Table of Contents

5B - Identifier backslashes

6 – Bool and number types

- 6.1 - Boolean values
  - 6.1.1 Equal values and boolean expressions
  - 6.1.2 Boolean operators
  - 6.1.3 The assert statement
- 6.2 - Number types
  - 6.2.1 - Comparison operators
  - 6.2.2 - Arithmetic operators
  - 6.2.3 - Mixing of different types
  - 6.2.4 - Casting of values
  - 6.2.5 - Autocasting with xx
    - 6.2.5.1 - Cast of bool to int
    - 6.2.5.2 - Cast of int to bool
  - 6.2.6 Complex expressions and precedence
  - 6.2.7 Bitwise operators
    - 6.2.7.1 Test if a number is even
  - 6.2.8 Formatting procs
  - 6.2.9 Random numbers

6B – Times and dates

- 6B.1 – Getting the current time
- 6B.2 – Getting a random number from time

7 – Scope of Variables

- 7.1 - Data scope and imperative scope
  - 7.1.1 - Global constants and variables
  - 7.1.2 - Local variables
- 7.2 - Shadowing of variables

8 – Structuring a project's code

- 8.1 Structuring with modules
- 8.2 Loading files with #load
- 8.3 Named imports
- 8.4 Import a file, a dir or a string
- 8.5 Structuring a project
- 8.6 -import_dir
- 8.7 Module parameters
  - 8.7.1 Definition and use
  - 8.7.2 Creating your own module parameters

23B. Document types: a showcase of inheritance using structs, as and polymorphism