

# PASCAL

- **Basic Syntax:**

1. Variables

```
var  
A_Variable, B_Variable ... : Variable_Type;
```

2. Functions

```
Function Func_Name(params...) : Return_Value;  
Procedure Proc_Name(params...);
```

3. Statements

```
readln (a, b, c);  
s := (a + b + c)/2.0;  
area := sqrt(s * (s - a)*(s-b)*(s-c));  
writeln(area);
```

4. Comments

```
(* This is a multi-line comments  
   and it will span multiple lines. *)  
  
{ This is a single line comment in pascal }
```

## • Data Types:

Type	Minimum	Maximum	Format
Integer	-2147483648	2147483647	signed 32-bit
Cardinal	0	4294967295	unsigned 32-bit
Shortint	-128	127	signed 8-bit
Smallint	-32768	32767	signed 16-bit
Longint	-2147483648	2147483647	signed 32-bit
Int64	-2 <sup>63</sup>	2 <sup>63</sup> - 1	signed 64-bit
Byte	0	255	unsigned 8-bit
Word	0	65535	unsigned 16-bit
Longword	0	4294967295	unsigned 32-bit

Examples:

```
days, age = integer;  
yes, true = boolean;  
name, city = string;  
fees, expenses = real;  
PIE = 3.141592;
```

## • LOOPS:

### 1. WHILE-DO LOOP

Syntax:

```
while (condition) do S;
```

Example:

```
while number>0 do  
begin  
    sum := sum + number;  
    number := number - 2;  
end;
```

## 2. FOR-DO LOOP

Syntax:

```
for < variable-name > := < initial_value > to [down to] <
final_value > do S;
```

Example:

```
for i:= 1 to 10 do writeln(i);
```

## 3. REPEAT-UNTIL

Syntax:

```
repeat
    S1;
    S2;
    ...
    ...
    Sn;
until condition;
```

Example:

```
repeat
    sum := sum + number;
    number := number - 2;
until number = 0;
```

## 4. NESTED LOOP

Syntax:

```
for variable1:=initial_value1 to [downto]
final_value1 do
begin
```

```
        for variable2:=initial_value2 to [downto]
          final_value2 do begin
            statement(s);
          end;
        end;
```

Example:

```
program nestedPrime;
var
  i, j:integer;

begin
  for i := 2 to 50 do

    begin
      for j := 2 to i do
        if (i mod j)=0 then
          break; {* if factor found, not prime *}

        if(j = i) then
          writeln(i , ' is prime' );
        end;
      end.
    end.
```

- **FUNCTIONS:**

```
function name(argument(s): type1; argument(s): type2;  
...): function_type;  
local declarations;
```

```
begin  
  ...  
  < statements >  
  ...  
  name:= expression;  
end;
```

- **DATA STRUCTURES:**

1. Arrays:

```
type  
  vector = array [ 1..25] of real;  
var  
  velocity: vector;
```

2. Pointers:

```
type  
  Rptr = ^real;  
  Cptr = ^char;  
  Bptr = ^ Boolean;  
  Aptr = ^array[1..5] of real;  
  date-ptr = ^ date;  
  Date = record  
    Day: 1..31;  
    Month: 1..12;  
    Year: 1900..3000;  
  End;
```

```
var  
  a, b : Rptr;  
  d: date-ptr;
```