

beginner

COLLABORATORS

	<i>TITLE :</i> beginner		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		March 1, 2023	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	beginner	1
1.1	beginner.guide	1

Chapter 1

beginner

1.1 beginner.guide

Copyright (c) 1994-1997, Jason R. Hulance.

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

- 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
