# Fantasy League Object Oriented Development (FLOOD)

Language Tutorial & Reference Manual

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## Introduction

## **Lexical Convention**

- 2.1 Comments
- 2.2 Identifiers
- 2.3 Constants

## Data Types

- 3.1 Array
- 3.2 Boolean
- 3.3 Number
- 3.4 String

## Operators

- 4.1 Arithmetic
- 4.2 Equality
- 4.3 Logical
- 4.4 Relational

# Expressions

- 5.1 Primary
- 5.2 Unary