/\* control flow \*/

/\* BRANCHES

\* if | elif | else

\*/

if condition {

…

} elif condition { // [optional] no limits per if, equivalent to ‘else if’

…

} else { // [optional] 1 per if

…

}

/\* LOOPS

\*/

/\*

\* while loop

\*/

loop condition {

…

}

/\*

\* do while loop

\*/

loop true {

…

if condition {

break

}

}

/\*

\* for each loop

\* it: value of the iteration

\* array: the array being iterated

\* index: [optional] the index of the item in the array

\* a: [optional] increment of ‘index’, default to 1, set to negative for reverse iteration

\* NOTE: what defines an array?

\*/

|  |  |  |
| --- | --- | --- |
| loop it : array ; index, a {  …  } | loop item : array ; a {  …  } | loop item : array {  …  } |

/\*

\* range loop

\* m: starting value of i

\* n: value of i that breaks the loop

\* a: [optional] incremental value of ‘i’, default to 1, set to negative for reverse iteration

to -1

\*/

|  |  |
| --- | --- |
| loop i = m : n ; a {  …  } | loop i = m : n {  …  } |

/\*

\* ignore an iteration of a loop

\*/

loop true {

…

if condition {

continue

}

…

}

/\*

\* nested loops

\*/

#loop LOOP\_NAME

loop condition {

…

loop condition {

…

if condition {

continue // affect the inner loop; same as continue 0

}

…

if condition {

break 1 // affect the parent of inner loop and so on

}

…

if condition {

break LOOP\_NAME // affect the loop of name LOOP\_NAME

}

…

}

…

}

/\* GOTO

\* NOTE: experimental!!

\*/

#line LINE\_NAME

…

goto LINE\_NAME