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/* compiler directives */

/**
 * #load
 * loads a file into the current file
 */
#load "file_name.llang"

/**
 * #fn-type
 * tells the compiler to check
 * if this function's prototype is
 * the same as the MyFuncType defines
 */
MyFuncType FnType = fn(string[]) i32
#fn-type MyFuncType
fn myFunc(args string[]) i32 {
    ret myProgram()
}

/**
 * #main
 * tells the compiler which function
 * is the entry point of the program.
 */
#main
fn main(args string[]) i32 {
    ret myProgram()
}

/* NOTE: You could use the predefined
 * FnMainType to check function prototype.
 */
#fn-type FnMainType
#main
fn main(args string[]) i32 {
    ret myProgram()
}

/**
 * #compile
 * tells the compiler this symbol
 * may be used at compile time.
 */
#compile
myCompileTimeVar i32 = 45

#compile
fn myCompileTimeFunc() i32 {
    ret 5
}

/**
 * #run
 * tells the compiler to run
 * a function at compile time
 */
#run myCompileTimeFunc()

```