



### Core Data Structures

#### Basic Data Types

<code>nil</code>	Represents null or the absence of a value.
<code>boolean</code>	<code>true</code> or <code>false</code>
<code>number</code>	Integers, floats, ratios. Example: <code>1</code> , <code>1.0</code> , <code>1/2</code>
<code>string</code>	Immutable sequence of characters. Example: <code>"Hello, Clojure!"</code>
<code>keyword</code>	Interned strings, used as keys in maps. Example: <code>:name</code>
<code>symbol</code>	Represents variables or function names. Example: <code>my-variable</code>

#### Collections

<code>list</code>	Ordered collection. Created with <code>'(1 2 3)</code> .
<code>list*</code>	Implemented as a singly linked list.
<code>vector</code>	Indexed collection. Created with <code>[1 2 3]</code> .
<code>map</code>	Supports efficient random access.
<code>map</code>	Key-value pairs. Created with <code>{ :a 1, :b 2 }</code> .
<code>map*</code>	Keys and values can be any type.
<code>set</code>	Collection of unique values. Created with <code>#{ 1 2 3 }</code> .
<code>queue</code>	A sequence supporting FIFO semantics. Created with <code>clojure.lang.PersistentQueue/EMPTY</code> and <code>conj</code> and <code>pop</code> .

#### Atoms

Atoms provide a mutable reference to an immutable value.

```
(def my-atom (atom 0))
(swap! my-atom inc) ; Increment the value
@my-atom ; Dereference to get the current value
```

### Functions and Macros

#### Function Definition

Functions are defined using <code>defn</code> .
<pre>(defn my-function [arg1 arg2]   (+ arg1 arg2))</pre>
Anonymous functions can be created with <code>fn</code> or the reader macro <code>#()</code> .
<pre>(fn [x] (* x x)) #(* % %)</pre>

#### Basic Functions

<code>(+ x y)</code>	Addition
<code>(- x y)</code>	Subtraction
<code>(* x y)</code>	Multiplication
<code>(quot x y)</code>	Integer division
<code>(rem x y)</code>	Remainder
<code>(inc x)</code>	Increment
<code>(dec x)</code>	Decrement

#### Macros

Macros are code transformations performed at compile time. Defined with `defmacro`.

```
(defmacro my-macro [arg]
  `(println ~arg))

(my-macro "Hello") ; expands to (println "Hello")
```

### Control Flow

#### Conditionals

<code>if</code>	<code>(if condition then else)</code>
<code>when</code>	<code>(when condition &amp; body)</code> - executes body if condition is true.
<code>when-not</code>	<code>(when-not condition &amp; body)</code> - executes body if condition is false.
<code>cond</code>	<code>(cond condition1 expr1 condition2 expr2 ...)</code> - multi-branch conditional.
<code>case</code>	<code>(case expr clause1 expr1 clause2 expr2 ...)</code> - conditional based on the value of an expression.

#### Looping and Iteration

<code>loop</code>	<code>(loop [bindings...] &amp; body)</code> - defines a recursive loop with initial bindings.
<code>recur</code>	<code>(recur exprs...)</code> - jumps back to the beginning of the innermost loop with updated bindings.
<code>dos</code>	<code>(doseq [seq-exprs...] &amp; body)</code> - iterates over a sequence, executing the body for each element (side effects only).
<code>dotimes</code>	<code>(dotimes [i n] &amp; body)</code> - executes the body <code>n</code> times, with <code>i</code> bound to the current iteration number.
<code>for</code>	<code>(for [seq-exprs...] &amp; body)</code> - list comprehension, returns a lazy sequence of the results of evaluating body for each element.

#### Exception Handling

<code>try</code> / <code>catch</code> / <code>finally</code>
<pre>(try   (/ 1 0)   (catch ArithmeticException e     (println "Caught exception:", (.getMessage e)))   (finally     (println "Finally block executed")))</pre>

### Sequences and Collections

## Sequence Operations

<code>map</code>	<code>(map f coll)</code> - Applies function <code>f</code> to each element in <code>coll</code> , returning a new sequence.
<code>filter</code>	<code>(filter pred coll)</code> - Returns a new sequence containing only the elements of <code>coll</code> for which <code>(pred element)</code> is true.
<code>reduce</code>	<code>(reduce f val coll)</code> - Reduces <code>coll</code> using function <code>f</code> , starting with initial value <code>val</code> .
<code>take</code>	<code>(take n coll)</code> - Returns a new sequence containing the first <code>n</code> elements of <code>coll</code> .
<code>drop</code>	<code>(drop n coll)</code> - Returns a new sequence without the first <code>n</code> elements of <code>coll</code> .
<code>first</code>	<code>(first coll)</code> - Returns the first element of <code>coll</code> .
<code>rest</code>	<code>(rest coll)</code> - Returns a sequence without the first element of <code>coll</code> .
<code>cons</code>	<code>(cons x coll)</code> - Adds <code>x</code> to the beginning of <code>coll</code> .

## Collection Specific Functions

<code>get</code>	<code>(get map key)</code> - Returns the value associated with <code>key</code> in <code>map</code> .
<code>assoc</code>	<code>(assoc map key val)</code> - Returns a new map with <code>key</code> associated with <code>val</code> .
<code>dissoc</code>	<code>(dissoc map key)</code> - Returns a new map without <code>key</code> .
<code>conj</code>	<code>(conj coll val)</code> - Adds <code>val</code> to the collection. Behavior depends on collection type.
<code>count</code>	<code>(count coll)</code> - Returns the number of elements in <code>coll</code> .