

## Expressions:

`a + b * c - d`                      `//returns b*c+a-d`

Expressions support operands '+', '-', '\*', '/'. They do not support '(', or ')'.

Example:

`1 + 3`                      `//Good. Returns 4.`  
`(1+2)*2`                  `//Bad. Undefined behaviour. Do not use "(" or ")".`  
`1*2+2*2`                  `//Good. Returns 6.`  
`-1`                        `//Good. Returns -1.`

## Initialization & Assignment:

`n = k`                      `//creates or assigns value k to variable n`

Assignment is an initialization. There is no difference between them.

Example:

`n = 5`                      `//n=5`  
`n = n * n`                  `//n=25`  
`n = 1`                      `//n=1`

## Arrays:

`n[k]`                      `// returns value under n[k]`

Arrays are actually dynamically calculated variable names. So `n[3+1]` gets interpreted as `n[4]`. For the end user, there is no difference between this and your typical arrays.

Arrays **do not** support nested indexes `n[a[k]]` **is NOT allowed**.

Examples:

`n[1] = 1`                  `//creates variable n[1] and assigns 1 to it`  
`n[2 - 1] = 0`              `// n[1] = 0`  
`n[n[1]] = 0`               `//Undefined behaviour.`

### Compare statements:

(a.b) where '.' is any compare statement.

Supported Compare Statements:

(a==b)

(a!=b)

(a>=b)

(a<=b)

(a.b && c.d || e.f) // and so on. There is no limit on putting more && and ||.

Note that expressions are not implicitly evaluated as true.(1) doesn't return true.

### Loops:

**while(azb)** -- executes code while comp\_statement returns true

//code

**end while**

Example:

n= 3

while(n\*2<10)

n = n + 1

end while

//// n is now equal to 5 because 5\*2 is not smaller than 10

### If statements:

**If(azb)** --executes code if com\_statement retruns true

//code

**end if**

**Swap:**

swap(a,b) - swaps values of 2 variables

Example:

a = 1

b = 2

c = 3

ar[1] = 11

ar[b] = 12

//Ar[2] = 12

swap(a,b)

//b= 1, a=2

swap(ar[1],ar[b])

//Ar[1] = 12, Ar[2] = 11

## Writing code:

Every code is implicitly started with below instructions:

```
s= <array size>
ar[0] = a
ar[1] = b
.
.
ar[s-1] = x
```

where a,b...x are corresponding array values imported to the interpreter.  
Every code must end with “end program line”.

Our comparisons between 2 array elements are highlighted with yellow border around arrays.

```
if(a[i]>=1)           //doesn't highlight anything
while(a[i]>=a[i+1])    // highlights a[i] and a[i+1]
```

Our swaps between 2 array elements are highlighted with yellow border around number boxes and animated.

```
swap(a[i+1], a[i])    //animates the swap

v= a[i+1]
a[i+1] = a[i]
a[i] = v              //does the same thing but doesn't animate/highlight the swap
```

## Sample codes:

### 1/ Bubble Sort:

```
procedure bubbleSort( A : lista elementów do posortowania )
  n = liczba_elementów(A)
  do
    for (i = 0; i < n-1; i++) do:
      if A[i] > A[i+1] then
        swap(A[i], A[i+1])
      end if
    end for
    n = n-1
  while n > 1
end procedure
```

```
while(s>1)                                //remember s is array size
  i= 0
  while(i<s - 1)
    if(ar[i]>ar[i+1])                      //remember the array is evaluated with ar[x]
      swap(ar[i],ar[i+1])
    end if
    i= i + 1
  end while
  s=s - 1
end while
end program                                //the program must end with end program line
```

## 2/ Insertion Sort

```
0. Insert_sort(A, n)

1.  for i=2 to n :
2.      # Wstaw A[i] w posortowany ciąg A[1 ... i-1]
3.      wstawiany_element = A[i]
4.      j = i - 1
5.      while j>0 and A[j]>wstawiany_element:
6.          A[j + 1] = A[j]
7.          j = j - 1
8.      A[j + 1] = wstawiany_element
```

i=1

while(i<s)

    j= i-1

        while(j>=0 && ar[j] > ar[j+1])

            swap(ar[j+1],ar[j])

            j= j-1

        end while

    i= i+1

end while

end program

Note in the above example we work hard to implement comparisons and swaps between array elements instead of a helper variable.