/\* Functions types \*/ mut f i32 = 55

funcType type = fn (i32, u32) i32

#fnType funcType

fn addIU (x i32, y u32) i32 {

ret x + y

}

fn myProgram () i32 {

mut x i32; mut y i32 = 8

c i32 = 100

x = y

y = f

mut 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

}

#main

fn main (args string[]) i32 {

ret myProgram()

}