use *val* to initialize variables

use *fun* to initialize functions

*fun sq(x) = x\*x;*

*fun sq(x:real) = x\*x;*

Functional languages looks at old symbols and uses their values at the time of creation, not

Variable langues change the variable in the function

*var y = 1;*

*fun wow(x) = x+y;*

*var y=2;*

*wow(1) → 2*

\*You can make a list of functions\* *But all function types must match*

Assignment: Take axium and turn them into fo