This programming language is a small construct of the basic concept of an ideal programming language. With its own keyword and syntax. Design to help understand young learners about what level of logical analysis requires to understand these concepts.

1.Lexical Aspect:

An identifier or variable can be defined as any word that starts or ends with a number with any special characters in between. it can hold any data from integers 0 till 9 or float starting from 0.1 till 9.9 and repeat.

2.expression:

Soft is somewhat similar to other language syntax but with its own condition parentheses (<<....>>) and function parentheses((...)).

3.header and footer:

Since there are now more than hundred programming languages to recognize the code a header (TOP) and footer (BOTTOM) is required to write to let the compiler know when the code is starting and where it is ending.

3.predefined functions:

SOFT has few common pre-defined functions like for loop (FOR<<...>>(...)) which keeps repeating the same functionality here; the condition for this is to define an identifier before the user declaration the for loop, after the variable definition the condition the user should initialize a value for the loop to start with ending it with a colon (:) after this another value to where should the loop end and after that a semicolon (;) after the semicolon user now should define incremental or decremental value to as how will the value will update in the define variable. And while with the same syntax(WHILE<<...>>(...)) the while loop has the simplest condition as every other while loop with a simple comparison equation in the parentheses.

The language also has a switch case function to match different conditions with also a simple syntax as of (SWITCH<<...>>(...)) where all the conditions can be defined as C<<value>>(...SET) where SET the break point in the condition to end. After all the condition another condition is must which should invoke only when no other condition matches which is RESET(...)

The language also has a input and output function to read and write on and from the screen which is READ<<...>> where the user has to use a predefined variable in the parentheses in order to store the input value. And WRITE<<...>> where user can either print any string or value of a variable.

4.operators:  
The SOFT language contains all the necessary operators required to easily express the equations which are comparison operators(<,>,<=,>=,!=). Arithmetic operators (+,-,\*,/).

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| **Symbol** | **Description** | **Name** |
| ( | Starting bracket for function | open\_f |
| ) | Ending bracket for function | Close\_f |
| << | Starting bracket for condition | open\_c |
| >> | Ending bracket for condition | close\_c |
| INT | integer | int\_dt |
| DECI | decimal | deci\_dt |
| IF | If condition | if\_c |
| = | Equal operator | Equal |
| + | Addition operator | addition |
| - | subtract operator | subtract |
| \* | Multiply operator | multiply |
| / | divide operator | divide |
| < | Less than operator | lesser |
| > | Greater than operator | greater |
| <= | Less than equal operator | lesser equal |
| >= | Greater than equal  operator | greaterequal |
| ELSE | Else condition | Else\_c |
| ELSE-IF | Else if condition | elseif\_c |
| SWITCH | Switch case condition | switch\_c |
| WHILE | Conditioned loop | while\_l |
| FOR | Conditioned loop | For\_l |
| READ | To read and save user input | read |
| WRITE | To display variable or data to screen | Write |
| TOP | Code Main Function | top\_f |
| BOTTOM | Code End Symbol | bot\_f |