





-- Let's set that to a variable let addTo1 = add2Things 1

```
-- Now addTo1 is a function that takes a single
argument. It looks like
addTo1 : Int -> Int
addTo1 x = add2Things 1
-- or
addTo1 x = 1 + x
-- So if we call it
```

addTo1 2 == 3

-- Let's set that to a variable
let addTo1 = add2Things 1