Barreda, Richard Marck T.

Escoto, Lloyd Ivan L.

Panlilio, Franz Angelo Stephen S

A. Reserved words and symbols

1. Data types

1.1 Integer = buumbilang

1.2 Float = desimal

1.3 Char = titik

1.4 String = salita

2. Basic operations

2.1 Input = ipasok

2.2 Output = ipakita

3. Conditional statements

3.1 if = paano

3.2 else-if = paanokung

3.3 else = kung

4. Arithmetic operators

4.1 Arithmetic = + , - , \* , / , ()

4.2 Relational = < , <= , > , >= , == , !=

5. Looping statement

5.1 for = ulit

5.2 do = gawin

5.3 while = habang

6. Others

6.1 Concat = dugtong

6.2 End If = wakas

6.3 Terminator = Exclamation point (“#”)

6.4 Assignments = (“=”)

6.5 Boolean =Bulyan

6.6 Bracket = ({ })

Rules

1. Reserved words must be lowercase.
2. Variables start with a question mark symbol (?), then the desired variable name only contains alphanumeric and starts with a letter.
3. Float data type accept integers values. If an integer value is stored with a float data type variable, it automatically converts the value into a float.
4. Integer data types accept float values. If a float value is stored with an integer data type variable, it automatically converts the value into an integer.
5. Char data type are enclosed with dot symbol (.) and should only have a length of 1 and letters only.
6. String data type are enclosed with dot symbol (“”).
7. A terminator (“#”) must be put at the end of the line of each code.
8. Arithmetic expressions must start with a number, then followed by any of the four basic operators.
9. If (paano) statements should have if (paano), else-if(paanokung), and else (kung) statements.
10. The compilation of the code is will check every line if case error found the compilation still continue until all line is checked. If finish if there are errors, it will provide the lines where the errors are and if no error provide the output.

11. One statement per line will be executed.

1. Syntax
   1. Outputting strings

ipakita ..kamusta..#

ipakita ..Magandang.. dugtong ..umaga..#

* 1. Variable declaration with early value assignment

buumbilang ?age = 19#

desimal ?unit = 0.25#

titik ?choice = .Z.#

salita ?name = ..Richard..#

* 1. Variable declaration with late value assignment

buumbilang ?num1#

desimal ?salary#

titik ?choice#

salita ?name#

* 1. Inputting and outputting variable value

salita ?name#

ipakita ..Enter Name : ..#

ipakita ?name#

ipakita ..Good Morning..#

ipakita ?name#

* 1. Arithmetic expressions

Ipakita 1+2-3#

ipakita (( 1+2 ) \* 3) / 9)#

* 1. If statements

paano ?age<13

Ipakita ..Young..#

Paano kung (age>=13 || age <20)

ipakita ..Teenager..#

kung

ipakita ..Old..#

* 1. Looping statement

ulit(buumbilang ?I = 1# i<=5# i=i+1)

{

Ipakita ..Hello Richard..#

}

buumbilang ?i = 1#

gawin{

Ipakita ..Hello Lloyd..#

i=i+1#

}habang( i<=5!)

buumbilang ?i = 1#

habang( i<=5!){

Ipakita ..Hello Franz..#

i=i+1#

}