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|  |  | Cobra-Lang  Unfold the Mysteries |

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# Modes

Each file will be given a mode to identify the programming style for the file.

## Strict

When the file is strict, all variables are to be strongly typed.

Example:

int a = 10;

instead of:

var a = 10;

## Lazy

When the file is lazy, all variables are not allowed to be strongly typed.

Example:

var a = 10;

instead of:

int a = 10;

## Syntax

The declaration is required at the top of every file. The syntax goes as follows:

#mode “lazy”;

or

#mode “strict”;

# Import

The import keyword, injects a language built module into the file. The scope of this module is limited to the file.

## Alias

An alias may be assigned to each of the imports. An import without an alias will be given the name of what is within the string.

## Syntax

include “os”;

or

import {

“os”;

“fs” as fileSystem;

}

# Include

The include keyword, read, compiles, and executes the code of the given file into the file including it.

## Alias

An alias may be assigned to each of the includes. An include without an alias will be given the name of what the filename is within the string.

## File Extension

The file extension is to be left out. If the file intended to be included does not have the extension of “.cb” will not be included in the program.

## File Path

If the wanted file is located inside another directory, the slash will be replaced with a period. The syntax will go as follows:

include “lib.http”;

There is no navigating above the folder where main is located. Main is the the base directory. To navigate back to the base directory, use “~” before the string.

include “~lib.http”;

## Syntax

include “exampleFile”;

// or

include {

“exampleFile”;

“subdir.exampleFile” as ex;

}

# Export

Files may be included into the main file, however, the file being included will need at least one export. An export may be a variable, object, function, or an expression.

## Syntax

export func add(int a, int b){

return a + b;

}