

Construit Script Cheat Sheet

<http://jseden.dcs.warwick.ac.uk/construit>

Quick Syntax

```
variable is formula ;
variable is formula + formula ;
variable is formula if condition else formula ;
variable is [formula, formula] ;
variable = formula ;

if (condition) {statements}
if (condition) {statements} else {statements}

when (condition) {statements}

for (variable in variable) {statements}
for (variable in formula..formula) {statements}
for (variable=number; condition; variable++)
{statements}

while (condition) {statements}

variable is formula with variable=formula ;
variable is formula with variable=formula,
variable=formula ;
variable is formula :: variable=formula ;
```

More: <https://goo.gl/j8xf9P>

Grammar: <https://goo.gl/synVAk>

Math Functions

<code>sin(number)</code>	<code>round(number)</code>
<code>cos(number)</code>	<code>ceil(number)</code>
<code>tan(number)</code>	<code>floor(number)</code>
<code>random(number)</code>	<code>sqrt(number)</code>
<code>randomInteger(number)</code>	<code>abs(number)</code>
<code>exp(number)</code>	<code>pow(number)</code>
<code>log(number)</code>	<code>sum(number)</code>
<code>max(number, number)</code>	<code>acos(number)</code>
<code>min(number, number)</code>	<code>asin(number)</code>

More: <https://goo.gl/iuJL2i>

String and List Functions

<code>concat(separator, list)</code>	<code>search(value, list)</code>
<code>lowercase(string)</code>	<code>sort(list)</code>
<code>uppercase(string)</code>	<code>unique(list)</code>
<code>substitute(src, values, ...)</code>	<code>tail(list)</code>
<code>substr(src, start, [end])</code>	<code>trim(string)</code>
<code>startsWith(src, contains)</code>	
<code>splitString(src, token)</code>	

More: <https://goo.gl/iuJL2i>

Further Resources

<http://jseden.dcs.warwick.ac.uk/construit/?q=mce>

<http://construit.org>

Canvas Shapes

```
Image(x, y, width, height, url)
Text(text, x, y, size, colour)
Rectangle(x, y, width, height, colour)
Circle(x, y, radius, colour)
Line(x1, y1, x2, y2, colour)
Button(name, label, x, y) ;
Polygon(pointlist, colour)
Div(html, x, y, width, height)
Ellipse(x, y, xradius, yradius, colour)
Slider(name, min, max, step, ...)
Arc(x, y, radius, start, end)
```

More:

Construit Markdown Comments

```
# Comment here
## Heading 1
### Heading 2
# Some italic text
# Some bold text
# Inline code `a is b + c`.
# A \[link\]\(http://jseden.dcs.warwick.ac.uk\)
# An image ![Figure 1](url)
# Embed a value ?(ACTIVE>variable)
#* Bullet item
#> Block quote
# -- horizontal rule
# Add [some colour]{red} to words
#! JS-Doc/Doxygen attached comment
```

More: <https://goo.gl/HsM5xt>

Useful Variables

<code>book_width</code>	<code>mouseX</code>
<code>book_height</code>	<code>mouseY</code>
<code>screenWidth</code>	<code>mouseDown</code>
<code>screenHeight</code>	<code>picture</code>

Searching

<code>script > child</code>	<code>#hashtag</code>
<code>script >> allchildren</code>	<code>name:active</code>
<code>name.id(number)</code>	<code>.comment(*text*)</code>
<code>name.type(when)</code>	<code>:depends(a)</code>

More: <https://goo.gl/qvhrWC>

Example - Drawing a Circle

```
mycircle_x is book_width / 4 ;
mycircle_y = 100 ;
radius = 30 ;
mycircle is Circle(mycircle_x,
    mycircle_y, radius, "red");
picture is [mycircle];
```

Tip: Use the menu bar search to lookup function documentation, find variables and more reference materials.