

# FEATURES

#### Procedures vs. Functions

```
proc p(num x) {
    print(
    `x squared is...
    #{x^2}`);
}
num cubed(num x) {
    yeet x * x * x;
}
```

#### Classes & Structs... sort of

```
$ Objects aren't exactly fully implemented...
struct Circle {
   private:
   radius;

$ Computed properties are possible with lambdas!
   public:
   now area: num = () [this] -> this.radius^2 * 3.14;
}
```

### 2 element for loops

(also lambdas!)

```
for (set greaterThanOne: bool = i > 1; i in [-1, 0, 1, 2, 3]) {
    print(`#{i} > 1 = #{greaterThanOne}`);
}
```

## WOULD YOU LIKE TO KNOW MORE?



