Language Descriptions

Tokens

1- Variable and constant Declaration

```
int x;
int x = 5;
const int x = 5;
string x = "Hello";
string x = "c";
```

- Available types
  - int
  - float
  - string
  - bool

2- Mathematical and Logical expressions

- Mathematical operator
  - +, -, *, /, %,
- Logical operator
  - ==, !=, >, <, >=, <=
  - and , or , not , xor

3 - Assignment statement

```
x = 5;
x = "Hello";
x = 5.5;
x = true;
```

4 - If else statement

```
if (x == 5 and y == 10) {
  x = 10;
} endif
```

```
if (x >= 5 or y <= 10) {
  x = x +1 ;
} else {
```

```
  x = x - 1;
}
```

```
if (x < 5 and y > 10) {
  x = x + 1;
} else if (x > 5) {
  x = x - 1;
} else {
  x = 0;
}
```

5 - While loop

```
while (x < 5) {
  x = x + 1;
}
```

6 - Repeat until

```
repeat {
  x = x + 1;
} until (x == 5);
```

7 - For loop

```
for (int i = 0; i < 5; i = i + 1) {
  x = x + 1;
}
```

8 - Switch case

```
switch (x) {
  case 1:
    x = 1;
    break;
  case 2:
    x = 2;
    break;
  default:
    x = 0;
}
```

9 - Function declaration

```
int func1(int x, int y) {
  return x + y;
}
```

```
void func2(int x) {
  x = x + 1;
}
```

```
int func3() {
  return 5;
}
```

10 - Function call

```
int x = func1(5, 10);
func2(5);
int y = func3();
```

11 - Block structure

```
{
  int x = 5;
  {
    x = x + 1;
  }
}
```

12- Comments

```
// This is a comment
```

13- Print

```
print("Hello World");
print(x);
print(5);
print(5+6);
```

14- Enum

```
enum Color {
  RED,
  GREEN,
  BLUE
}
enum Color c = RED;
```