

Rotate Programming Language Documentation

Airbus5717

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Contents

About

- Low learning curve.
- [.vr] file extension.
- syntax close to C-like languages and Rust
- static typing and scripting language

WARNING: SYNTAX MAY CHANGE AT ANY MOMENT

Overview

Display output

```
import std.io;

fn main() {
    println("Hello World!");
}
```

Comments

```
// single line comment
/* multiline
   comment */
/// documentation comment
```

```
/*  
    // allowed  
    /* not allowed * /  
*/
```

Variables

```
// immutable string  
let NAME: str = "a string";  
// mutable string  
let mut name: str = "mutable string";  
  
// immutable ascii char  
let char1: char = 'a';  
// immutable int  
let x: int = 1;  
  
let num: float = 12.0;
```

Arrays

```
let array[3]: int = [1, 2, 3];
```

Functions

use arrow for return type. don't use arrow for void functions.

```
fn example() -> str {  
    return "example string";  
}
```

Imports

import folder.file;

```
import std.io;
```

Strings

```
let name = "Hello";  
let name2 = "#{name}, World!";
```

Operators and Logic

same as C and Rust with little modifications

If statements

```
if x == 1 {  
    // code  
} else if x == 2 {  
    // code  
} else {  
    // code  
}
```

Match statements

```
match x {  
    | 1 : // do ;  
    | 2 : // do ;  
    | 3 : // do ;  
    | _ : // default;  
}
```

Loops

for and while loops as well as a foreach loop

```
foreach (i, 0..2) {  
    println("#{i}");  
}
```

Considering Later

Structures

similar to C but without typedef and with functions
