Declare variables

var my_variable = 10	Declare a variable
my_variable = 20	Change the value of a variable
var my_int: int = 5	Declare a variable with a specific type
static var my_static_variable = 30	Declare a static variable
my_static_variable = 40	Change the value of a static variable
MyClass.my_static_variable = 40	Since statics belong to the class, you can also use them
const MY_CONSTANT = 100	Declare a constant

Comments

```
"""
This is a multiline string, not
a comment!
And thus it will be parsed by
interp ret er...
" " "
# Now this
# is a multiline comments
# Interp reter will not read
this
```

Variable Types

var x: int = 42	int: Integer numbers
var y: float = 3.14	float: Floati-ng-point numbers
var is_active: bool = true	bool: Boolean values (true or false)
var name: String = "lollyg-ag"	String: Text strings
var my_array: Array = [1, 2, 3, 4, 5]	Array: Ordered list of elements
var my_dict: Dictionary = {"key1": "value1", "key2": "value2"}	Dictionary: Key-value pairs

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