**[TBD] Language**

**KEYWORDS:**

1. @i (Integer)
2. @f (float)
3. @c (Character)
4. @b (Boolean)
5. @i64 (64 bit Integer)
6. @i16 (16 bit Integer)
7. @d (64 bit float)
8. @u (Make any numeric data type unsigned)
9. if
10. else
11. check
12. case
13. stop (break in C#)
14. continue
15. default
16. for
17. while
18. do
19. forall (foreach in C#)
20. use (used for function declaration)
21. give (return in C#)
22. test (try in C#)
23. fail (catch in C#)
24. last (finally in C#)
25. jumpto (goto in C#)
26. @var (var in C#)
27. @fixed (const in C#)
28. class
29. static
30. open (public in C#)
31. secret (private in C#)
32. permitted (protected in C#)
33. internal
34. declared (abstract in C#)
35. interface
36. implicit (virtual in C#)
37. recall (override in C#)
38. include ( : in C# for inheritance)
39. closed (sealed in C#)
40. enums
41. @i:

Used to declare integer variable.

Syntax:

@i [variable\_name] = value;

1. @f:

Used to declare floating point value.

Syntax:

@f [variable\_name]=value;

1. @c:

Used to declare character variable.

Syntax:

@c [variable\_name] = ‘character’;

1. @b:

Used to declare Boolean variable.

Syntax:

@b [variable\_name] = True/False;

1. @i64:

Used to declare integer variable having 64 bit value.

Syntax:

@i64 [variable\_name] = value;

1. @i16:

Used to declare integer variable having 16 bit value.

Syntax:

@i16 [variable\_name] = value;

1. @d:

Used to declare floating point variable having 64 bit value.

Syntax:

@d [variable\_name] = value;

1. @u:

It can be placed prior to any numeric data type so that it can make that data type value range unsigned i.e. positive values.

Syntax:

@ui [variable\_name] = value;

@uf [variable\_name] = value;

@ui64 [variable\_name] = value;

@ui16 [variable\_name] = value;

@ud [variable\_name] = value;

1. if:

if keyword is used to put any condition on any code block for execution.

Syntax:

if (Any conditional statement)

Statement to be executed;

OR

if (Any conditional statement ){

Statements to be executed;

}

1. else:

else keyword comes after if to execute any other alternate statements if *if* condition is false

Syntax:

if (Any conditional statement){

Statements to be executed;

}

else{

Alternate statement to be executed;

}

1. check:

check keyword is another kind of control statement commonly known as switch case in other languages.

Syntax:

check(value){ //*check any value passed as an argument*

case value1: *//if passed value is value1*

execute this statement; //run this statement

stop; //break out of the switch block

case value2: // if passed value is value2

execute this statement; //run this statement

stop; // break out of the switch block

default: // if neither case is true

execute this statement; // run this code of block

stop; // break out of the switch block

}