

THE RING PROGRAMMING LANGUAGE

```
changingoperator + plus  
changingkeyword SEE PRINT  
  
Print 5 plus 5  
  
changingoperator plus +  
changingkeyword PRINT SEE
```

Syntax
Flexibility

```
Load "gameengine.ring"  
  
func main  
{  
    oGame = New Game  
    {  
        title = "My First Game"  
        sprite  
        {  
            type = GE_TYPE_PLAYER  
            x=400 y=400 width=100 height=100  
            file = "images/player.png"  
            transparent = true  
            Animate=false  
            Move=true  
            Scaled=true  
        }  
    }  
}
```

Declarative
Programming

```
# Natural Code  
new program {  
    Accept 2 numbers then print the sum  
}  
  
# Natural Code Implementation  
class program  
# Keywords  
    Accept=0 numbers=0 then=0 print=0 the=0 sum=0  
  
# Execution  
func braceexprval x  
    value = x  
func getnumbers  
    for x=1 to value  
        see "Enter Number (" + x + ") : " give nNumber  
        aNumbers + nNumber  
    next  
func getsum  
    nSum = 0  
    for x in aNumbers nSum += x next  
    see "The Sum : " + nSum  
private  
    value=0 aNumbers=[]
```

Natural
Language
Programming

The Complete Reference