

Claro 1.0 – Clear Quick Start Guide

Designed for easy reading, visual learning, and classroom printing.

■ SAY — Display output

Shows text, numbers, or math results on the screen.

```
SAY "Hello!"  
SAY 2 + 3 * 4
```

■ ASK — Get user input

Asks a question and stores the answer in a variable.

```
ASK "What is your name?" AS name
```

■ SET — Store data

Creates a variable or changes its value.

```
SET score TO 10
```

■ IF / ELSE / ENDIF — Make decisions

Runs code only when a condition is true.

```
IF score BIGGER 5  
    SAY "You passed!"  
ENDIF
```

■ DO / DONE — Counted loop

Repeats code a specific number of times.

```
DO 3 TIMES  
    SAY "Hi"  
DONE
```

■ REPEAT / UNTIL — Continuous loop

Repeats until the program is safely stopped.

```
REPEAT  
  SAY "Running"  
UNTIL STOP
```

■ WAIT — Pause

Stops the program for a number of seconds.

```
WAIT 2
```

■ TEACH — Create a function

Defines reusable code that can take inputs.

```
TEACH add TAKES a, b  
  RETURN a + b  
LEARNED
```

■ CALL — Run a function

Runs a function you created.

```
CALL add WITH 2, 3
```

■ RETURN — Send back a result

Ends a function and stores the value in RESULT.

```
SAY RESULT
```

■ SPRITES — Game objects

Create, move, show, and hide simple objects.

```
CREATE SPRITE player  
MOVE SPRITE player TO 10 5
```

Complete Example Program

ASK "What is your name?" AS name

TEACH add TAKES a, b
 RETURN a + b
LEARNED

SET score TO 0
DO 3 TIMES
 SET score TO score + 1
DONE

CALL add WITH score, 7
SET finalScore TO RESULT

SAY "Hello"
SAY name

IF finalScore BIGGER 9
 SAY "Great job!"
ELSE
 SAY "Good effort!"
ENDIF