CASE PROGRAM – Hello World

import case.lang.System

namespace DynamicTyping {

String->Object->Main

#public class Program

[public Program(String [] args)

[EntityPool Pool = EntityPool.getEntityPool]

assert(Pool) //asserts that Pool exists and has a value

//dynamic vs static typing

//convert an int to a double

//

frozen x (n) Int

thaw y(m) Double

x = 5 //static typing

thaw x //dynamic typing

x = 5.5 //dynamic typing

y = x //dynamic typing

frozen y //static typing  
 frozen x //static typing

]

#end class

}