

## Assignment versus Equality

The use of `=` for assignment and `==` for equality is one of the worst mistakes in the history of computing. By flying in the face of the natural tendency to write `=` for equality, languages that use this convention have led to countless programming bugs. One can only speculate on how they have affected the ability of programmers to think mathematically.

TLA<sup>+</sup> naturally follows the convention used by everyone in the world except some programmers, letting `=` mean equality. It would be horribly confusing if PlusCal were to use a different convention.

Fortunately, children are not yet taught to write  $2+2 == 4$ . There is still hope that the use of `=` for assignment will someday disappear.

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