文言 Wenyan-lang	Literal English translation	Javascript
Variables		
wúyǒuyīshù yuēsān míngzhīyuē jiā 吾有一數。曰三。名之曰「甲」。	I have 1 number. Said 3. Name it 甲.	var # = 3;
wúyǒuyīyán yué nīhāo mingzhīyué yī 吾有一言。曰「「你好」」。名之曰「乙」。	I have 1 word. Said "你好". Name it 乙.	var 乙 = "你好";
wúyðuèryáo yuēyīnyuēyáng míng zhīyuē bing yuē bāng 吾有二爻。日陰日陽。名之曰「丙」曰「幫」。	I have 2 booleans. Said false and true. Name them "丙", "幫".	var 丙 = false; var 幫 = true;
xízhī jiā zhē jīn yī shìyī 昔之「甲」者。今「乙」是矣。	The previous 甲. Now it is 乙.	jiā yī 甲 = 乙;
wú yỗu y ĩ yán yuế n ĩ hảo shữ zhĩ 吾有一言。曰「「你好」」。書之。	I have 1 word. Said "你好". Write it.	console.log("你好");
f ū ji ā shūzhī 夫「甲」書之。	That 甲, write it.	console.log(甲);
Conditions		
ruòsāndàyú è rzhē naidé hāo a yē 若三大於二者。乃得「「好啊」」也。	If 3 is greater than 2. Thus get "好啊".	if (3 > 2) { return "好啊"; }
ruò jiā bùdāyúwűzhē nāidé xīhuān 若「甲」不大於五者。乃得「「喜歡」」。 ruòfēi nāidé bùxīhuān yē 若非。乃得「「不喜歡」」也。	If 甲 is not greater than 5. Thus get "喜歡". If not. Thus get "不喜歡".	if (甲 <= 5) { return "喜歡"; } else { return "不喜歡"; }
Loops		
wèishi jiā biàn 為是「甲」遍。 wúyōuyīyán yuē zàicì shūzhī 吾有一言。曰「「再次。」」。書之。 yúnyún 云云。	For 甲 times. I have one word. Said "再次。". Write it. And so on.	for (let i = 0; i < 甲; i++) { console.log("再次。"); }
wúyǒuyīshù yuēèr míng zhīyuē jì 吾有一數。曰二。名之曰「計」。 héngwèishì ruò jì bù xiāoyújiū zhēnāizhīyē 恆為是。若「計」不小於九者乃止也。 jiā jì yīyī míng zhīyuē jì 加「計」以一。名之曰「計」。 fū jì shūzhī 夫「計」書之。 yúnyún 云云。	I have 1 number. Said 2. Name it = . This is permanent. If = is not less than 9, thus stop. Add = to 1. Name it = . That = t, write it. And so on.	<pre>var</pre>

文言 Wenyan-lang	Literal English translation	Javascript
Math		
jiā yī yī è r chéng qí yī sān jiān qí yī sān 加一以二。乘其以三。減其以三。	Add 1 to 2. Multiply it by 3. Decrease it by 3.	((1 + 2) * 3) - 3
chúshíyīsān suōyújīhé 除十以三。所餘幾何。	Divide 10 by 3. How much is the rest?	10 % 3
fū jiā yī zhōngyōuyángh ū 夫「甲」「乙」中有陽乎。	Those ♥, Z. Does one of them has positivity?	jiǎ y ī 甲 乙
fū jià yī zhōngwúyīnhū 夫「甲」「乙」中無陰乎。	Those 甲, 乙. Is there nothing negative between them?	pia y T 甲 && 乙
Objects		
wú yôu y ī wù míng zhī yuē ji ā q í wù rù shì 吾有一物。名之曰「甲」。 <mark>其物如是</mark> 。 wù zhī yī zhē 數曰三。 wù zhī bǐng zhē yányuē dīng 物之「「丙」」者。言曰「「丁」」。 shì wèi ji ā zhī wù y ē 是謂「甲」之物也。	I have 1 object. Name it 甲. That object it is. The object's 乙. Number said 3. The object's 丙. Word said "丁". Such is called the object of 甲.	var 甲 <u>= {</u>
Containers		
wúyōuyīliè mīng zhīyuē jiā chông jiā yīsi yīèr 吾有一列。名之曰「甲」。充「甲」以四。以二。	I have 1 list. Name it 甲. Fill 甲 with 4. With 2.	var 甲 = []; 甲.push(4, 2);
fú jiā zhīyī 夫「甲」之一。	That 甲's 1.	jiā 甲[0]
fū jiā zhīcháng 夫「甲」之長。	That 甲's length.	#.length
fán jiǎ zhōngzhī yī 凡「甲」中之「乙」。 fū yī shūzhī 夫「乙」書之。 yūnyūn 云云。	Every 甲's 乙. That 乙, write it. And so on.	for $(\text{var } Z \text{ of } H) $ { console.log(Z); }

文言 Wenyan-lang	Literal English translation	Javascript
Functions		
wû yêu yî shû ming zhī yuê xiàoming 吾有一術。名之曰「小明」。 yû xingshì shû 欲行是術。 bì xiànd é è r shù yuê ji â yuê ding yī yányuê bīng 必先得二數曰「甲」曰「丁」。一言曰「丙」。 nài xingshì shù yuê 乃行是術曰。	I have 1 method. Name it 小明. The method wants data. It must get 2 numbers said 甲, said 丁. 1 word said 丙. Thus, the data method. Multiply 甲 by 丁. Name it 乙. That 丙's length. Name it 己. y ĭ j ĭ Add 乙 to 己. Name it 戊. Thus get 戊. Such is called the method of "小明". xiāoming Carry out 小明 on 2, on 3, on "程式語言". Write it.	function 小明(甲, 丁, 丙) { var 乙 = 甲 * 丁; var 己 = 丙.length; var 戊 = 乙 + 己; return 戊; }; console.log(小明(2, 3, "程式語言"));
Comments		
zhùyuē wényán bèi y ī 注曰。「「文言備矣」」。	wényánbèi y ī Comment said. "文言備矣".	/* 文言備矣 */
Package「腳本秘術」("script")		Notes
wúcháng guān jiāobēn mishù zhīshū 吾嘗觀「「腳本秘術」」之書。 zhuāwā guóyōujiāobēn <u>爪哇國有腳本</u> function f1() { return "f1"; } function f2() { return "f2"; } qíwénrúshìyī 其文如是矣。 shī shūzhī 施「f1」。書之。 shūzhī 施「f2」。書之。	I try the concept "腳本秘術", this book. Javascript function f1() { return "f1"; } function f2() { return "f2"; } This text it was. Carry out f1. Write it. Carry out f2. Write it.	# install the package manager npm i -g @wenyanlang/wyg # install the package wyg i 腳本秘術 # or wyg i script