

Codecraft Quick Reference Sheet

Codecraft Ver1.00 - May 2, 2017

Operator Precedence Table

<i>func_name(args, ...)</i>	Function Call
(...)	Parenthesis
*, /, %	Multiply, divide, mod
+, -	Add, subtract
>, <, <=, >=, !=, ==	Relational
and, or	Logical

Common Syntax Structures

Assignment Statement <code>var TYPE name = exp</code>
Selection <pre>if (boolean_exp) { Stmt... } else if (boolean_exp) { Stmt... } else { Stmt... }</pre>
Cycle <pre>while(boolean_exp){ Stmt ... }</pre>
Function Definition <pre>function TYPE func_name(TYPE name){ Stmt ... }</pre>
Function Call <code>func_name(args, ...)</code>
Arrays Definition <code>var TYPE name[index]...[index]</code>

Common Data Types

Type	Description	Literal Ex.
int	32 bit integer	-1, 10
float	Floating point number	3.33, -5.4
bool	boolean	True, false
char	Single character	'A', 'z'
string	Character sequence	"codecraft"

Built-in Function

<code>output(args, ...)</code>	Prints all data types
<code>outputln(args, ...)</code>	Prints all data types and a newline
<code>input(var)</code>	Sets the value of the variable

File definition

Program file	<i>.craft</i>
Compiled file	<i>.crafted</i>
Program <pre>craft { Stmt... Func... }</pre>	

Resources

- <https://github.com/canalesb93/Codecraft>
 - <http://codecraft.canalesb.com>
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