

Code-golf is one of types of programming competitions. Primary objective of such competition is to provide a solution to relatively simple programming task, such that the length of the source code is minimal in terms of bytes. The goal of my thesis is to design and implement a programming language that is suited for code-golf challenges. The language is designed with respect to beginners in the code-golf domain. It preserves readability and intelligibility, and it is based on popular programming languages, but still provides facilities for concise writing of algorithmical solutions for code-golf tasks. The work also contains implementation of a standard library as support for runtime environment of the language.