

uwupp

Subject: "Uwupp Wonderland - Crafting a Whimsical Tree of Code"

Lore:

Venture into the enchanting realm of "Uwupp Wonderland," a coding experience like no other, inspired by the playful language of uwu and owo. In this unique coding endeavor, participants will immerse themselves in the world of Uwupp – a language that adds a delightful touch of whimsy to programming. The challenge? Craft a dynamic tree of code, where the height of the tree dances to the rhythm of uwu and the spirit of creativity reigns supreme.

Description:

For this project you will make a program that will create a tree based on a variable given.

The tree will have x number of layer, for example a tree with a lenght of 5:

a tree with a lenght of 9:

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The logs at the end needs to be the same height every time

Documentation:

Here is some tips for the project, for further informations check the official documentation at https://github.com/Deltaphish/UwUpp

▼ Assign a variable

• <u>Basic variables</u>: To assign a basic variable like an int of a string you just need to use the initializer iws

```
a iws "Hellow wowd!"
b iws 10
c iws 'd'
```

Arrays: To initialize an array you need to use the iws initializer followed by awway<[number of elements; type>

```
a iws awway<120;str>
b iws awway<10;int>
```

▼ While loop

a while loop is a loop of a code until the condition is satisfied. For example here is a loop that print i until i = 5

```
i iws 5
```

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```
OwO *notices i wess twan 5*
nuzzels(i)
i iws i pwus 1
stawp
```

▼ Print

print will shows the selected value in your shell

```
nuzzels("Hellow wowd!")
```

▼ Operator

```
• Add: 1 + 1

1 pwus 1
```

• <u>Substract</u>: 1 - 1

```
1 minwus 1
```

• <u>inferior</u> : 1 < 2

```
1 iws wess twan 2
```

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