```
Include
{
}

CardEntities
{
        deck;
}

Globals
{
}

Start
{
        var a;
        var b;

        a=2;
        b=5;

        <<a+b;
        <<a*b;
        <<a-b;
        <<b-a;
        <<a/b;
        <<b/a;
        <<a/0;


}

Play
{
}

WinCondition
{
        return;
}
```