Basics of ScrewBall (SB)

Basic Syntax:

Each command line ends with a #.

Indices start with 1.

Comments are surrounded by /c … c\

Variables / Constants:

Variables are not case sensitive and only limited to their scope.

Variables are created with the – symbol.

Ex: --num5 = 5

Variables can be made global by placing a “G” in front of the identifier.

Ex: G—thisIsGlobal

Constants are created with the -C symbol.

Numbers:

Std similar to int, shows no decimal amount

sFloat similar to float, provides 4 digits of accuracy

dFloat similar to double, provides 16 digits of accuracy

String:

Variable created with the S-- symbol

Sub\_string(string) returns substring of string.

Includes elements from 1 to n.

Operators:

Addition + Subtraction - Modulus -|

Multiplication . Division | Concatenation <+>

Floor <\_> Ceiling <=>

array:

Created using the A-- identifier Note: arrays in SB are dynamic, similar to vectors in C++

Ex: A-- arry1# : creates an array with no currently assigned values

A-- arry2 {(1, 2, 3)} – 1D array A-- arry3{(1, 2, 3) : (4, 5, 6)} - 2D array

For loop:

Syntax : F – identifier, --I variable, : separator, item – item to traverse, [n] – where to start.

F( --I : arry1[1]):

/c Do something c\

#

Note: auto set to increment by 1. To decrement add -#.

F( --I : arry1[1]):

/c Do something c\

-#

Note 2: to change the increment/decrement amount, add the amount before #.

F( --I : arry1[1]):

/c Do something c\

3# /c Will increment by 3c\