## Basics

Scripting language

#! shebang

### extensions

.pl

### features

easy to use

procedural

OOP

huge set third party modules

resources

sys admin

text processing

web development

network programming

validation

GUI

not as fast as C

### versions

1991 perl 4

1994 perl 5

raku (perl 6)

comments

# single line comments

= multiline comment

=begin

=cut

### misc

code blocks

## Data Types

### Scalar

starts with $

Numbers

integers

floats

octal → ass a 0 at the start (045)

binary → ass a 0b at the start (0b1110111)

hexadecimal → ass a 0x at the start (0x45)

strings

### Arrays

starts with @

list of scalars (numeric index)

### Hashes

starts with %

key : value pairs

## operators

### arithmetic

+

-

/

\*

%

\*\* exponent

2 \*\* 3, 2 raised to 3

++

--

### comparative (equality, relative)

<

>

<=

>=

!=

==

### comparative (strings)

lt

gt

le

ge

eq

ne

cmp

### logical

and

&&

||

or

not

### bitwise

&

|

^

~ flips the 1s to zeroes & 0s to 1

### misc

.

X

## strings

"" double quotes

'' single quotes

not interpolated

| r | e | p | o | m | a | n |
| --- | --- | --- | --- | --- | --- | --- |
| 0 | 1 | 2 | 3 | 4 | 5 | 6 |
| -7 | -6 | -5 | -4 | -3 | -2 | -1 |

### string functions

index

rindex

length

substr

lc

uc

reverse

chr → returns ASCII/UNICODE character of a number