

```
var a_3d_vector = Vector3(1,2,3)
var a_dictionary = {
    "key": "value",
    42: true,
    "i work how you'd expect as well": 4
}
```

Functions

```
# ----- FUNCTION -----
# func declares a function block
# pass
# return
# functions can benefit from static typing too for argument and return values

func foo() -> void: # void functions return nothing
    pass # works the same as in Python

func add(first:int, second:int) -> int:
    return first + second
```

Operators

```
# ----- OPERATOR -----
# ARITHMETIC OPERATOR
```