

■ CR7 Script With (Python) — Language Specification

“Code Like a Champion!”

Language Concept:

CR7 Script is a football-inspired programming language modeled after C++ syntax. Every keyword connects to the spirit of the game — kickoff, drills, goals, and celebrations. You’re not just writing code; you’re playing a match where logic meets passion.

■ Keywords Overview

Concept	CR7 Script Keyword	Meaning
Program Start	kickoff()	Program entry point
Function	play	Defines a function
Variable Types	player, goal, flag, match	String, Integer, Boolean, Double
Output	announce	Print text or value
Input	listen	Take input from user
If / Else	referee / bench	Conditional blocks
While / For	practice / drill	Loops
Return	whistle	Return value
Include	#import	Include external file
Namespace	stadium	Namespace scope
Comment	#	Single line comment

■ Data Types

player — string value (e.g. player name = "Ronaldo");

goal — integer value (e.g. goal score = 7;)

match — double/float value (e.g. match accuracy = 99.5;)

flag — boolean value (e.g. flag gameOn = true;)

■ ■ Syntax Examples

■ Hello World

```
#import stadium
play kickoff() {
  announce "Siuuu! Welcome to CR7 Script!";
  whistle 0;
}
```

■ Variables and I/O

```
#import stadium
play kickoff() {
  player name;
  goal goals;
  announce "Enter player name: ";
  listen name;
  announce "Enter number of goals: ";
  listen goals;
  announce name + " scored " + goals + " goals this match!";
  whistle 0;
}
```

■ ■ Conditional Example

```
#import stadium
play kickoff() {
  goal score = 3;
  referee (score >= 3)
  { announce "Hat-trick! Siuuu!"; }
  bench { announce "Keep training, champ!"; }
}
```

◆◆Example Full Program

```
#import stadium
```

```
play train(goal sessions) {  
    goal stamina = 0;  
    drill (goal i = 0; i < sessions; i++) {  
        announce "Session " + i + ": Working hard...";  
        stamina = stamina + 1;  
    }  
    whistle stamina;  
}
```

```
play kickoff() {  
    player name = "Cristiano";  
    goal total = train(3);  
    referee (total >= 3) {  
        announce name + " is match ready!";  
    }  
    bench {  
        announce "Needs more practice.";  
    }  
}
```