INPUT / OUTPUT:

motor(m, p); - Turn on motor #m at power level p. p can range from -100 (full reverse) to 100 (full speed forward). If p=0, turn off the motor.

alloff(); OR ao(); - turn all motors off

digital(p) - returns the value (1 or 0) of digital port #p [digital ports p are numbered from 7 to 15]

analog(p) - returns the value (0 to 255) of analog port #p [analog ports p are numbered from 0 to 6]

sleep(sec); - waits for roughly #sec seconds

printf("message\n"); - prints "message" on the LCD screen

printf("the value of a is: %d\n", a); - prints "the value of a is: #" on the LCD screen, where # is the value of variable a

VARIABLES/DATA:

int a; - define variable a

a = 5; - set a equal to 5.

FLOW CONTROL:

if (a <= 5) {
    [some commands go here]
}
else {
    [some commands go here]
}

while ((a <= 5) && (a != 0)) {
    [some commands go here]
}

int Square(int x) { - define a new function "Square"
    return x * x;
}

b = Square(5); - use the function "Square"