Q.W.C 2

Quality writing code

Variables

1 name variables

they should be named clearly and qualitatively

2 data types

there are type variables: int float bool str

3 how to write

int name\_variable 57

float name\_variable 78,9

bool name\_variable true

bool name\_variable false

str name\_variable hello

**mandatory type name value must be written with a space**

arithmetic operations

1 how it works

write out keyword for additions intS , floatS , strS

then specify the name of the variable and what you want to add which numbers or variables for the minus floatM , intM and specify everything the same as for the sum

for multiplication

intU , floatU

specify everything the same as for the sum for division

intD , floatD

specify everything the same as for the amount

remainder of the division

intP , floatP specify everything the same as for the amount

2 how to write

For additions

intS variable\_name 34 56

floatS variable\_name 34,56 56,34

strS variable\_name hel lo

For minus

intM variable\_name 34 56

floatM variable\_name 34,56 56,34

For multiplication

intU variable\_name 34 56

floatU variable\_name 34,56 56,34

For division

intD variable\_name 34 56

floatD variable\_name 34,56 56,34

For the remainder of a number

intP variable\_name 34 56

floatP variable\_name 34,56 56,34

variables instead of numbers

be sure not to put arithmetic signs, write everything with a space

ENVELOPE OF NUMBERS

1 how it works

you write the keyword convert, then specify which type to convert to, then specify the name of the variable, then from which type and the number or variable itself

2 how to write

convert int variable\_name float 34,67

the types can be used all that are

instead of numbers , you can use variables

Comparing numbers

1 how it works

you specify the compare keyword, then write how you want to compare , more is big , more or equal is bigEarly , less is lesser , less or equal is lesserEarly , absolute is equals and not equal is unequal after that specify the name with a variable (saved in the bull type)

2 how to write

сompare big variable\_name 5 4

сompare bigEarly variable\_name 4 4

сompare lesser variable\_name 4 5

сompare lesserEarly variable\_name 5 5

сompare equals variable\_name 5 5

сompare unequal variable\_name 5 4

Output to the screen

1 how it works

you write the keyword log or Dlog write if just a line that is not a variable then write log hello Dlog hello if with a variable then specify the type and the variable itself log int a Dlog int b

Dlog outputs log in one line with enter

in the 1.2 version, the output and outPut commands were added, these commands are much better than log and Dlog in that they do not need to specify the data type and can be plussed (as a string) with a ~ sign so that a space needs a / sign it works for all commands that display on the screen outPut differs from output in that outPut goes to a new line , but output does not

2 usage examples

outPut hello~world

conclusion:

helloworld

outPut helloworld

conclusion:

helloworld

outPut hello/world

conclusion:

hello world

User input

1 how it works

you write the keyword enter, then the type, then the variable name, then the question (NOT OPTIONAL) in the 1.2 version, the / is a space sign appeared

2 how to write

enter int variable\_name age?

enter str variable\_name name?

enter float variable\_name

enter int variable\_name age?/:/

conclusion:

age? : here you write a number

here you write a number - this is the user input itself , the user in this case I am

How to compile

There is an ide there, write code and compile, but if you want to compile without an ide, there is a developer console in the folder where this documentation is called consoleDevelop.exe click and follow the instructions