

How can a function that returns `Nothing` be implemented?

- a) `fun iReturnNothing(): Nothing = Nothing()`
- b) `fun iReturnNothing(): Nothing = throw Exception()`
- c) `fun iReturnNothing(): Nothing {}`
- d) `fun iReturnNothing(): Nothing = TODO()`
- e) `fun iReturnNothing(): Nothing { while(true) println(".") }`

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