```
/* Functions types */

f int32 = 55

funcType type = func (int32, uint32) int32

#funcIs funcType
func addIU (x int32, y uint32) int32 {
    ret x + y
}

func myProgram () int32 {
    x int32; y int32 = 8
    c int32 = 100

    x = y
    y = f
    f = c * (x + y) % 62

    [x, y] captureXY {
        /* local scope that captures outer variables */
        /* name is optional just to better reading */
    }

    namedScope {
        /* local scope to reduce procedure namespace overhead */
        /* name is optional just to better reading */
        /* every outer variable is available */
    }


    ret f
}

func main (argc int32, argv char) int32 {
    ret myProgram()
}
```