Plezuro

Release 1.0

Piotr Sroczkowski

November 01, 2015

Plezuro is a scripting language.

The main version is compiled to Javascript.

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

Introduction

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

LICENSE AGREEMENT

1.1 Basics

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 Plezuro 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 Plezuro 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

Plezuro 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.