**MAAL DOCS**

**Datatypes:**

* INT
* LONG
* ULONG
* BYTE
* CHAR
* FLOAT
* DOUBLE
* BOOL
* POINTERS (INT\*, CHAR\*, DOUBLE\*\*, etc.)

You can cast things like this

int x = (int)10.0;

int y = (int)(10.0 + x);

**Variables**

(Datatype) (Varname);

or

(Datatype) (Varname) = (Value);

**Operations**

**Math:**

* +
* -
* \*
* /
* %

**Comparison:**

* ==
* !=
* >
* <
* >=
* <=

**Logic:**

* &&
* ||
* !

**Bit Logic:**

* &
* |
* ~
* >>
* <<

**Command:**

* =
* ++
* --
* +=
* -=
* \*=
* /=
* %=

Example

Bool x = (1 != (3 – 1 \* 2)); // should be false

Labels

Jumping

Conditionals

Subroutines

Direct Memory Manipulation

Dynamic Memory Stuff

Systemcalls