

Senet Language Reference Manual

Everything is an object

In Senet, everything built into the language, and everything the user defines, is an object. This means that member functions and variables for all variables can be accessed using the dot syntax

VARIABLE.MEMBER

There are three categories of objects: primitive types, function, and functions.

Primitive types

This is a closed category, no new primitive types can be created.

Type	Meaning
int	32-bit integer
char	Character
list	Linked list
str	String (list of char)
bool	Boolean (True or False)
set	Unique set of objects
void	Type of None, a value used to represent the absence of a value

Classes

Classes are essentially compound, user-defined types. A class object may have multiple class or primitive type member variables, in addition to functions.

Functions

Functions are callable objects that take as input a list of variables and output exactly one. Functions are defined using the syntax

```
TYPE FUNCTIONNAME (TYPE1 VAR1, TYPE2 VAR2, ...) {  
  ...  
}
```