

Zorbaa Language Referencing Manual

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This document is the definition of Zorbaa Language. It is a simple. Its purpose is that it's syntax is easy and is easily used by beginners and can be used for better understanding of programming concepts.

1. Lexical Aspect:

- **KEY WORDS:** There are numerous key words in Zorbaa Language, such as "int", "char", "float", "double", "void", "bool", "for", "while", "do", "if", "else", "print", "input", "return", "fun", "true", "false".
- **IDENTIFIERS:** An identifier is a sequence of letters, digits, and underscores that starts with a letter. Case is not significant. But identifiers starts from either a letter or an underscore.
- **OPERATORS:** Operators include "+", "-", "*", "/", "=", "!", "|", "%". Furthermore there are Logical operators too like "==", "<=", ">=", "!=", "<", ">".
- **CONSTANTS:** Constant on three types i.e. integer, float, string are categorized separately. For integers there are both signed and unsigned numbers but for float there are only unsigned constants.
- **COMMENTS:** There is a single line comment starting with "#".
- **SEPERATORS:** There are separators like "{", "}", "(", ")", ":", ";", "“ “.