1. 0000
2. 10000000
3. 00000
4. 00000000
5. 0000
3. 0000000
7. DDDDRed/SystemD
3. 00000
9. DDDDDD
10. 0000
11. 00000000
1. 000000000000000000000000000000000000
Red
Red/System@Red00000000Red0000000000000000000000000
<b>2. 1</b> 000000
10000000000000000000000000000000000000
3. 0000
Redoooooooooooooooooooooooooooooooooooo

```
Tabs: 4
```

```
func [
arg1
arg2
...
][
print arg1
...
]
```

```
func [
arg1 ;-- 00000000
arg2
...
][
print arg1 ;-- 0000000000
...
]
```

# 4. 0000000000

```
a: []
```

```
[][]
```

```
[
    hello
][ ;-- 000000000
world
]
```

```
array: [[] [] [] [] list: [ [] [] [] ]
either a = 1 [["hello"]][["world"]]
either a = 1 [ ["hello"] ][ ["world"] ]
```

```
b: either a = 1 [a + 1][3]
```

```
b: either a = 1
[a + 1][123 + length? mold a]
```

0000000Red

```
print either a = 1 ["hello"][
    append mold a "this is a very long expression"
]
while [not tail? series][
    print series/1
    series: next series
]
```

# **5.** 0000

- -

### 

```
code: 123456
name: "John"
table: [2 6 8 4 3]
lost-items: []
unless tail? list [author: select list index]
```

### 

```
code_for_article: 123456
Mytable: [2 6 8 4 3]
lostItems: []
unless tail? list-of-books [author-property: select list-of-books selected-index]
```

#### 

```
make: func [...
reduce: func [...
allow: func [...
crunch: func [...
```

### 

```
length: func [...
future: func [...
position: func [...
blue-fill: func [... ;-- fill-blue000000
```

```
tagMSG: alias struct! [
            [handle!]
     hWnd
            [integer!]
     msq
     wParam [integer!]
     lParam [integer!]
     time
            [integer!]
            [integer!]
     Χ
            [integer!]
     У
 1
#import [
    "User32.dll" stdcall [
        CreateWindowEx: "CreateWindowExW" [
            dwExStyle
                          [integer!]
            lpClassName [c-string!]
            lpWindowName [c-string!]
            dwStyle
                          [integer!]
                          [integer!]
                          [integer!]
            У
            nWidth
                          [integer!]
            nHeight
                          [integer!]
            hWndParent
                          [handle!]
            hMenu
                          [handle!]
            hInstance
                          [handle!]
            lpParam
                          [int-ptr!]
            return:
                          [handle!]
        ]
    ]
1
```

### 6. 000000

- 000000000000 GMT 000000000
- 0000000000000Red0000000000API000000000

# **7.** □□□□**Red/System**□

 $\square\square\square\square Red$ 

### 8. 00000

```
do-nothing: func [][]
increment: func [n [integer!]][n + 1]

increment: func [n [integer!]][
    n + 1
]

increment: func [
    n [integer!]
][
    n + 1
]
```

ППП

```
do-nothing: func [
][
]

do-nothing: func [
][
]

increment: func [
    n [integer!]
][n + 1]
```

```
make-world: func [
    earth [word!]
    wind [bitset!]
    fire [binary!]
    water [string!]
    /with
        thunder [url!]
    /only
    /into
        space [block! none!]
    /local
    plants animals men women computers robots
][
    ...
]
```

```
make-world: func [
   wind
            [bitset!]
      fire [binary!]
                         ;-- 0000000000
           [string!]
      water
      /with
         thunder [url!]
      /only
      /into space [block! none!] ;-- /with00000000000
          plants animals ;-- 0000000
         men women computers robots
][
]
```

```
increment: func ["Add 1 to the argument value" n][n + 1]
make-world: func [
   "Build a new World"
   earth [word!]
                       "1st element"
   wind [bitset!] "2nd element"
   fire [binary!] "3rd element"
   water [string!]
               "Additional element"
   /with
       thunder [url!]
   /only "Not implemented yet"
   /into "Provides a container"
       space [unset!] "The container"
   /local
       plants animals men women computers robots
][
1
```

```
make-world: func ["Build a new World" ;-- 000000
   earth [word!] "1st element"
                   "2nd element" ;-- 0000000000
   wind [bitset!]
   fire [binary!]
                   ;-- `fire` 00000000
   "3rd element"
   water [string!]
   /with
               "Additional element"
         thunder [url!]
   /only "Not implemented yet" ;-- 00docstring0000000
   /into
        space [unset!] "The container"
   /local
       plants animals men women computers robots
][
]
```

## 9. 000000

```
foo arg1 arg2 arg3 arg4 arg5

process-many
    argument1
    argument2
    argument3
    argument4
    argument5
```

```
foo arg1 arg2 arg3
arg4 arg5

foo
arg1 arg2 arg3
arg4 arg5

process-many
argument1
argument2
argument3
argument4
argument5
```

```
head insert (copy/part [1 2 3 4] 2) (length? mold (2 + index? find "Hello" #"o"))

head insert
   copy/part [1 2 3 4] 2
   length? mold (2 + index? find "Hello" #"o")
```

## **10.** 0000

11
100000 "" 000000 {} 000000000000000000000
• 0000load00000000000
• 0000000
00000001000000 " 00000000000 {} 00000000000 ^" 000000000000
<b>12.</b> 00000