

Jordy Devrix /

Neprota

A Dutch syntax scripting language made completely in Python.

Syntax

Creating variables

Nepota knows 4 types of variables.

- Integers known as HEELGETAL.
- Floats known as KOMMAGETAL.
- Strings known as TEXT.
- Booleans known as WAARHEID.

Variables created with HEELGETAL and KOMMAGETAL must be formatted as:

```
28  
29 HEELGETAL b = 5  
30 KOMMAGETAL c = 3.5  
31
```

Variables created with TEXT must be formatted as:

```
5  
6 TEKST verhaal "lorem ipsum is een leuk verhaal"  
7  
8
```

Variables created with WAARHEID must be formatted as:

```
9  
10 WAARHEID iets = WAAR  
11  
12
```

Creating if-statements

To create if-statements in Neprota, you use ALS (if) and DAN (than). To trigger an action, you can put the action between two braces to define what the action must be if the condition is true. In the end an if-statement should look like this:

```
12
13  □ ALS 2 > 1 DAN {
14      SCHRIJF "hallo wereld"
15  }
```

The condition can be either a Boolean (WAAR/ONWAAR) or a comparison (2>1).

In case of a Boolean, it should either be WAAR, ONWAAR or a variable that has been defined as a Boolean. For example:

```
9
10  WAARHEID conditie = WAAR
11
12  □ ALS conditie DAN {
13      SCHRIJF "hallo wereld"
14  }
15
```

In case of a comparison, there should be an A value and a B value and between them a compare operator. The A and B value can be written directly as a value or as a variable name which has been declared before the if-statement.

Printing to console

To print items to the console, you can use SCHRIJF. Inside of the double quotation marks, there needs to be some text or variable. To write a variable you start with % and you enter the variable name and then you end with a % character. This means that variables need to be formatted as: %variable_name%. To get an idea of what SCHRIJF would look like in Neprota:

```
4  
5  
6 SCHRIJF "hallo wereld"  
7  
8
```

Commenting

If you wish to make a comment in some code, you need to use # and put your comment behind it. Comments cannot be placed behind any other code. It should look somewhat like this:

```
2  
3  
4 # dit is een comment, dit voert het programma niet uit  
5  
6
```

Math

For now, if you want to calculate in Neprota, you can use REKEN and enter your equation behind it to calculate anything. The function can take all numbers and PI as argument. For example:

```
31  
32  
33 REKEN (2*PI) NAAR d  
34  
35
```

Full functionality overview

function	type	explanation
SCHRIJF	Function	Prints text or variable to console
REKEN	Function	Takes equation as argument and puts the answer in a variable
ALS DAN	Function	Takes condition as argument and will trigger anything between the braces if the condition equals WAAR
#	Comment	Can be used to make comments in code
WAARHEID	Variable	Can be used to store a Boolean
HEELGETAL	Variable	Can be used to store an integer
KOMMAGETAL	Variable	Can be used to store a float
TEKST	Variable	Can be used to store a string