```
val x = null
```
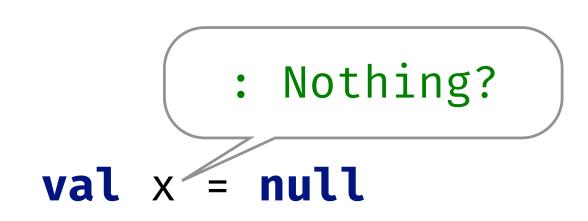
How can a function that returns `Nothing` be implemented?

```kotlin
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(".") }
```