**Defining a linear list:**

```lisp
define a linear list:

set priceList = []
put priceList
  -- []

set priceList = [4, 3, 6, 8, 10]
put priceList
  -- [4, 3, 6, 8, 10]
```

**Getting information from or about a linear list:**

```lisp
get information from or about a linear list:

put priceList[2]
  -- 3

put min(priceList)
  -- 3

put max(priceList)
  -- 10

put ilk(priceList)
  -- #list

put count(priceList)
  -- 5

put getAt(priceList, 2)
  -- 3

put getPos(priceList, 10)
  -- 5

put getLast(priceList)
  -- 10
```

**Changing a linear list:**

```lisp
change a linear list:

sort priceList
put priceList
  -- [3, 4, 6, 8, 10]

set nameList = [#Jackie, #Michelle, #Abla]
sort nameList
put nameList
  -- [#Abla, #Jackie, #Michelle]

set mixedList = ["Jackie", 12, #Abla]
sort mixedList
put mixedList
  -- [12, #Abla, "Jackie"]

put ilk(12)
  -- #integer

put ilk(getAt(mixedList, 1))
  -- #integer

put ilk(getAt(mixedList, 2))
  -- #symbol

put ilk(getAt(mixedList, 3))
  -- #string

append(priceList, 42)
put priceList
  -- [3, 4, 6, 8, 10, 42]

addAt(priceList, 2, 50)
put priceList
  -- [3, 50, 4, 6, 8, 10, 42]

add(priceList, 0)
put priceList
  -- [3, 50, 4, 6, 8, 10, 42, 0]

sort priceList
add(priceList, 5)
put priceList
  -- [0, 3, 4, 5, 6, 8, 10, 42, 50]

deleteAt(priceList, 1)
put priceList
  -- [3, 4, 5, 6, 8, 10, 42, 50]

setAt(priceList, 3, 3)
put priceList
  -- [3, 4, 3, 6, 8, 10, 42, 50]

set priceList[2] = 3
put priceList
  -- [3, 3, 3, 6, 8, 10, 42, 50]
```
Defining a property list:

set weightList = [#hippo: 1000, #bird: 1, #puppy: 10]
put weightList
-- [#hippo: 1000, #bird: 1, #puppy: 10]

Getting information from or about a linear list:

put min(weightList)
-- 1
put max(weightList)
-- 1000
put ilk(weightList)
-- #propList
put count(weightList)
-- 3
put getAt(weightList, 2)
-- 1
put getPos(weightList, 10)
-- 3
put getLast(weightList)
-- 10
put getProp(weightList, #hippo)
-- 1000

Changing a property list:

set weightList = [#hippo: 1000, #bird: 1, #puppy: 10]
put weightList
-- [#hippo: 1000, #bird: 1, #puppy: 10]

sort weightList
put weightList
-- [#bird: 1, #hippo: 1000, #puppy: 10]
setProp(weightList, #puppy, 17)
put weightList
-- [#bird: 1, #hippo: 1000, #puppy: 17]
setProp(weightList, #cow, 300)
SCRIPT ERROR
put weightList
-- [#bird: 1, #cow: 300, #hippo: 1000, #puppy: 22]
setaProp(weightList, #puppy, 22)
put weightList
-- [#bird: 1, #hippo: 1000, #puppy: 22]
setaProp(weightList, #cow, 300)
put weightList
-- [#bird: 1, #cow: 300, #hippo: 1000, #puppy: 22]
addProp(weightList, #barbie, 110)
put weightList
-- [#barbie: 110, #bird: 1, #hippo: 1000, #puppy: 10]
deleteProp(weightList, #barbie)
put weightList
-- [#bird: 1, #cow: 300, #hippo: 1000, #puppy: 22]
put getOne(weightList, 22)
-- #puppy
put getPropAt(weightList, 3)
-- #hippo
put findPos(weightList, #cow)
-- 2
put findPosNear(weightList, #hi)
-- 3
put getPos(weightList, 1000)
-- 3
put getaProp(weightList, #camel)
-- <Void>
put getProp(weightList, #camel)
SCRIPT ERROR
put getaProp(weightList, #hippo)
-- 1000
put getProp(weightList, #hippo)
-- 1000
put getLast(weightList)
-- 22
put ilk(weightList, #proplist)
-- 1