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# **Plezero**

***Wydanie 1.0***

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# P l e z u r o

Plezuro to język skryptowy

Główna wersja jest kompilowalna do Javascripta.

```
$f = {this + first * 2};  
$y = f(2, f(5, 9));  
[y, y]
```



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## Wprowadzenie

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This is introduction.

ghjkl

1. blabla

- ggggg
- hhh
- (a) oo
- (b) kk

2. dada

- rr

3. nothing

A	B	C
hh	uu	oo
kk	ll	mm

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## 1.1 Podstawy

### 1.1.1 Conditions

```
$x = 21;
{x > 0}.if({
  x++
}).elif({x < 9}, {
  x--
}).else({
  x *= 2
});
x
```

### 1.1.2 Variables

Before we can use any variable, we have to declare it. It is pretty simple, just write the name of the variable and the dollar sign ('\$') immediately before it. In next occurrences of a variable, you should write it without the dollar sign.

In Plezero there is dynamic typing like in other dynamic languages such as Python, Ruby or Javascript. Also everything is a variable (including functions and modules).

```
// number
$a = 34;

// string
$b = 'abc';

// list
$c = [a, b];

// associative array
$d = %('a': a, 'b': b)
```

## 1.2 Origin

Where does Plezero come from? Basically its author was not fully satisfied with any existing programming language. So he thought about the inventing of a new one. The name comes from the Esperanto and means 'pleasure'.

## 1.3 Basic rules

Plezero is an imperative, object-oriented, functional, procedural and reflective programming language.

The main ideas are:

1. The code should be possibly short (as long as it is human readable).
2. Very simple syntax.
3. The code should be easy to read for a beginner programmer.
4. The power of the language should be based on the standard library, not its syntax.
5. Explicit is always better than implicit.
6. Everything is a variable.
7. Everything is an object.
8. Multiple inheritance.
9. There is no difference between a module, a class and a namespace.
10. No annotations and other additional syntax - everything is based on the basic syntax of the language.