Operators

```
// ---------- OPERATOR ----------

// ARITHMETIC OPERATORS
    // + => addition
    // - => subtraction
    // * => multiplication
    // / => divison
    // % => modulo operator
    // += => addition and reassignment
    // -= => subtraction and reassignment
    // *= => multiplication and reassignment
    // /= => divison and reassignment
    // %= => modulus and reassignment

// LOGICAL OPERATORS
    // && => logical and
    // || => logical or
    // ! => logical not

// COMPARISON OPERATORS
    // == => partial equality check for structural equality in value
    // != => partial inequality check for structural equality in value
    // === => complete equality check for referential equality in value and type by pointing to the same object in memory
    // !== => complete inequality check for referential equality in value and type by pointing to the same object in memory
    // < > <= >= are also comparison operators
```

Control structures

```
// ---------- CONTROL STRUCTURE ----------

// ---------- CONDITIONALS ----------

// IF ELSE IF ELSE

val x = 10
```