Jack language: similar to Java.

- Everything is a class   1 class per file (Foo.jack has Foo class)
           ↳ Foo.vm.

- Classes:
  - methods   (called on an object)
  - Constructors   (creates new object)
  - fields   (variables stored in each object)
  - functions   (called on class — like static methods in Java).
  - static variables (belong to class)

- Control:
  - if - else
  - while loops.

- Commands:
       do ....;   ← Call a method/function + ignore return value
       let x = expr;   ← var. assignment.
           ↳ Can use vars, operators, function calls...
           ↳ No order of operations! Must use parens.

- Data:
       int, bool, arrays, objects, strings.
- Std library (OS)   — Appendix 6.
       Math, Strings, Array, Output (print), keyboard (read),
       Screen (draw)