

# X datatype

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## 1. Abstract

X is a member of the following typesets:

## 2. Creation

X values can be created using literal syntax, or at runtime by using a `make` constructor or `to` conversion.

## 3. Literal syntax

### 3.1. Runtime creation

Examples

## 4. Conversions

## 5. Comparisons

All comparators can be applied on X: `=`, `==`, `<>`, `>`, `<`, `>=`, `<=`, `=?`. In addition, `min`, and `max` are also supported.

## 6. Testing values

Use `X` to check if a value is of the `X` datatype.

Use `type?` to return the datatype of a given value.

## 7. Predefined words

### 7.1. Actions

### 7.2. Functions

### 7.3. Natives

### 7.4. Operators