<pre>func int function1 (int var1, int var2) { return var1 + var2 + 1; }</pre>	Short for function. Implicit void function type unless other data type specified
<pre>func function2 () { printf("Hello World") }</pre>	
Nested scoping	Monolitic (Global scoping) not really useful. Flat stucture does not give enough flexibility in terms of declarations of variables. With a flat structure, you cannot have a function within a function.
None	
No end of line symbol	
:=	Mathematical notation
	Differs from the single =, making the users aware.
The numerical comparison operators <, <=, >, and >=	logical
1 < 2	
>	logical
2 > 1	
<=	logical
1 <= 2 1 <= 1	
>=	logical
2 >= 1 1 >= 1	
Equal operator that returns true when the left hand expression is equal to the right hand expression	logical
1 = 1 true = true false = false	
	int var2) { return var1 + var2 + 1; } func function2 () { printf("Hello World") } Nested scoping None No end of line symbol := 1 < 2 >