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### Csp programming language (Central System Programming)
include lib (csp_h)

public void Start ()
{
int x, y, a, b ### don't need to define only because we want int numbers and not string ×
Label L2 : ### when called Label it start back from this place ×
read("Enter two numbers: ", x, y) ### reads two variables and assign it into x, y ×
print("This is the sum of: ", x, " + ", y, " = ", x+y) ### print x+y ×
print("This is the multiplication of: ", x, " * ", y, " = ", x*y)
×

z = x * y - x + y ### what is calculated first?
read("Enter number that fullfills the equation x*y-x+y: ", a)
    ### assign number into a ×
Label L1 :
if (z.isEqual(a)) ### function including inside the int class ×
{
print("Correct!")
} ×
else ×
{
print("Try Again!") ×
jump L1 ### jumps to the label and calls it
} ×
L1.end() ### calls the end of label ×
print("Enter 0 to exit: ", b) ×
endif(scan(console.input(b)) == 0) ### endif = end program if input is true;
    scan = scans console input, not UI;
    console.input = waits    ### until console inputs a number,
    here b from the UI → shouldn't be done.
jump L2 ### if endif will be false, it goes further, for this we call label to go back
×

### program concludes only if return end program is called ×
console.end() ×
### or ×
return end

```