***PRAGMA Programming Language Documentation***

**Assignments:**

**||** - next argument in function.

*set X||25*

*text 50||50||Hello World||Red*

**&&** - call a variable to function.

*plus X||&&Y*

*text &&X||&&Y||&&Text||&&Color*

***Variables, Conditions, Stop Code:***

**var** – create an any type (integer, string) variable.

**var Name**

*var X*

**set** – set a value to provided variable (text or integer).

**set Variable Name || Value**

*set X||25*

*set X||Hello*

**if** – starts an if-(else)-endcond construction (condition).

**if Variable Name Operator(>;<;==) Value**

*if X > 50*

*if Text == Hello*

*if Y < 50*

**else** – starts an else construction (unless condition).

**else**

*else*

**endcond** – end of condition construction.

**endcond**

*endcond*

**stop** – stops program.

**stop**

*stop*

***Example of variables and conditions***

*var X*

*var Y*

*set X||50*

*set Y||Hi*

*if X > 0*

*(Some Code)*

*else*

*(Some Code)*

*endcond*

*if Y == Hi*

*(Some Code)*

*endcond*

**Graphics functions:**

You can take ***color*** name from HTML color names.

**text** – create text on screen.

**text X||Y||Text||Color**

*text 50||50||Hello World||Red*

**rect** – create a rectangle on screen.

**rect X||Y||Width||Height||Color**

*rect 50||50||100||25||Blue*

**circle** – create a circle on screen.

**circle X||Y||Radius||Color**

*circle 50||300||25||White*

**pixel** – create a pixel on screen.

**pixel X||Y||Color**

*pixel 100||500||Purple*

**Interact with PC:**

**shutdown** – shutdown a PC.

**shutdown**

*shutdown*

**reboot** – reboot a PC.

**reboot**

*reboot*

**beep** – make beep sound from PC speaker.

**beep Frequency (in Hertz)||Duration (in milliseconds)**

*beep 1000||50*

**Math operations:**

**plus** – plus math operation.

**plus Variable Name||Value (can be variable, use &&)**

*plus X||50*

*plus X||&&Y*

**minus** – minus math operation.

**minus Variable Name||Value (can be variable, use &&)**

*minus X||50*

*minus X||&&Y*

**multiply** – minus math operation.

**multiply Variable Name||Value (can be variable, use &&)**

*multiply X||50*

*multiply X||&&Y*

**divide** – minus math operation.

**divide Variable Name||Value (can be variable, use &&)**

*divide X||50*

*divide X||&&Y*

**power** – make power of provided number.

**power** **Variable Name||Value (can be variable, use &&)**

*divide X||2*

*divide X||&&Y*

**sqrt** – make square root of provided number.

**sqrt Variable Name**

*sqrt X*