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| VAR | DOUBLE | Double-precision floating point variable |
|  | FLOAT | Floating point variable |
|  | INT | Integer |
|  | STRING | Lines of Unicode characters |
|  | RAND | Random variable, to narrow it down, some of the other variable identifiers must be specified after RAND |
|  | CHAR | Single Unicode character |
|  | POINTER | Variable that points to another memory address. The RAND identifier can use it only if there are more than 3 variables, and it will point directly to them |
|  | RESERVED | It will have the same ”format” as RAND, but the variable must be specified at the INPUT function in the program/script or be specified as an output. The difference between a standard variable is that after the code-block is executed it still stays in memory, and it is flushed only when the program ends. |
|  | BOOL | TRUE or FALSE value, it can be written with the following values: 0, 1, FALSE, TRUE |
|  | CHKPNT | Point that the GOTO instruction will go |