

```
#add operatorMethod
```

```
function childFunction(void){  
    var(array), (exampleArray) = ["string",1,[" " , 3]];  
}
```

```
function main(int){  
    writeln: "Hello World!", newLn();    //newLn(1) creates 2 new lines. writeln is the main  
    output method  
  
    var(int), (num1) = 1;    //Creating an integer called num1, and setting its value to 1  
  
    writeln: num1 + 2, newLn();  
  
    if(num1 === 1){  
        writeln: num1, newLn(2);    //newLn(2) creates 3 new lines.  
    }  
  
    callMethod(exampleArray);  
  
    return 0;  
}
```