SWELL CHEATSHEET

An overview on the syntax of the SWELL language. Layout is borrowed from Dan's Intro to C and makefiles as well as dungpa's F# Cheatsheet.

Comments

Strings

Strings are strictly enclosed in double quotes `""` .
There is no string escaping mechanism at this point.

```
s = "Hello World"
```

Numbers & Operations

Numbers are implemented with typescript's `number` type, which represents floating point values.
Numbers cannot be drawn, i.e. passed as an argument to `print()` .

```
n = 413
x = n + 15
y = (n + x) * 2 //This doesn't seem to work
z = -10
x++ //Increment/decrement doesn't work either
```

Variables & Declaration

Valid variable names start with a lowercase char and are followed by alphanumeric values.
Use the `var` keyword to declare a variable.

```
var value = 5
var Val = 10 //invalid
var 10val = 10 //invalid
```

Functions

Define functions using keyword `fun` .
Calling a function is pretty straighforward: `functionName(arg)` .

```
fun printStr(s){
    print(s);
```

```
  }

  printStr("Hello World")
```

Lists

List doesn't seem to work?

Boolean Values

Conditional

`if/else` statements don't seem to work.

Loops

`for` and `while` statements don't seem to work.

Shapes

Calling `print()` on any of the functions `rect(x,y)`, `ellipse(x,y)` and `eph(x,y)` draw the shape.

There is no color facility yet.

```
  print(ellipse(112, 123), 157, 162);
  var x = 100; y = 200;
  print(rect(x,y))
```