# This was format during iOS project, may change but unlikely

**Assign Command:**

* **Format:** variable assign value
* **Variable is Iterator:**
  + **Value is Array:** the iterator points that array at beginning or value from declaration steps away from beginning.
  + **Value is number / Iterator:** The point in array iterator pointing to is assigned that variable at start.
* **Variable is Array:**
  + **Value is Number:** The array is filled with that number.
  + **Value is Iterator:** The array is filled as much as can values from array Iterator pointing to.

**Forward / Backward Command:**

* **Format:** iterator Command
* **Purpose:** Moves iterator forward or backward through the array.

**Increment / Decrement Command:**

* **Format:** variable Command value
* **Value:** Is how much incrementing or decrementing by.
* **Variable is Iterator:** Increments value in array in point the Iterator is on.
* **Variable is Array:** Adds that many elements, prob init to 0.

**Begin Command:**

* **Format:** Begin
* Every command is part of body of conditional before it.
* End command makes it so commands after the end are no longer inserted into body of conditional.

**For Loop Command:**

* **Format:** numberRepitions Repeat
* Next command is part of body of for loop, unless BEGIN is stated.

**If / Conditional Command:**

* **Format:** Iterator1 op(< || > || = || !) Iterator2
* It compares values both sides pointing to with operator in middle.
* Next command is part of it's body, unless BEGIN is stated.

**While Loop Command:**

* **Format:** Same as Conditional but with Repeat at end
* next command is part of it's body, unless begin is stated.
* Once reaches all commands in body, will see if condition holds true and starts over.

***stoCommon format: Main Command is always 2nd element in data list.***

**Creating Variables:**

* **Format:** number Type *value* **//The value variable purpose changes depending on type**
* **Iterator:** value means it will start at certain number of steps away from beginning of array it will point to.
* **Array:** value means how many elements in array.