

# Lab1

- All programs must start "**START**", "**MAIN**" and end with "**END**" in the following format: **START ... MAIN ... END**
- All commands must be ended by ";;"
- All variables must declared just after "**START**" and must assign after "**MAIN**" like this:

- In "**START**" section:

*Variable\_type Variable\_name;*

- **INT** i;
- **NOT\_INT** d;
- **CHR** c;

- After "**MAIN**" section;

*Variable\_name := Value;*

- i := 5;
- d := 2.5;
- c := 'a';

- We have three types in our program:
  - "**INT**" stands for integers
  - "**NOT\_INT**" for floats
  - "**CHR**" for characters
- Variables names may be any alphanumeric string, but they must start with a letter
- Statements between "**START**" and "**MAIN**" can be variable declaration, between "**MAIN**" and "**END**" can be an assignement.
- Comments can be written between '!' symbol, in the following format:
  - ! Valid comment !
- Comments can't be written before "**START**" and after "**END**"
- Comments can be written after statement or before, but can't be written in the middle of statement
- Our program can be terminated after typing "**TERMINATE.**"
- Only one declaration can be done in one line
- There are 6 arithmetic operators: '+', '-', '\*', '/', '\*\*', '%'
- There are 3 logical operators: "!", "&", "! ="
- There are 5 comparison operators: '<', '>', '<=', '>=', '=='

- Operator precedence looks like this:

Operator	Description
**	Exponent
()	Parantheses
*, /, %	Multiplication, Division, Modulo
+, -	Addition, Subtraction
<, >, <=, >=, =	Comparison operators
!=	Logical NOT
&	Logical AND
	Logical OR
:=	Assignment

- In my program conditional statement looks like this:

```
= > ( a < b )  
    OUTPUT b;  
    FINISH  
  
==  
    OUTPUT a;  
    FINISH
```

- While statement looks like this:

```
a := 10;  
{ a > 0 }  
    a := a - 1;  
    OUTPUT a;  
    FINISH
```