```
Lang["DPLA"]

Event[onLaunch]:(

command_print["Hello World

)

Event[key["B"]]:(

command_print["You P

)
```

DPLA

Documentation 1.0

Daniel Bird

```
Lang["DPLA"]
Event[onLaunch]:(
command_print["Hello World
command_img["/dance.gif"]
)
```

```
Lang["DPLA"]
Event[onLaunch]:(
Name="bob"
command_speak["Hello" +
name]
command_img["/wave.gif"]
)
```

DPLA/Cope Documentation

Written by Daniel Bird

Introduction to Cope

DPLA/Cope is a language based off of python and is designed by Daniel Bird

Hello World!

Let's make a simple DPLA file. First tell the file we are writing in DPLA by writing **Lang["DPLA"]** . Now write **Event[onLaunch]:()**, this will run code when DPLA is launched. In Between the brackets write **command_print["Hello world!"]**, this will print **Hello world**. Now here's what the file should look like in blue, and the output in green

```
Lang["DPLA"]
Event[onLaunch]:(
    command_print["Hello world!"]
)
```

```
Hello World!
```

Check your code if that didn't print **Hello world!**

So, we learnt how to print **Hello world!** In Cope. Now let's change the 'Hello world!' to something else

```
Lang["DPLA"]
Event[onLaunch]:(
    command_print["The blue dog, is red."]
)
```

```
The blue dog, is red.
```

Let's make a new line in one line of code using **\n**.

```
Lang["DPLA"]
Event[onLaunch]:(
    command_print["Hello\nWorld!"]
)
```

```
Hello
World!
```

Today we learnt how to print words and create a new line in one line of code.

Maths Operations

Since you can print, we can print maths answers. We will need to remove the quotation marks, because we are not inputting strings/text

```
lang["DPLA"]
event[onLaunch]:(
    command_print[2+2]
    command_print[2*2]
    command_print[2/2]
    command_print[2^2]
    command_print[2%2]
)
```

```
4
4
1
2
0
```