1. Hex values,Octal values
2. Floating Point variables
3. Person declaration Struct equivalent of Class-> calling a function getStructEquivalent(<CLASSNAME>) creates a struct having the same members as of the class.
4. Remove the ability to declare local objects in functions.
5. TYPEDEFs
6. Notify Object owner of Events
7. Alias for FunctionNames and properties.
8. Constructor
9. Comments
10. Correct Line Number
11. Error on if condition that appear as last statements
12. If we call obj1.a() and obj1.b() in adjacent lines, there’s no need for Unsetting EBX. But I should be careful to check that both the object being called are same.
13. If a function ends with an if condition, it fails
14. MultiDimensional array with int16, size to be multiplpied
15. If we call a member function of object ,EBX is set and the function is called. But there’s some problem with the return values.i added an offset to ‘address’ variable in makefunctiondeclaration() to sidestep that.