

## File Manipulation Language: FML

### Data Types:

- integer
- boolean
- directory
- file
- line
- string
- character

### Operators:

#### Append:

-----		-----
Data Type	+	Data Type
-----		-----

#### Remove:

-----		-----
Data Type	-	Data Type
-----		-----

#### Comparisson (Equal):

-----		-----
Data Type	=	Data Type
-----		-----

#### Comparisson (Not Equal):

-----		-----
Data Type	!=	Data Type
-----		-----

#### Comparisson by Reference:

-----		-----
Data Type	&	Data Type
-----		-----

### Example Program:

```
def main ()
  /* Setting up our Directory */
  directory home <- "~/home"

  /* Initializing two file variables to some files available within
the directory. */
  file file_1 <- "file_name_1.txt" in home
  file file_2 <- "file_name_2.txt" in home

  /* If contents of both files are equal. */
```

```
    if file_1 = file_2 then
      print "They are equals!"
    else
      /* Allocate a new file, and store the contents of file_1 that are
not in file_2 */
      file temp <- file_1 - file_2
    end

    string hello <- "Hello World!"
    integer index <- search hello ? file_1
    if index != -1
      print "String successfully found."
    else
      print "String not found."
    end

    file temp
    for home_file in home
      temp <- temp + home_file
    end
  end
end
```