**Standard Fx**

**Fx is a language which design to use in some small occasion. What grammar it supports is easy for anyone.**

**You can get start very quickly, just continue reading.**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Sign** | | **Form** | **Description** | **Note** | | |
| **Ei** | **V** | **Consist of Aa-Zz and \_ but no beginning with \_** | **An variable** |  | | |
| **C** | **(V0,V1,...,Vm)={E-1:E1, E-2:E2,..., E-n:En}** | **A function** |  | | **Type** |
| **? V={E-1:E1, E-2:E2,..., E-n:En} in E-i or Ei is illegal**  **V in E-i or Ei must refers the value what it will received**  **As soon as E-i is \_true, it returns Ei 's value**  **i=1,2,...,n,n>0** | | **\_func** |
| **E0(E1,E2,...,En)** |  |  | |  |
| **Consist of 0-9 and at most one . and e or e- in it** | **A number** |  | | **\_num** |
| **\_nan** | **\_nan refers nan** | |
| **\_inf** | **\_inf refers \_inf** | |
| **Consist of chars in ""** | **A string** | **"" means "** | | **\_str** |
| **\_true** | **A bool** | **If E0's value is \_true then what statement expressed by E0 is true** | | **\_bool** |
| **\_false** | **If E0's value is \_false then what statement expressed by E0 is false** | |
| **{}** | **A list** | **An empty list** | | **\_list** |
| **{E1,E2,...,En}** | **A list that has n(n>0) members** | |
| **(D)** | **(-E1)** | **The opposite of E1** |  | **If left char is ( or { or , or : then write D instead of (D)** | |
| **(E1^E2)** | **E1 to the power of E2** | **E1 and E2 has some type** |
| **(E1\*E2)** | **Multiply E1 by E2** |
| **(E1/E2)** | **E1 divided by E2** |
| **(E1+E2)** | **E1 plus E2** |
| **(E1-E2)** | **E1 subtract E2** |
| **(E1<E2)** | **E1 less than E2** |
| **(E1>E2)** | **E1 greater than E2** |
| **(E1=E2)** | **E1 equals to E2** |
| **(E1/=E2)** | **E1 not equals to E2** |
| **(E1<=E2)** | **E1 less than or equals to E2** |
| **(E1>=E2)** | **E1 greater than or equals to E2** |