

XièXiè Programming Guide

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About the Author

My name is Lukas Hermanns (age-group 1990) and I started this project during my studies in 2014. By now I have over 12 years of experience in computer programming, started at the age of 12. I have been writing programs in Basic languages such as QBASIC, PUREBASIC, and BLITZ3D; in high level languages such as C, C++, C#, OBJECTIVE-C, and JAVA; but also in scripting languages such as JAVASCRIPT and PYTHON. I'm actually a preferred programmer in C++ (meanwhile C++11), low level stuff, and graphics programming with shading languages such as GLSL and HLSL.

However, the XièXiè programming language is intended to be simple and not tuned for performance. It was originally designed to be used for scripting in video games, but can also be used for general purposes.

Chapter 1

Introduction

The design of the XièXiè programming language is overall influenced by `JAVA`, `C++`, and `PYTHON`.

Chapter 2

Syntax

2.1 Commentaries

Commentaries are a fundamental part of programming languages and they are nearly identical to those in JAVA:

```
1 // Single-line comment
2
3 /* Single-line comment */
4
5 /*
6 Multi-line comment
7 */
```

Although they are very similar to the commentaries in JAVA, nested multi-line comments are allowed as well:

```
1 /*
2 Outer comment
3 /* Nested comment */
4 */
```

2.2 Type Denoters

2.2.1 Built-in Types

There are only the following three built-in data types:

```
1 bool // Boolean type; can be 'true' or 'false'
2 int // 32-bit signed integral type
3 float // 32-bit floating-point type
```