

# Literals and Identifiers

FunC literals and identifiers are easy to understand. Keep reading for a full primer. See if you can spot fun ones.

## Numeric literals

FunC allows decimal and hexadecimal integer literals. Numeric literals specify fixed and floating-point numbers. Hex integer literals use the base-16 number.

Below are valid FunC number literals:

- `0`, `123`, `-17`, `00987`
- `0xef`, `0xEF`, `0xEF`, `0x0`
- `-0xFFAb`, `0x0001`, `-0`, `-0x0`

## String literals

A string literal is a set of characters or words inside quotation marks. FunC string literal tips:

They go inside quotes like: `"geeky string literal"`.

`\n` and multi-line string literals don't work in FunC.

Only used in asm function definitions.

## Identifiers

Below are valid FunC identifiers.

Simple	Complex
<code>CHECK ' _+_</code>	<code>? &amp; fatal!</code>
<code>_internal_value</code>	<code>message_found?</code>
<code>elem0 elem1 elem2</code>	<code>query query' query''</code>
<code>_internal_value</code>	<code>(int, int) -&gt; int</code>
<code>get_pubkeys&amp;signatures</code>	<code>dict::udict_set_builder</code>

Below are fun FunC identifiers:

- `{hehehe}`
- `-alsovalidname`
- `0xefefefhahaha`
- `pa{--}in" `aaa` "`

### Use cases

Symbol	Description
<code>'</code>	Using <code>'</code> at the end of a variable name is allowed. For example, all modifying built-in primitives for hashmap manipulation (except ones with prefix <code>~</code> ) return a new hashmap version with data. We recommend using the same name followed by <code>'</code> . Example: <code>name</code> becomes <code>name'</code> .
<code>?</code>	Sometimes <code>?</code> is used for boolean variables. FunC TVM bools are represented by integers: <code>0</code> = false and <code>-1</code> = true. <code>?</code> is returned as a flag indicating a successful operation like <code>udict_get?</code> . Read about the FunC standard <a href="#">library</a> .
<code>'</code>	Using <code>'</code> at the end of a variable name is allowed with FunC. For example, all modifying built-in primitives for hashmap manipulation (except ones with prefix <code>~</code> ) return a new hashmap version with data. We recommend you name the values with the same name followed by <code>'</code> .

## Specials

FunC has special types of identifiers to use such as back quotes ```. In the quotes any symbol is allowed except for `\n`.

Examples below:

- ``I'm a variable too`` is valid
- ``any symbols ; ~ () are allowed here...`` is valid

## Fatals

Below are fatal identifiers that don't work in FunC.

- `take(first)Entry`
- `"not_a_string`
- `msg.sender`
- `send_message,then_terminate`
- `_`
- `pa;;in" `aaa` " ( ; is prohibited)`
- `{-aaa-}`
- `aa(bb`
- `123` (it's a number)