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# This is a comment.
# Prototype for ECS(using flecs on the backend) based langauge.
import "stdlib"


# A definition of a component of a simple data type
comp var Id : u64 @ All


# A Move example corresponding to flecs c example in the link below.
# https://github.com/SanderMertens/flecs/blob/master/examples/c/03_move_system/src/main.c

# definition of a component structs
comp struct Position, Velocity @ MyWorld
        x : f64
        y : f64

# definition of a system in the domain of "MyWorld"
system Move[Position, Velocity] : Update @ MyWorld
        var p = term(Position)
        var v = term(Velocity)

# since iteration in a system is so common, the lang should have a default name something like 'it'
# or maybe 'self'
        foreach(it)
                p[it].x += v[it].x
                p[it].y += v[it].y
                print("Position = " + p[it].x.to_str() +  ", " + p[it].y.to_str() )


# main function
func main() : int
        set_target_fps(MyWorld)

        while TRUE:
                progress(MyWorld)
```