"translate(0,\" height )\"&gt;" "&lt;g transform=\"scale(1,-1)\"&gt;"</pre>	<pre>;; These two &lt;g&gt; tags change the coordinate system so that ;; 0,0 is in the lower-left corner, instead of SVG's default ;; upper-left corner "&lt;g transform=\"translate(0,\" height )\"&gt;" "&lt;g transform=\"rotate(-90)\"&gt;"</pre>	Print 2
162	... into one that <b>can</b> Clojure can evaluate, ...	... into one that Clojure can evaluate, ...	Print 9
163	However, the second one might be easier understand ...	However, the second one might be easier <b>to</b> understand ...	Print 9
182	... the pairs are arranged in order-details- <b>validation</b> ).	... the pairs are arranged in order-details- <b>validations</b> ).	Print 3
183	<code>(if-valid order-details order-details-<b>validation</b> errors</code>	<code>(if-valid order-details order-details-<b>validations</b> errors</code>	Print 3
184	<code>(when-valid order-details order-details-<b>validation</b></code>	<code>(when-valid order-details order-details-<b>validations</b></code>	Print 3
201	<code>@butter-promise</code>	<code>butter-promise</code>	Print 3

Page	Error	Correction	Print corrected
212	(future (println (:percent-deteriorated zombie-state))))	(future (println (:cuddle-hunger-level zombie-state))))	Print 3
217	; This throws "IllegalStateException That's not mathy!"	; This throws "IllegalStateException: That's not mathy!"	Print 3
227	Using with-redefs may be more appropriate than using bindings for setting up a test environment. It's also more widely applicable, in that you can use it for any var, not just dynamic ones.	with-redefs can be used with any var, not just dynamic ones. Because it has such far-reaching effects, you should only use it during testing. For example, you could use it to redefine a function that returns data from a network call, so that the function returns mock data without having to actually make a network request.	Print 3
270, 271	feelings	feelings-about	Print 3
286	; => "I don't like 2"	; => "I'm not going to bother doing anything to that"	Print 3