Laba

Laba is an object-oriented and static programming language. The defining elements are in the syntax. The usual curly brackets are replaced with “~” and the assignment operator “=” is replaced with “8=”. The types of these language are Int, Boolean, Double. Int and Double follow the basic mathematical operations of addition, subtraction, multiplication and division.

The only structured data type is the array. To declare an array x you use “arr(5, int) x 8= [1,2,3,4,5];“. The if and while statements work similarly to how they work in Java or C#. They are enclosed by “~”. Plint and lead will enable the user to use the console to input and output data.

The following are some examples:

Name: Laba (Curly brackets with ~)

Types:

1) Int

2) Boolean

3) Double

How to assign to these types:

int x 8= 4;

bool x 8= true;

double x 8= 14.22;

The natural operations for these:

1. Int
2. Addition and subtraction
3. Multiplication and division
4. Bool
5. Addition (and)
6. Multiplication (or)
7. Double
8. Addition and subtraction
9. Multiplication and division

Structured Data Type:

arr(5, int) x;

x 8= [1,2,3,4,5];

arr stands for array

(5) gives the size of 5

Selection and Repetition:

bool x 8= true;

if8 x 8== true

~

x 8= false;

~

int countel 8= 0;

while8 countel < 2

~

countel 8= countel +1;

~

Subroutines (Global Procedures):

def8 procedureName()

~

~

plint(4) (This prints a 4 in the console)

int x = lead() (this reads from the console an integer)

Console input:

To read and write from/to the console we will use the plint() and lead()