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Al syntax

# Arduino Language Syntax

## 1 Introduction

This is a syntax guide to the Arduino Language (AL). There are several aspects to the Arduino Language that are different than the conventional programming language: the core being the language is centered on reading like English and is loosely-typed. AL is an imperative and procedural programming language. The intention of this language is to educate people who desire to learn programming. The ease and flexibility of the language allows for a dynamic experience along with a sense of learning.

# 2 Reserved Word List

1. and: the conjunction of two statements in a Boolean expression. Ex: if x == 3 and y == 4
2. array: a collection of objects in AL. Ex: let y = array[5] (y is a collection of 5 objects whose type will be determined at run time by the first object to be inserted)
3. as: operator that allows you to perform certain types of conversions between compatible reference types. Ex:
4. begin:
5. break:
6. case:
7. class:
8. constantly:
9. constructor:
10. continue:
11. do:
12. else:
13. end:
14. except:
15. exit
16. false
17. file
18. finally
19. for
20. function
21. goto
22. if
23. in

1. is
2. loops

1. null
2. not
3. of
4. or
5. otherwise
6. program
7. repeat
8. then
9. to
10. true
11. try
12. unimplemented
13. until
14. uses
15. while
16. with