

[Introduction](#)

## Installation

[On Debian and Ubuntu](#)[On RedHat and CentOS](#)[On Arch Linux](#)[On Gentoo Linux](#)[On Mac OSX using Homebrew](#)[On Linux using Linuxbrew](#)[On Bash on Ubuntu on Windows](#)[From a tar.gz](#)[From sources](#)

## Using the compiler

## Overview and Examples

[Hello World!](#)[HTTP Server](#)

## Syntax and semantics

[Comments](#)

## Literals

[Nil](#)[Bool](#)[Integers](#)[Floats](#)[EDIT THIS PAGE](#)

A

# Crystal Programming Language

This is the language reference for the Crystal programming language.

Crystal is a programming language with the following goals:

- Have a syntax similar to Ruby (but compatibility with it is not a goal).
- Be statically type-checked, but without having to specify the type of variables or method arguments.
- Be able to call C code by writing bindings to it in Crystal.
- Have compile-time evaluation and generation of code, to avoid boilerplate code.
- Compile to efficient native code.

## Contributing to the Language Reference

Do you consider yourself a helpful