Part 1:

```
// (1)
/*
local A B in
    A = false()
        local C in
            C = true
        if C then
            skip Browse A
        else
            local D in
                D = B
            if D then
                skip Basic
            else
                skip Basic
            end
            end
        end
        end

    case A of tree() then skip Basic end
    case A of false() then skip Basic end
    case A of true then skip Basic
    else
        skip Basic
    end
end
*/

// (2)

/*
local A in
    A = 2
    local B in
        local C D in
            C = A
            D = 1
            {Eq C D B}
            if B then
                skip Basic
            else
```

```
                skip Basic
            end
        end
    end
    local B in
        local C D in
            C = A
            local E F in
                E = 3
                F = 1
                {IntMinus E F D}
                {Eq C D B}
                if B then
                    skip Browse A
                else
                    skip Basic
                end
            end
        end
    end
end
*/
/*
// (3)
local X Y in
    local T in
        local A B in
            A = 3
            B = T
            T = tree(1:A 2:B)
        end

        local A B C in
            C = tree(1:A 2:B)
            C = T
            local D in
                local E F in
                E = 1
                F = 1
                {Eq E F D}
                end
            if D then
                local E in
                    local F in
```

```
                        local G H in
                            G = 5
                            H = 2
                            {IntMinus G H F}
                            skip Browse F
                        end
                    end
                end
            else
                skip Basic
            end
            end
            end
        end
end
*/
/*
// (4)
local Fun R in
    Fun = proc{$ A B}
    B = A
end

local C in
    C = 4
    {Fun C R}
    skip Basic
end

skip Browse R
end
*/

//5)
local A B in
    skip Basic
    local C D E in
        C = 4
        D = B
        local L G in
            L = B
            G = B
            E = pair(1:L 2:G)
            A = rdc(1:C 2:D 3:E)
            local H I in
                H = 5
                local J K in
                    J = 3
                    K = 4
                    {IntMinus J K I}
                    {IntPlus H I B}
                    skip Browse A
                    skip Browse B
                    skip Store
                end
            end
        end
    end
```

Part 2:

A. The way we can derive the value of the output lists from the information in the store is by understanding the syntax ” ((value), “ as the store location and whatever proceeds it as what is stored there. This can include other store locations as well to essentially point to a pointer .

B. Same as A

C.