

Rotate Programming Language

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Contents

Project Link

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

Basics

Hello World

```
1  import std.io;
2
3  fn main() void {
4      println("Hello World");
5  }
```

Comments

```
1  // for single line comments
2
3  /*
4      multi-line comments
5  */
```

Variables

Basic variables

```
1 let x: int = 1;
2 let y: float = 1.0;
3 let z: char = 'c';
4 let a: bool = true;
5 let b: str = "string";
6
7 // arrays
8 let arr1: [3]int = { 1, 2, 3 };
9
10 // structs
11 struct vec {
12     c: int;
13     d: int;
14 }
15
16 let vector: vec = {c = 1, d = 1};
```

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 parenthesis (
 - right parenthesis)
 - left curly brackets {
 - right curly brackets }
 - left sq brackets [
 - right sq 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