The datatypes work as instructerd. There are *Expressions* and *Statements*, where the program starts as a *Program*.

*Expressions* are divided into Boolean-Expressions (*BExpression*)and*,* Arithmetic-Expressions (*AExpression)*. An arithmetic expression either is a variable, identified with a String, an Integer or a combination of two other Arithmetic Expressions, combined by an operator (eg. + or -). A Boolean expression is either a boolean (True,False) , the inverse of a boolean (!True, !False), a combination of boolean expressions (eg. Boolean&&Boolean)or a relation between two arithmetic expressions (eg. 2>=4).   
  
A *Program* starts off as a sequence of statements. Each statement can also be a sequence of statements. This makes scoping inside loops possible. Apart from a sequence a statement can be three other things.  
  
*Assignment,* used with the ‘=’-symbol. In this form an expression is assigned to a String, to use in further statements or expressions.  
  
*Choice*, used by an if-statement. It uses a boolean-expression to choose one of two possible statements to execute.  
  
*Repetition,* used with a while-statement. This statement executes a statement unless a given boolean-expression is no longer true.