

# FunCobal

## Basical Specification Document

### Ver. 1.1.0

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24/4/2020

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## **1 Introduction**

### **1.1 Introduction**

### **1.2 Background**

## **2 Outline**

Style: Object Orenteted Language with Some Functional Style.

### **2.1 Name**

The name "FunCobal" is named by Mr. Suwawa. According to his saying, the origin is "Fun" from "with Some Functional Style" and hope that the language will be fantastic, and "Cobal" from "Cobaltia" , the alias name of Takuya Matsunaga, chif developer of the language.

### **2.2 Runtime and Development Platform**

#### **2.2.1 Outline**

#### **2.2.2 Local Runtime Platform**

#### **2.2.3 Serveral Runtime Platform**

#### **2.2.4 Local Development Platform**

#### **2.2.5 Serveral Development Platform**

#### **2.2.6 FunCobal Library Platform**

## **2.3 Class and Object**

## **2.4 Variable and Constant**

- item1
- item2
- ...
- itemN

## **2.5 Operator and Equalation**

## **2.6 Type Casting on Equation**

## **2.7 Array**

### **2.7.1 Array**

### **2.7.2 Array**

## **2.8 Comments**

## **3 Classes and Methods**

### **3.1 Structure and Style**

### **3.2 Modifiers**

The language have some Modifiers for Classes bellow.

- abstract ...
- final ...
- public ...

and also for Methods bellow.

- abstract
- final
- public

and also for Variables, Constants, and bellow.

- private ...
- protected ...
- public ...
- static ...
- transient ...
- volatile ...