

Rotate Programming Language

Contents

Project Link

<https://github.com/Airbus5717/rotate-cpp>

Basics

Hello World

```
fn main() void {  
    @println("Hello World");  
}
```

Comments

```
// for single line comments  
  
/*  
    multi-line comments  
*/
```

Variables

Basic variables

```
let x: int = 1;  
let y: float = 1.0;  
let z: char = 'c';  
let a: bool = true;  
let b: str = "string";
```

```

// arrays
let arr1 := []int{ 1, 2, 3 };

// structs
struct vec {
    c: int;
    d: int;
}

let vector = vec{c:1, d:1};
vector.c = 12;
vector.d = 3;

```

Language specification

Types

- int
- floats
- strings
- chars
- booleans

Symbols

- equal equal ==
- equal =
- colon :
- semicolon ;
- add equal +=
- plus +
- sub equal -=

- minus -
- mult equal *=
- star *
- div equal /=
- division /
- left parenthese (
- right parenthese)
- left curly brackets {
- right curly brackets }
- left sqr brackets [
- right sqr brackets]
- greater or equal >=
- greater >
- less or equal <=
- less <
- dot .
- not !

Keywords

- if
- fn
- or
- as
- for

- let
- pub
- str
- mut
- int
- ref
- and
- else
- true
- char
- bool
- void
- skip
- while
- false
- match
- break
- float
- defer
- return
- import
- struct
- include

TODO

Compiler

- Parser
- TypeChecker & Analysis
- Optimization
- CodeGen

DOCS

- Add a copy button in HTML docs export
- Add automation to docs generation