Transforming G programs into V programs

* delete package main
* delete imports or replace them as appropriate
* func -> fn
* delete global variables, maken them constants if possible.
* delete all var statements
* remove function main() and move that code to the end of the program
* replace fmt.Println by println, fmt.Printf by println using interpolation ($)
* transform identifier to snake\_case, functions cannot contain uppercasse letters
* error-testing with return values 🡪 optional types or { }
* tag mut to all mutable variables, especially mutable receiver arguments in methods
* type struct1 struct {} -> struct struct1 {}
* receiver must be mut type, not a \* (pointer)
* replace for \_, v := range a with for v in range