

## Basics

- \* free-form
- \* whitespace - spaces, tabs, blank lines
- \* scripts are made up of 'procedures' which are made up of 'statements'
- \* semi-colons terminate statements
- \* comments - // and /\* .. \*/  
/\* this is a comment  
that spans multiple lines \*/  
// this is a one liner

## Variables

- \* \$..
- \* proper naming is essential to maintainability
- \* a variable has a name and a type, and holds data. Data in, data out.
  
- \* int
- \* float
- \* string
- \* vector
- \* matrix
  
- strings can be concatenated [single strings, NOT string arrays; see below for defn.of arrays]
- can +, -, \*, / and % a matrix by a scalar [float or int]
- rows are separated by semicolons, columns by commas
- multiplication of matrices yields a new result matrix
- can negate a matrix
- indices start at 0, not 1
- to access an individual element, say '\$f = \$m[0][2]', etc.
- \* arrays, ordered collections of primitive types [except matrices]
- can grow as needed [dynamic memory allocation]
- size(\$arrayname)
- clear() to delete
- access: [] to specify an index, eg. '\$nextNum = \$hugeArray[32];'
- indices start at 0, not 1
- \* can't add more, int/float/string/vector/matrix are the only available types

```
int $i; int $j=5;
int $k, $l;
int $i = 4.765; // will be truncated (NOT rounded) to 4
```

```
float $f1;
float $f1a, $f1b;
float $f2 = 6.65;
float $f3 = 1/3; // $f3 will be 0, NOT 0.3333333
```

```
float $f4 = 1.0/3; // will be 0.333333333 as expected
```

```
string $a;  
string $fnm = "Los ";  
string $lnm = "Angeles";  
string $fullName = $fnm + " " + $lnm; // concatenation;  
also note the use of a space character
```

```
vector $v1 = <<1.0,0.56,-0.96>>;  
print($v1.x); // NEED the ()  
$v1 = <<$v1.x, $v1.y,10.0>>; // NEED to reset all values,  
can't just set $v1.z [see below]  
$v1.z = 10.0; // NOT allowed, syntax error
```

```
matrix $n[2][2];  
matrix $i2[2][3] = <<1,2,3;-6,.78,.45>>; // 2 rows,3  
columns. Note the use of ';' to separate rows  
$j2 = $i2; // $j2 is another matrix created with same  
contents as $i2 [copied over]  
$k2 = -$i2; // $k2 is a new matrix with values from $i2  
NEGATED and copied over
```

```
int $a2[];  
int $b2[100];
```

```
// here's how to initialize an array [specify all values while creating the variable]  
float $flArr[6] = {0.8,-.6,1.,14.,12.3,-7.6};
```

\* arrays - for lists & temporary storage, size() command, clear() command

\* global vs. local vars