🏎Language Concept

Language Name: Auto-Speed

Tagline:

You don't "run" code — you "drive" it.

Theme:

Auto-Speed is a C-like language built entirely around car racing terms.

Concept	Auto-Speed Keyword	Example
Program start	ignite()	ignite() { ... }
Function definition	engine	engine turbo(){ ... }
Variable declaration	gear, turbo, exhaust	
Output	announce	
Input	listen	
If	track	
Else	pitstop	
While	looplap	
For	overtake	
Return	finishline	
Include	#oil	
Namespace	key	
Comment	#car	

Type	Meaning	Example
gear	integer value	gear fuel = 95;
turbo	double value	turbo Audi = 2.01;
exhaust	string	exhaust BMW = "AMG";
flag	boolean	flag gameOn = true;

Syntax Examples

```
#oil <speed>      #car importing main race library

key racetrack      #car declaring a namespace

engine fuelCheck(gear fuel) {
    track (fuel < 30) {
        announce "⚠ Low fuel! Head to pitstop!";
    }
    pitstop {
        announce "✔ Fuel level is good.";
    }
    finishline 0;
}

engine raceStart() {
    gear lap = 0;
    gear fuel = 95;
    exhaust carName = "Ferrari";
    turbo speed = 2.5;
    flag engineOn = true;

    announce "🏁 Starting race with " + carName;
    announce "Engine turbo: " + speed;
```

```
        looplap (fuel > 0) {
            announce "Lap number: " + lap;
            lap = lap + 1;
            fuel = fuel - 10;
            speed = speed + 0.5;

            track (speed >= 3.0) {
                announce "🚀 Boost active!";
            }
        }

        announce "🏁 Race finished after " + lap + " laps.";
        announce "Remaining fuel: " + fuel;

        finishline fuel;
    }

    ignite() {
        announce "🏎 Welcome to Auto-Speed!";
        listen driverName;
        announce "Driver: " + driverName;

        gear fuel = 95;
        fuelCheck(fuel);

        gear remaining = raceStart();
        track (remaining > 20) {
            announce "🏆 Great race, " + driverName + "!";
        }
        pitstop {
            announce "⛽ Time to refuel, " + driverName + "!";
        }
    }
```