## FRY Language Reference

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## 1 Introduction

This document serves as a reference manual for the  $\ensuremath{\mathbf{FRY}}$  Programming Language.

#### 2 Lexical Conventions

#### 2.1 Comments

Single line comments are denoted by the character, #. Multi-line comments are opened with #/ and closed with /#

#### 2.2 Identifiers

An identifier is a string of letters, digits, and underscores. A valid identifier begins with an letter or an underscore. Identifiers are case-sensitive and can be at most 31 characters long.

#### 2.3 Keywords

The following identifiers are reserved and cannot be used otherwise:

```
int str float bool Record Array Table if else elif in Sort trans
```

#### 2.4 Constants

There is a constant corresponding to each Primitive data type mentioned in 3.1.

## 3 Types

#### 3.1 Primitive Types

- int 64-bit signed integer value
- str An ASCII text value
- float A double precision floating-point number
- bool A boolean value. Can be either true or false

#### 3.2 Compound Types

- Array an ordered collection elements of the same data type.
- Record a named collection of variables. Records behaves similar to structs in C.

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