

alxLang whitepaper

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1 Example Code

Hello, world

```
using stdio;
/* I'm a block comment */
int main(string argv[]) // I'm a line comment
{
    const world = "world";
    println($"Hello {world}");
}
```

Classes, interfaces, and inheritance

```
import stdio;

namespace Animals
{
    interface IAnimal {
        string Name { get; private set; }
        int Age { get; private set; }
    }

    class Cat : IAnimal {
    public:
        string Name { get; private set; }
        int Age { get; private set; }

        Cat(string name, int age) : Name(name), Age(age) // Constructor
        {
            println($"Created {Name} which is {Age} old!");
        }

    private:
        ~Cat() // Private destructors allow GC to manage lifetime of the object.
        {
            println("{Name} has been destructed");
        }
    }

    class NorweigianForset final : Cat {
    public:
        void Meow() { println("Meow"); }
    }

}

using namespace Animals;
int main()
{
    Animals.IAnimal tuxie = new Animal.Cat("Tuxie", 6);
    NorweigianForset pepper = new("Pepper", 4);
    pepper.Meow();
}
```

Cool keywords

```
deprecated class StringView { ... }

int main()
{
    StringView str = new(); // Will throw a deprecation warning.
}

// A.alx
partial class PartialClass { ... }
// B.alx
partial class PartialClass { ... }
```