

```
/* const defaulted declaration */

this_is_constant bool = true

mut this_is_variable i32 = 0

/* all params are always const */
fn my_fn(value i32, mut forbidden i32 // compiler error!: mutable parameter is forbidden
) {
    value = 3 // compiler error!: assign to constant is forbidden
}

#main
fn program(args_is_constant string[]) i32 {
    mut variable_local i32 = 0
    constant_local i32 = 5
    variable_local = constant_local
    constant_local = 3 // compiler error!: assign to constant is forbidden
    ret variable_local
}
```