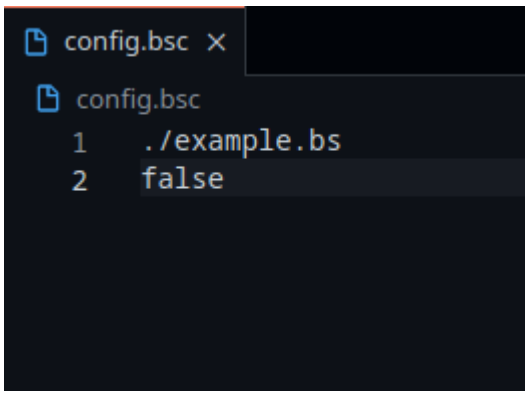
BS Documentation

This document contains Information of how to program in BS. First of all, sorry for my bad English. I'll try my best. Bs is a esoteric programming language which has some let's say "special" features.

The interpreter gets tired of executing after executing 150 lines and there will be a 10 % chance of a line not getting executed if the interpreter is already tired. After some more lines the interpreter will just stop executing. Also, there is a 33% Chance that the interpreter won't start at all. So have fun, I guess.

1: Execute BS Code

BS Code can be executed using the bs interpreter which is a python script (python 3). After you downloaded all the files you first need to have a look at the "confing.bsc" file. In this file need to specify the file path to the BS file you want to execute. You also HAVE TO put something in the Second line because if you don't the script will just crash 😊



To execute the program just execute the python script

2: Hello World

To write a simple "Hello World Program" you first need to specify a label (= which in bs is just a function but bad) by using the following code. The label main will get executed at the beginning and if the code hits the next label it will stop executing

```
lbl main {

}
```

Then you need to use the output command. To specify a String, you need these special arrows: ←, → which at least on a German keyboard layout you can get by pressing the "Alt Gr" and "Z" or "Alt Gr" and "I" Keyes. Also, you MUST put a space before and after the arrows.

```
<< → Hello World ←
```

helloWorld.bs

```
lbl main {
    << → Hello World ←
}
```

3: Variables and Input

To assign a value to a variable you need to start the line with “»” which (on a German keyboard) you can get by pressing “Alt Gr” + “Y” followed by the variable name. After that you can put “++” to increase an Int by 1, “--” to decrease and Int by 1 or “<-” to assign a value to it. There are only to different Datatypes: Int and String. You can also get User Input by writing “>>” for string or “>>>” for int after “<-”

```
» x <- 0
» x ++
» y <- → Hello World ←
```

helloWorld.bs | main.py

```
lbl main {
    << → Hello World ←
    » x <- >>
    » y <- 1
    » y ++
}
```

4: Using multiple Labels

You can create multiple labels the same way as you created the main label. You can execute the code of a label by typing “=>" followed by the label name. You can also us some kind of “if statement “, by putting “->” after wards. Then you must put the operator (=, <, >) followed by the first value then “||” and then the second value. You can also just not put a if statement if you for example just want to build an infinite loop.

```
lbl main {
   » x <- 15
   => test -> = x || 15
}
lbl test {
  << → X is 15 ←
}
```

Output:
X is 15

Have fun with the programming lanugage.