

## Appendix B – JAI keywords:

### Reserved Keywords and Identifiers

This is a list of keywords and identifiers available in the Jai Programming Language. This is not a comprehensive list, and is subject to change while the programming language is still inside the closed beta.

Keywords	Purpose
<code>bool, true, false</code>	boolean keywords
<code>int, s8, u8, s16, u16, s32, u32, s64, u64</code>	integers
<code>float, float32, float64</code>	float point numbers
<code>void</code>	Just like C, it means nothing, and when used in <code>void*</code> , means a pointer to anything
<code>enum, enum_flags</code>	enums and <code>enum_flags</code> keyword
<code>size_of</code>	used to get the size of a type. To use it on a variable, do <code>size_of(type_of(variable))</code> .
<code>struct, using, union</code>	Keywords denoting a record with multiple data members
<code>string</code>	Denotes a string of characters such as <code>"John Newton"</code>
<code>type_of</code>	used to get the type of something.
<code>cast</code>	used to cast a variable to a different type. For example, <code>b := cast(int)a</code> .
<code>if, ifx, then, else, case</code>	if statement and branching keywords
<code>for, while, it</code>	Looping and control flow statements
<code>break, continue, remove</code>	Used to for control flow within a loop
<code>return</code>	Returns from a function
<code>inline</code>	Inlining a function (no function call is needed after inlining)
<code>null</code>	A pointer that points to nothing
<code>defer</code>	Similar to the Go Language. This statement is executed at the closing of a code block.

