Syntra Language Specification

A modern, human-readable programming language inspired by C++.



1. Core Keywords

Concept	Keyword in Syntra	Example	
Program start	begin	action begin() { }	
Function	action	action compute() { }	
definition	action		
Variable	point, distance,	point x = 10;	
declaration	name, flag		
Output	show	show "Hello!";	
Input	get	get username;	
If	when	when (x > 10) { }	
Else	otherwise	otherwise { }	
While	loop	loop (x < 5) { }	
For	repeat	repeat (point i = 0; i < 10;	
		i++) { }	
Return	give	give result;	
Include	use	use math;	
Namespace	space	space core;	
Comment	note	note This is a comment.	

2. Data Types

Туре	Meaning	Example
point	Integer number	point x = 10;

distance	Floating-point number	<pre>distance y = 12.75;</pre>
name	String (text)	<pre>name user = "Alice";</pre>
flag	Boolean (true/false)	<pre>flag active = true;</pre>

3. Syntax Examples

Mello World

```
use core
action begin() {
    show "Welcome to Syntra!";
}
```

Variables and Basic I/O

```
use core
action begin() {
   name username;
   point age;

   show "Enter your name: ";
   get username;

   show "Enter your age: ";
   get age;

   show "Hello, " + username + ". You are " + age + " years old.";
}
```

Condition (If / Else)

```
action begin() {
    point number = 10;

    when (number > 5) {
        show "The number is greater than 5.";
    }
    otherwise {
        show "The number is small.";
    }
}
```

For Loop (Repeat)

```
action begin() {
    repeat (point i = 0; i < 3; i++) {
        show "Iteration " + i;
    }
}</pre>
```

While Loop

```
action begin() {
    point count = 0;

loop (count < 5) {
        show "Count: " + count;
        count = count + 1;
    }
}</pre>
```

Function Example

```
action add(point a, point b) {
    give a + b;
}

action begin() {
    point result = add(3, 7);
    show "Result = " + result;
}
```

Full Example Program

```
use core
action multiply(point a, point b) {
    point result = a * b;
    give result;
}
action begin() {
    point x = 4;
    point y = 5;
    point output = multiply(x, y);
    when (output > 10) {
        show "Large product: " + output;
    }
    otherwise {
        show "Small product: " + output;
    }
}
```