

# Lang Syntax Reference

Randy Henry

`pivotsallit@gmail.com`

April 20, 2020

## Contents

<b>1</b>	<b>Introduction</b>	<b>2</b>
<b>2</b>	<b>Miscellaneous</b>	<b>2</b>
2.1	Commenting . . . . .	2
2.1.1	Documentation comment . . . . .	2
2.2	Tokens . . . . .	2
2.3	Variable assignment/declaration . . . . .	2

# 1 Introduction

This paper walks through the "Syntax Across Languages" [Pixel, 2008] page, describing how each phenomenon it references would be translated into valid LANG syntax.

This is meant not as an introductory guide to LANG, but as a sort of formal reference for how common design patterns would appear in LANG code out in the wild.

## 2 Miscellaneous

### 2.1 Commenting

Until end of line	<code>-- This is a comment.</code>
Nestable	<code>--/ This is a comment. /--</code>

#### 2.1.1 Documentation comment

Until end of line	<code>-- This is a comment.</code>
Nestable	<code>--/ This is a comment. /--</code>

### 2.2 Tokens

Case-sensitive	<code>x != X.</code>
kebab-case-variables	<code>avogadro's-number := 6.022e23.</code>
Upper-Kebab-Types	<code>type 2D-Point := { x: Z, y: Z. }.</code>
Identifier regexp	<code>[_a-zA-Z!0&amp;*/:&lt;=&gt;?~][_a-zA-Z!0&amp;*/:&lt;=&gt;?~0-9.+-]*</code>

### 2.3 Variable assignment/declaration

Declaration	<code>x := 3.</code>
Assignment	<code>x :- 3. x :- x + 2.</code>
Scoped Declaration	<code>let x := expr in { ... }</code>

## References

[Pixel, 2008] Pixel (2008). Syntax across languages. <https://rigaux.org>.  
Accessed: 2020-04-20.