Programmer-Defined APL Variables

In APL64 you may assign data values to a variable. APL64 processes the variable exactly the same as if you had specified the values explicitly. Variable names can consist of any combination of uppercase and lowercase letters, the numerals 0 through 9, and three special characters, delta (∆), delta underscore (∆), and underscore (_), except that the first character cannot be a numeral or the underscore. Variable names can be up to 100 characters long.

APL64 uses the left arrow (←) to assign values to a variable, where other languages use an equal sign. The left arrow is unambiguous and eliminates the need for possibly confusing expressions such as Y=Y+1. You automatically create a variable the first time you assign values to it.