



## # ELPL Programming Language Documentation

Welcome to the **\*\*ELPL (English Like Programming Language)\*\*** documentation. ELPL is a beginner-friendly, English-like pseudo-programming language designed for learning programming fundamentals in a clear and natural way.

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### ## Syntax Overview

#### ### Variables

Declare a variable using the syntax:

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```
let <variable_name> be <value>
```

#### **\*\*Example:\*\***

---

```
let x be 2
let name be "John"
```

#### ### Comments

##### #### Single-line comment:

---

```
/ This is a comment
```

##### #### Inline comment:

```
```elpl
```

```
print "x is " x // prints value of x
```

##### #### Multi-line comment:

---

```
> This is a
multi-line comment <
```

#### ### Print Statement

Print text or variable values using:

```
...  
print "Hello!"  
print x  
print "x is " x  
...
```

### ### Conditional Statements

Use natural language conditionals:

```
...  
if <condition> then print "..." otherwise print "..."  
...
```

**\*\*Example:\*\***

```
```elpl  
if x is greater than y then print "x is bigger" otherwise print "x is not bigger"  
...
```

Supported comparisons:

- \* `is equal to`
- \* `is not equal to`
- \* `is greater than`
- \* `is less than`
- \* `is greater than or equal to`
- \* `is less than or equal to`

### ### Loops

Use the `repeat` block for loops:

```
```elpl  
repeat 10 times {  
  print "Hello!"  
}  
...
```

---

### ## Example Code

```
```elpl  
let x be 2  
let y be 4
```

```
if x is greater than y then print "x is bigger" otherwise print "x is not bigger"
```

```
print x
repeat 10 times {
  print "Hello!"
}
```

```
print "x is " x
```
```

```
## while loop
let x be 0
while x is greater than 10{
  print x
  let x be x add 1
}
```

```
---
## Arrays and for loop
```

```
Array nums be [1, 2, 3, 4]
```

```
let sum be 0
for i be 0 to 3 {
  let sum be i add nums[i]
}
```

```
print sum / prints: 10
```

```
print nums[1] / prints: 2
```

```
## Functions
```

```
function greet {
  print "Hello, how are you?"
}
```

```
}
```

```
call greet / calling function
```

```
## Notes
```

- \* Variable values can be overwritten by re-declaring.
- \* Strings must be enclosed in double quotes ("").
- \* Comments improve readability but are ignored by the interpreter.

```
---
```

```
## Use Cases
```

```
ELPL is ideal for:
```

- \* Teaching basic programming logic

- \* Pseudocode writing
- \* Algorithm visualization

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For more examples and advanced features, check out the full ELPL reference guide (coming soon).

For Detail use refer to Sample code.

Happy Coding!



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