English

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```zig
/// Import Standard Library
const std = @import("std");

/// Main Function
pub fn main() !void {
  var count: usize = 0;
  while (count < 10) : (count += 1) {
    const a: f32 = 123.45;
    debug("a={}", .{ a });
    const b: f32 = try do_something(a, a);
    debug("b={}", .{ b });
  }
}

/// Describe this function...
fn do_something2() !void {
}

/// Describe this function...
fn do_something(x: f32, y: f32) !f32 {
  const a: f32 = 123.45;
  debug("a={}", .{ a });
  return x + y;
}

/// Aliases for Standard Library
const assert = std.debug.assert;
const debug  = std.log.debug;
```