文言 Wenyan-lang	Literal English translation	Javascript
Variables		
wúyðuyīshù yu ðsān míngzhīyuð jið 吾有一數。曰 三 。名之曰「 甲 」。	I have 1 number. Said 3. The name is 甲.	var # = 3;
wúyðuyīyán yuð nīhāo míng zhīyuð y ī 吾有一言。曰「「 你好 」」。名之曰「 乙 」。	I have 1 word. Said "你好". The name is 乙.	var Z = " 你好 ";
wúyðuèryáo yuēyīnyuēyáng míngzhīyuē 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 . The names are "丙" and 「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.	甲 Z;
wúyǒuyīyán yuē nīhāo shūzhī 吾有一言。曰「「 你好 」」。書之。	I have 1 word. Said "你好". Write it.	console.log(" 你好 ");
fū jiā shūzhī 夫「 甲 」書之。	That 甲, write it.	console.log($\overline{\mathbf{P}}$);
Conditions		
ruòsān dày ú è r zhê náidé hão a y é 若三大於二者。乃得「「 好啊 」」也。	If 3 is greater than 2. Then get "好啊".	if (3 > 2) { return " 好啊"; }
ruòjiābùdàyúwūzhē nāidé xīhuān 若甲不大於五者。乃得「「喜歡」」。 ruòfēi nāidé bùxīhuān 若非。乃得「「不喜歡」」也。	If 甲 is not greater than 5. Then get "喜歡". If not. Then get "不喜歡".	if (甲 <= 5) { return "喜歡"; } else { return "不喜歡"; }
Loops		
wèishì jià blàn 為是「甲」遍。 wúyǒuy ī yán 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。"); }
wúyðuy ī shù yuē è r míng zhīyuē jì 吾有一數。曰二。名之曰「計」。	I have 1 number. Said 2. The name is 計.	var 👬 = 2;
héngwèishì ruò jì bù xiảoyújiù zhênáizhī y è 恆為是。若「計」不小於九者乃止也。 iiâ jì yiyī míng zhī yuē jì 加「計」以一。名之曰「計」。 fū jì shūzhī 夫「計」書之。 yúnyún 云云。	This is permanent. If 計 is not less than 9, then stop. Add 計 to 1. The name is 計. That 計, write it. And so on.	<pre>while (true) { if (</pre>

文言 Wenyan-lang	Literal English translation	Javascript
Math		
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
chú shí y ī sān suōy ú jī h é 除十以三。所餘幾何。	Divide 10 by 3. How much is the rest?	10 % 3
f ü ji i j	Those 甲, 乙. Does one of them has positivity?	甲 Z
f 『 jiǎ y ǐ zhōngwúyīnh ü 夫「甲」「乙」中無陰乎。	Those 甲, 乙. Is there nothing negative between them?	^{jiā}
Objects		
wúyðuy ī wù míng zhīyuē jiā qíwùrúshì 吾有一物。名之曰「甲」。 <u>其物如是</u> 。 wùzhī yī zhē 數曰三。 wùzhī bing zhē yányuē dīng 物之「「丙」」者。言曰「「丁」」。 shìwèi jiā zhīwùyē 是謂「甲」之物也。	I have 1 object. The name is 甲. That object it is. The object's 乙. Number said 3. The object's 丙. Word said "丁". Are called "甲"'s objects too.	var 甲 = {
Containers		
wúyǒuyīliè míng zhīyuē jiā chōng jiā yīsì yīèr 吾有一列。名之曰「甲」。充「甲」以四。以二。	I have 1 list. The name is 甲. Fill 甲 with 4 . With 2 .	$var \stackrel{jia}{=} = []; \stackrel{jia}{=} .push(4, 2);$
fú jiā zhīyī 夫「 甲 」之 一。	That 甲's 1.	^{jiä} 甲 [0]
fū jiǎ zhīcháng 夫「 甲 」之長。	That 甲's length.	門.length
fán jiá zhôngzhī yī 凡「甲」中之「乙」。 fū yī shūzhī 夫「乙」書之。 yúnyún 云云。	Every 甲's 乙. That 乙, write it. And so on.	for $(\text{var } \overset{y_i}{Z} \text{ of } \overset{ji\dot{a}}{\blacksquare})$ { console.log($\overset{z}{Z}$); }

文言 Wenyan-lang	Literal English translation	Javascript
Functions		
wů yǒu yī shù míng zhī yuē xiāomíng yù xing shì shù 吾有一術。名之曰「小明」。 <u>欲行是術。</u> bì xiān dé è r shù yuē jiā yuē dīng yuē dīng 。一言曰「丙」。 nā i xing shì shù yuē 万行是術日。	I have 1 method. The name is 小明. It's a wishing method. It must get 2 numbers said 甲, said 丁. One word said 丙. Then it is the said method. Then it is the said method. Multiply 甲 by 丁. The name is 乙. That 丙's length. The name is 己. Add 乙 to 己. The name is 戊. Then get 戊. xiǎomíng. Are called "小明"'s method too. Carry out 小明 on 2, on 3, on "程式語言". Write it.	function 小明(甲, 丁, 內) { var 乙 = 甲 * 丁; var 戊 = 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 ĭ Comment said. "文言備矣".	/* 文言備矣 */
Package 「腳本秘術」 ("script")		Notes
w ú cháng guản jiảo bên mì shù zhí shū 吾嘗觀「「 腳本秘術 」」之書。	I try the concept " 腳本秘術 ", this book.	<pre># install the package manager npm i -g @wenyanlang/wyg</pre>
zhuāwāguóyōujiāobēn 爪哇國有腳本 function f1() { return "f1"; } function f2() { return "f2"; } qiwénrúshiyi 其文如是矣。 shi rf1」。書之。 shi zhi 施 「f2」。書之。	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 wyg i 腳本秘術 # or wyg i script