

PoO Quick Reference Guide

Your first script

Writing scripts for PoO is very easy. Simply open the text document in which you want the script to be found. Start from line 1, and it's very important you leave no whitespace. To create the most rudimentary Hello World! program, simply type the following in line 1:

```
print Hello World!//
```

Then navigate to CMD and compile the program as illustrated above and run it.

Basic Syntax

The syntax of PoO is more than a little janky. Every statement ends with "/" regardless. The syntax of commands is as follows:

```
<command> <code to execute>/
```

For example:

```
print hello/
```

Other commands have more of a structure to them. We will get into these shortly. \

Variables

Currently PoO supports the creation of 5 variables, two of the **int** datatype, two of the **string** datatype and one of the **boolean** datatype. To set the variables, you can do the following:

```
Int <variable name> = <value>/  
String <variable name> = <value>/  
Bool <variable name> = <true/false>/
```

Fetching user input for variables is very easy. By using the builtin **input** function, you can get user inputted variables quickly. You can even use inputs for boolean values!

```
int/string <variable name> = input/
```

Resetting variables is also simple. The code to do so is as follows:

```
<variable name> = <new value>/
```

Logic Structure

There are many logic structures of which to use. The general structures are as follows:

```
If <conditional> | <command> : <code to execute>/
```

In most cases, the conditional for the **if** statement is the operator **=**. There are more logic structures, such as the **for** statement. The syntax is as follows:

```
For <data> < <limit> | <command> : <code to execute>/
```

The **<** operator is the range in which you want a function to execute. As long as the value is less than the condition, the code will iterate. This is similar to the range in Python.

Basic Scripts

Hello world

```
print hello world/
```

String variable

```
string i = hello world/  
print i/
```

String input

```
string i = input/  
print i/
```

String iteration

```
string i = gamers/  
int j = input/  
for 0 < j | print : gamers/
```

Check String value

```
String x = input/  
if x = nibbas | print : you can't say that that's racist/
```

String equality

```
String x = hello/  
String y = hello/  
If x = y | print : these variables are the same/
```