

Mantra User Guide

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1 Introduction

Mantra is a multi-platform General Purpose Language inspired from several languages but mainly in Smalltalk and Perl. Mantra is a Prototype-oriented language. Typically Object-oriented languages are built using Classes and Objects, in this paradigm objects are nothing but data structures that hold *state* while classes hold the behavior. In languages like Smalltalk classes are also objects - instances of *Class* object.

2 Basic Syntax

2.1 Hello World

Here is an example of “Hello World” program in Mantra.

```
#!mantra
```

```
System out: 'Hello World!\n'.
```

This simple program sends the **out:** message to the global object **System** with the **Hello World!** string as parameter, and that prints *Hello World!* in the console.

2.2 Variable Scope