Constants

Numeric constants are set in the programming language in a standard manner similar to other high-level languages. Format for setting numbers:

{<sign>}<integral part>{.<decimal part>}{e<power exponent>}{i}.

Decimal symbol – dot. Symbols i j I J set directly after a number mean that the number is imaginary, so imaginary one is designated as 1i.

Examples of numeric constants:

10.5, –10.5e–7, 2.3+1.1e–5i.

String constants are set as a “symbol string”.

Constants, as well as variables, can be vector and matrix. Vector-string is set as a set of constants divided from each other by commas or spaces and embraced by square brackets. It is strongly recommended that a comma is used as a divider, for example [2,–1,3] instead of [2 –1 3], since in the latter case the vector will be interpreted as [(2–1) 3]=[1 3].

Matrix is set as a set of vector constants (strings) divided from each other by commas and embraced in square brackets, for example, [[2,–1,3],[4,5,6]] – matrix with 2×3 size.

Named constants are set by means of **const** key word, after which constant names are listed (divided by comma) with values assigned for those, for example:

**const** c=1e-3, v=[c,1,3.2], M=[v,[1.5,2,2.2]];

Special intrinsic constants:

e = 2.7182818284590452353602874713527 – Napierian base

pi = 3.14159… – π character.