

Variables

<VARTYPE> <NAME> = <INITIAL VALUE>

(u)int8, (u)int16, (u)int32, (u)int64...

float1, float2, float3, float4,...

raw8, raw16, raw32, raw64...

Pointers: (<DATATYPE>)*

Function definitions

(<outtype1>, <outtype2>) functionName (<IN1>, <IN2>, <IN3>) = (IN1/IN2, IN1/IN3)

(<outtype1>, <outtype2>) functionName (<IN1>, <IN2>, <IN3>) = {<CODE>}

Conditional

```
if (<condition1>) {  
<CODE1>  
} else if (<Condition2>) {  
<CODE2>  
} else {  
<CODE3>  
}
```

Provided Structures

INT, UINT

POINTER<<DATATYPE>>

DYNAMIC <<DATATYPE SET (OPTIONAL)>>

STRING<>, STRING<Storage, Method>

* Storage = "UNICODE", "EASCII", "UTF8"...

* Method = "Array", "Linked", "Mixed", "Rope"

LIST<"Linked">, LIST<"Array">, LIST<"Mixed">

Function modifiers

function: No changes to arguments, no side effects. Input to output predictability

commutative

associative

Imperative loops

```
while (<Condition>) {  
<CODE>  
} else {  
<CODE2>  
//variable didbreak  
}  
  
do while (<Condition>) {  
<CODE>  
} else {  
<CODE2>  
//variable didbreak  
}  
  
for (<AT START>; <CONDITION>; <UPDATE>) {  
<CODE>  
} else {  
<CODE2>  
//variable didbreak  
//definitions at <ATSTART> are still defined  
}
```

Variable modifiers

register

const

external



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