beginner

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Contents

1 beginner **1**

1.1 beginner.guide 1

Chapter 1

beginner

1.1 beginner.guide

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A Beginner's Guide to Amiga E
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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

- Introduction to the Examples
- String Handling and I-O
- Timing Expressions
- Argument Parsing

  Gadgets IDCMP and Graphics
  Recursion Example

Part Four: Appendices

  Common Problems
  Other Information

Indices

  E Language Index
  Main Index