-all programs must consist of two parts START, MOM and END; and must end with the keyword END. Thus, a program has the following stucture:

START … MOM ….. END

-all variable declarations must be done in the START part, no assignments can be done during declarations

-all other actions must be done in the MOM part.

-all statements must be ended “!”

-all programs can be terminated anywhere with statement QUIT!

-command INP indicates that an ouyput is expected; must be used as a separate statement.

-There are 3 types: “INT”, “FLOAT”, “CHAR”

-variable name may contain lowercase letters, digits and underscores, and must start with a lowercase letter or underscore.

-only one declaration can be done within one statement.

-all variables must be declared in the following format:

* CHAR char\_var!
* INT int1!
* FLOAT float1!

-only one assignment can be done within one statement

- assignment must be done in the following way:

* Char\_var:’k’!
* Float1: 24.5

- there are 4 arithmetic operators: \+, \-, \\*, \\

- there are 2 logical operators: /, &

- there are 6 comparison operators:>,>=, <=, >,!!,=

- an assignment may include any arithmetic, logical or comparison operators

- the number of variables or constants in an expression is unlimited

- operator precedence:

|  |  |
| --- | --- |
| Operator | Description |
| () | Parentheses |
| \+,\- | Addition, subtraction |
| \\*,\\ | Multiplication, division |
| <, >, <=, >=, =, !! | Comparison |
| & | Logical AND |
| / | Logical OR |
| : | Assignment |
| {} | Curly parentheses |

-conditional statement can be written in the following format

WHITE(a>b){

c :7!

}

GREY(a<b){

c :8!

}

DARK{

c :9!

}

DONE

-loop structure LOOPWHL can be written in the following format:

LOOPWHL(1){

b:b+1!

}

DONE

- any kind of statements can be written in the body part of conditional statement and

loop structure

- any logical or arithmetic expression can be written in curlybrackets