

Flame Language - Official Manual

Introduction

Flame is a modern programming language designed by Daniel Ricardo Maranhao Santana for clarity, expressiveness, and automation in mission-critical geospatial, environmental, and predictive analytics workflows.

Its syntax is inspired by Python but simplified for scripting and automation contexts.

Core Syntax

- Variables: `let x = 10`
- Print: `print("Hello", x)`
- Loop: `for i in 1..5:`
`print(i)`
- Conditional: `if x > 5:`
`print("x is large")`
- Function: `def double(v):`
`return v * 2`

Features

- Clean, readable syntax
- Built-in support for automation and data workflows
- Inspired by Python, optimized for field operations
- Easy to embed or extend

Example Program

```
# Calculate the square of numbers
```

```
def square(n):
```

```
    return n * n
```

```
for i in 1..5:
```

```
    print("Square of", i, "is", square(i))
```

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Credits

Created by Daniel Ricardo Maranhao Santana

Institution: Anternative 3

Support: Wareness