Here’s the full list of reserved keywords:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| dec | hex | bin | enum | chain | union | vector |
| void | any | string | fun | tuple | const | restrict |
| ptr | variadic | export | persist | virtual | override | final |
| consteval | constinit | public | private | protected | unsigned | real |
| extended | thread | atomic | isolated | if | else | switch |
| case | loop | cycle | for | for\_each | def | operator |
| file | outer | typeof | sizeof | capacity | inline | return |
| break | continue | allocate | free | unsafe | default | optional |
|  |  |  |  |  |  |  |

dec – guaranteed 32-bit integer

hex – hexadecimal representation of *dec*

bin – binary representation of *dec*

enum – enumeration type (*dec*)

chain – static array

union – class

vector – dynamic array

void – null

any – holds any type without explicit casting except functions and function pointers omitting all the type qualifiers

string – utf-8 representation of an array of type *hex*

fun – function

tuple – holds several values (2 or 3)

const – makes a variable immutable

restrict – makes the data accessible through the variable with this qualifier only

ptr – makes the type a pointer

variadic – suggests that the last funct(ion/or) argument is variadic

export – makes the data accessible outside of the file

persist – keeps variable’s value in between function calls

virtual – makes a function overridable

override – overrides function’s behaviour

final – prohibits overrising

consteval – forces an expression to be evaluated at compile-time

constinit – forces an expression to be initialised at compile-time

public – declares a public union member

private – declares a private union member

protected – declares a protected union member

unsigned – makes a number unsigned

real – makes a *dec* variable a 64-bit float

extended – extends a numeric type to 64-bit and a real one to 128-bit

thread – suggests to execute a function as a separate thread

atomic – makes an expression only accessible by one thread at a time

isolated – makes an expression unique to each of the threads

if –*if* statement

else – *else* statement

switch – *switch* statement

case – *switch* case

loop –*while* loop

cycle – execute *while* loop at least once

for – *for* loop

for\_each – *forEach* loop

def – defines a type alias

operator – operator function

file – data representing a file or a directory

outer – namespace-pointer to the element out of the current scope

typeof – yields the type of an expression, can be used as a type itself

sizeof – yields the amount of memory used by a type (in bytes)

capacity – yields the capacity of an expression

inline – inlines (copies) the code instead of making a function call

return – returns a value from the function

break – interrupts the loop / switch case execution

continue – interrupts the current loop iteration and starts a new one

allocate – dynamically allocate the memory from the heap

free – return dynamically allocated memory back to OS

unsafe – disable garbage collection for the allocated memory

default – default case for the *switch* statement

optional – enables an expression if the condition is true