

# Absolute Cinema Specification

## General syntax:

Variables are declared with the var keyword, types are declared after a colon like so  
(var num: int = 5;).

Scope - {}.

Every line ends with a semicolon.

Keywords are case-sensitive.

Identifiers can contain letters, numbers, and underscores.

Identifiers cannot start with a number.

Identifiers cannot contain spaces.

Identifiers cannot contain special characters.

Identifiers cannot be reserved words.

Identifiers cannot be keywords.

## Data types:

bool - true/false

int – 32-bit integer.

double – 64-bit floating point number.

char – character or empty character " ".

string – array of characters or empty string "".

[] - array.

[][] - multidimensional array.

scrap - no return value.

null - null value.

setup - class.

scene - function.

action - new keyword.

@ - this keyword.

. - dot operator.

[] - index operator.

() - braces

## Operators:

### Assignment:

=

### Arithmetical:

+, -, \*, /, %, +=, -=, \*=, /=, %=, ++, --.

### Relational:

==, !=, <=, >=, <, >.

### Logical:

&&, ||, !.

## Functions:

scene – function keyword.

cut – return directive.

scrap – void.

### Main function:

```
scene entrance(): scrap{
}
```

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scene definition example:

```
scene count(var amount: int): int{
    cut counter + amount;
}
```

scene usage example:

```
var counter: int = count(5);
```

Setups:

action – new keyword.

@ - this keyword.

. - access member.

setup definition example:

```
setup Shirt{
    var color: string;
    var size: int;
    Shirt(color: string, size: int){
        @.color = color;
        @.size = size;
    }
    scene getColor(): string{
        cut @.color;
    }
}
```

create setup instance example:

```
var shirt: Shirt = action Shirt("blue", 5);
```

Arrays:

examples:

```
var arr1: double[] = action double[2];
arr1[0] = 1.0;
arr1[1] = 2.0;
var double2: double[] = action double[2] {1.0, 2.0};
```

Conditionals:

Keywords - if, else, else if.

Examples:

```
if(1 > 5 && 7 <= 6){
    num = 5;
}
else if((7 < 7 || 5 == 1) && 1 == 1){
    num = 2;
}
else{
    num = 0;
}
```

Loops:

Keywords:

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keepRollingDuring – for.  
keepRollingIf – while.  
skip – continue;  
exit – break;

Examples:

```
keepRollingDuring(var i: int = 0; i < 10; i++){  
    val /= 2;  
    }  
    keepRollingIf(num1 <= num2){  
        val /= 2;  
        num++;  
    }
```

I/O:

```
capture(); - read line;  
project("text"); - print line;
```