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**Candor**

# Introduction

It can be argued that the most integral part of programming is the understanding of and ability to create algorithms. It is an aspect of programming that can take time to get the hang of. There are many people who may have these abilities already and are simply unaware of it. These people may have the potential to be amazing programmers, but the complexity or abstract nature of a programming language can sometimes be quite intimidating. While it is not all that difficult to get the hang of a programming language with some effort and help, it can be daunting for someone with no programming experience whatsoever. Most programmers have had the experience of someone with no programming experience seeing their code and exclaiming that they simply do not understand how someone could ever understand what is happening within that wall of text. Candor aims to remove that initial apprehension from someone who knows absolutely nothing about programming. To do this, the language was designed to emulate ordinary speech. It is meant to be extremely similar to written English in order to make it as straightforward and simple as possible. Its main goal is to ease new programmers into the concept of programming and remove the barrier of a common programming language’s complexity. As it is a programming language aimed mainly at beginners, the projects meant to be made with the language are not very complex ones.

# Language Features

* + Exceedingly simple
  + Very user friendly
  + Intuitive
  + Great for small projects
  + Objects are treated as nouns in a sentence.
  + Attributes are linked as the object’s property.

# Sample Code

{

create Square;

set the Square-s height to 10; set the Square-s width to 10;

while the Square-s height is not equal 20, increment the Square-s height by 1. increment the Square-s width by 1;

the Square-s area is the Square-s height times the Square-s width; if the Square-s area is less than 525,

then add 5 to the Square-s height and the Square-s width. else divide the Square-s height and the square-s width by 2;

add 2 to the Square-s height;

if the Square-s height is not equal to the Square-s width, then create Rectangle.

set the Rectangle-s height to the Square-s height.

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