Programmer Recruit Test

This is a simple programming language called **ALPL**.

The interpreter input is a text file containing the **ALPL** program, the interpreter should run the **ALPL** program.

Here is a description and rules of the language:

- The language only deals with positive or negative integer numbers
- There are ten registers numbered R0 R9, each register can hold an integer number
- All the language tokens are in UPPERCASE
- Each line includes exactly one command or label, there are no multiline commands
- A label is an alphanumeric token followed by a colon (the token can't be a command or a register name)
- When the program reaches the end of file it is ended
- List of commands:

Name	Syntax	Description	Example
LET	LET Rx := EXPRESSION ¹	Set a register to hold an expression result or a constant	LET R4 := R5 * 12 LET R5 := 1973
IF	IF Rx OPERATOR ² Ry LABEL	Compare between two registers, If the expression is true jump to LABEL otherwise continue	IF R2 < R5 LABEL0
JUMP	JUMP LABEL	Jump to a label (no return)	JUMP LABEL12
CALL	CALL LABEL	Call to a label, same as JUMP but can return	CALL DIV0
RETURN	RETURN	Return to the line after the last call	RETURN
PRINT	PRINT Rx	Print the value of a register	PRINT R7

- 1: The LET expression is composed of:
 - Left operand : register or integer
 - Operator : + or * (plus or multiply) optional
 - Right operand: register or integer required if operator exists
- 2: The IF operator can be : =, <, > (equal to, less than, greater than)

Example program (count to 10):

LET R0 := 0

LET R1 := 10

LOOP:

IF R0 = R1 END

LET R0 := R0 + 1

JUMP LOOP

END:

Example program (print 2020):

LET R5 := 2020

CALL PRINTR5
JUMP END

PRINTR5:

PRINT R5

RETURN

END: