
INTRODUCING M! (M-BANG!)

The Triple-Oriented-Programming (TOP) Language Reference Architecture

```
using System = S; //scope .NET library
import {M::Math}; //import M! package

export pack {M} =:
  export shape trip|:
    <x|:trip:|,y|:trip:|,z|:trip:|>
  :|
  shape d|:
    {x::S.Double}
  :|
  export prim|
    trip<r|double|,
      psi|double|,
      z|double|*>
    | double =:
    z#:r*Math.e^(psi*Math.i):# //binding
    d::d#|: //boxer
    #r:sqrt(d.Real^2+d.Imaginary^2):#
    #psi:Math.arctan2(d.Real,d.Imaginary):#
  :|#
:=
:=
```