

beginner

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WRITTEN BY		December 6, 2024	

REVISION HISTORY

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Chapter 1

beginner

1.1 beginner.guide

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A Beginner's Guide to Amiga E

This Guide gives an introduction to the Amiga E programming language and, to some extent, programming in general.

Part One: Getting Started

- Introduction to Amiga E
- Understanding a Simple Program
- Variables and Expressions
- Program Flow Control
- Summary

Part Two: The E Language

- Format and Layout
- Procedures and Functions
- Constants
- Types
- More About Statements and Expressions
- E Built-In Constants Variables and Functions
- Modules
- Exception Handling
- Memory Allocation
- Floating-Point Numbers
- Recursion
- Object Oriented E

Part Three: Worked Examples

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- Timing Expressions
- Argument Parsing

Gadgets IDCMP and Graphics
Recursion Example

Part Four: Appendices

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