Jabukód programming Cheatsheet

Jabukód language

Jabukód is a structured imperative programming language based on C. Programming in Jabukód is very similar to programming in C.

Principles from C

- Statements end with; Standalone; are not allowed!
- Statement blocks are delimited by { and }
- Single line comments start with //
- Block comments are delimited by /* and */
- Identifier syntax
- Local and global variables
- int and float data types
- Type enum:

```
enum COLOR {
    R = 1, G, B = -5
}
```

- const and static specifiers
- Variable declarations:

• Variable definitions:

int
$$x = 25$$
;

• Function definitions, entry point function main:

```
int main() return 0;
int foo(float arg) {
    return arg;
}
```

• Expressions:

int
$$x = 14 + 5.2$$
;
float $y = (x << 2) + -10$;

• Function calls:

• Structured control flow:

Including falsey / truthy condition evaluation!

• Statements:

return, continue, break

Adapted features

Features taken from C, but changed slightly.

• bool data type

Same as in C, but in the base language!

• Arrays

Arrays in Jabukód can only be one-dimensional!!!

- Literal syntax:
 - Integer literals:

- Decimal literals:

- Logical literals true a false
- String literals delimited by " from both sides
- Escape sequences

Non-zero decadic literals must not be preceded by leading zeros!

- Function definitions with only a single statement may not be delimited by { and }.
- Enum definitions are not termited with a semicolon.
- Chosen operators

unary + is not defined!

Omitted features

- Multi-dimensional and static arrays
- · Structs and unions
- Function declarations

All functions are available globally, regardless of definition location!!!

• Stray block statements

Block statements may only be used with control flow
structures and functions.

New capabilities

Jabukód offers new constructs, not available in C.

• foreach loop

```
foreach (int x : array) {
    x = x + 1;
}
```

Applies its body to on each item in an array! They cannot be mutualy nested.

• redo jump statement

Repeats the current loop iteration without condition evaluation and an update!

• restart jump statement

Repeats a loop again, including initialization!

• string data type

Current implementation only allows use with string literals.

• write statement

Prints a literal or variable of type string!

• exit statement

Terminates a program with given exit code.