

Syntax

Statement	Syntax	Reason
begin of scope	{	Uses the syntax of the most common modern programming languages - fast to write (one char)
end of scope	}	
while	<p>The while statement executes an Expression and a Statement repeatedly until the value of the Expression is false</p> <pre>int a a := 0 while (expression) { statement }</pre>	Makes sense in form of english gramma notation and used in most languages today
switch	<p>The switch statement transfers control to one of several statements depending on the value of an expression. When one case been executed the switch is exited.</p> <pre>switch(expression) { case a: statement1 (implicit break) case b: statement2 (implicit break) default statement3 (implicit break) }</pre>	Switch statements are very useful in the Arduino environment - automatically provides a break as you don't want users to accidentally fall-through.
AND	<p>The conditional-and operator AND evaluates true if both values are true.</p> <pre>true AND true</pre>	Common logical statement - must have
OR	<p>The conditional-or operator OR evaluates true if either of the values are true or false.</p> <pre>true OR false true OR true</pre>	Common logical statement - must have
else	<p>If the value is true, then the first contained Statement (the one before the else keyword) is executed.</p> <pre>if (expression) { statement } else { statement }</pre>	Common logical statement - must have

if	<p>The if statement allows conditional execution of a statement or a conditional choice of two statements, executing one or the other but not both.</p> <p>The Expression must have type boolean or Boolean, or a compile-time error occurs.</p> <pre>if(expression) { statement }</pre>	Common logical statement - must have
plus	<p>The unary plus operator +</p> <pre>(1 + 1) = 2</pre>	Common logical statement - must have
minus	<p>The unary minus operator -</p> <pre>(1 - 1) = 0</pre>	Common logical statement - must have
divide	<pre>(10 / 2) = 5</pre>	Common logical statement - must have
multiple	<pre>(5 * 2) = 10</pre>	Common logical statement - must have
int	<pre>intvar1 := 1</pre>	Common logical statement - must have
double	<pre>doublevar1 := 1.1</pre>	<p>No need for float</p> <p>Common logical statement - must have.</p>
list	<pre>list ava[2] := (1, 2) listAdd(list, Value, index) listRemove(list, Value, index)</pre>	To provide an easier way of using arrays, in form of what modern languages do
boolean	<p>A boolean can either be true or false</p> <pre>var1 := true var2 := false</pre>	Common logical statement - must have
string	<pre>var1 := "abc"</pre>	<p>Common logical statement - must have</p> <p>" rather than ' in order to use english grammar like don't</p>

func function arguments function type return value	<pre>func int function1 (int var1, int var2) { return var1 + var2 + 1; }</pre> <pre>func function2 () { printf("Hello World") }</pre>	Short for function. Implicit void function type unless other data type specified
scope	Nested scoping	Monolithic (Global scoping) not really useful. Flat structure does not give enough flexibility in terms of declarations of variables. With a flat structure, you cannot have a function within a function.
custom error handling (try catch exceptions)	None	
EOL	No end of line symbol	
assignment	:=	Mathematical notation Differs from the single =, making the users aware.
less than <	The numerical comparison operators <, <=, >, and >= <pre>1 < 2</pre>	logical
larger than	> <pre>2 > 1</pre>	logical
less than or equal	<= <pre>1 <= 2 1 <= 1</pre>	logical
larger than or equal	>= <pre>2 >= 1 1 >= 1</pre>	logical
equal	Equal operator that returns true when the left hand expression is equal to the right hand expression <pre>= 1 = 1 true = true false = false</pre>	logical

not equal	<p>Not equal operator != that returns true when the left hand expression is not equal to the right hand expression</p> <pre>1 != 2 false = true false = false</pre>	Logical common
not	<p>The not expression !, negates the expressions resulting boolean.</p> <pre>!(false) = true</pre>	logical
comments	<p>Comments are single line and written after #.</p> <pre>#comment example</pre>	Single char.
print	<p>print a text formatted (more specification needed)</p> <pre>print("Hello World")</pre>	