Marlin

Release 0.1

Dimitar Bogdanov

May 20, 2022

CONTENTS

Marlin is a simple and intuitive programming language.

Check out the getting-started section for further information.

Note: This project is under active development.

CONTENTS

1.1 Getting started

TODO

1.2 Standard library

1.2.1 Contents

`std` module

This module contains the most basic utilities of the language.

`Empty` class

A class that contains nothing. This can be used in e.g. a generic class instance, where the type is irrelevant.

`Exception` class

No documentation yet.

`Int32` class

Represents a 32 bit integer.

`Object` class

Base object class. All other classes should derive from this class.

Type class

Represents a type.

std.native module

This module contains types that interface with LLVM's native code generator.

ArrayInterface class

Represents a static array.