

Contents

Comments

- *_* one line comments: `__COMMENT__` <your short comment here>
- *_* several lines comments: `__COMMENT__`(<start of your long comment here>
<end of your long comment here >)

Types Simples

- *_* signed integer using 1 byte (-128..127): `Integer` <name> ;
- *_* signed integer using 2 bytes (-32768..32767): `BigInteger` <name> ;
- *_* unsigned integer using 1 byte (0..255): `UnsignedInteger` <name> ;
- *_* unsigned integer using 2 bytes (0..65535): `UnsignedBigInteger` <name> ;
- *_* boolean: `Boolean` <name> ;
- *_* character (on 4 bytes): `Character` <name> ;
- *_* real number ($1.5 * 10^{-45}$.. $3.4 * 10^{38}$): `Real` <name> ;
- *_* enumeration (using 1 bytes, no more than 255 differents elements
declaration: `Enumeration` <enumname> = (<elements1>,<elements2>,...,<elementn>);

Complex Types

- *_* intervals (enum items or integer) [<begining> .. <end>]
- *_* string (of (1..65535) characters)): `String` <name> ;
- *_* array: <type> <name>[<indice>]
- *_* pointer:
declaration: <type> <name> -> <var>
get the address: name
get the content: name->

loops

- *_* switch
`SWITCH CASE` <condition_1> <instructions> ... `CASE` <condition_n> <instructions> `END_SWITCH`
- *_* while:
`WHILE` <condition> `DO` <instructions> `OD`

block

- *_* TODO: decide the effect of blocks onto variables
- *_* a portion of code can be enclosed in a block explicitly using "{" and "}" ex: <your instructions here>
- *_* instructions of switch and while are considered enclosed in blocks