

Paladin Manual

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ABSTRACT

Paladin is nano programming language, and open source software. and it's dynamically typed language. So, it doesn't declare variable name. Now Paladin is not good language, because I'm not a professional programmer. Please cheer for me.

Grammar

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NAME

= (Assign)

SYNOPSIS

variable_name = [Number, Expression] (example: 52, 2.718, 2 * (5 - 27) ..)

DESCRIPTION

It assign a number or expression to variable name. But, It can't assign Variable, because it has some problem.

NAME

+, -, *, / (Four arithmetic operations)

SYNOPSIS

variable_name = [Number] + [Number]

variable_name = [Number] - [Number]

variable_name = [Number] * [Number]

variable_name = [Number] / [Number]

DESCRIPTION

It does four arithmetic operations. And you can change order by parentheses, use an integer and a real number.

NAME

print

SYNOPSIS

print variable_name

DESCRIPTION

It prints value of variable.

NAME

import

SYNOPSIS

import [Module Name] (import inspect)

DESCRIPTION

It include a module. Now, modules of Paladin is only "inspect".

NAME

bye, quit

SYNOPSIS

bye

quit

DESCRIPTION

It' s ended program.

Modules

=====

NAME

inspect

SYNOPSIS

import inspect

DESCRIPTION

It inspects all variables.

Comment

=====

NAME

/* */ (block comment)

SYNOPSIS

/*

* line comment.

*/

DESCRIPTION

block comment.

NAME

(line comment)

SYNOPSIS

line comment.

DESCRIPTION

line comment.

Good Luck !

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