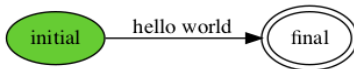
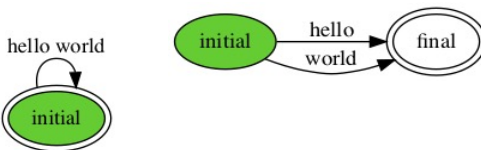


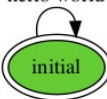
```
print "hello world"
```



```
print choose { "hello", " world" }
```



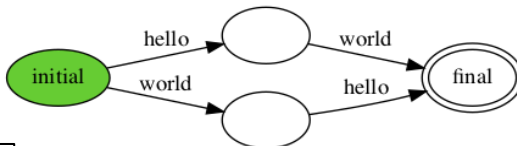
```
while choose { False, True }:  
  print "hello world"
```



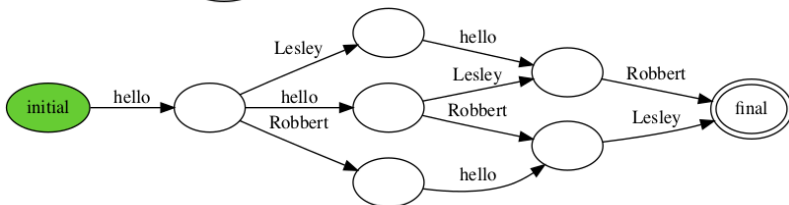
```
def p(s): print s  
p("hello"); p("world")
```



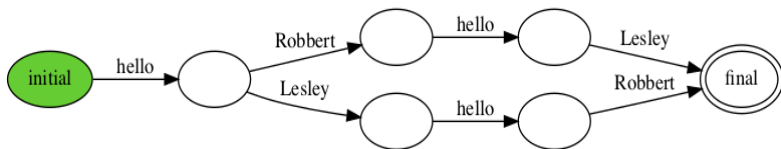
```
def p(s): print s  
spawn p("hello")  
spawn p("world")
```



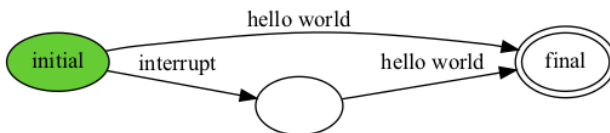
```
def hello(name):  
  print "hello"  
  print name  
  spawn hello("Lesley")  
  spawn hello("Robbert")
```



```
def hello(name):  
  atomically:  
    print "hello"  
    print name  
  spawn hello("Lesley")  
  spawn hello("Robbert")
```



```
def handler():  
  print "interrupt"  
def thread():  
  trap handler()  
  print "hello world"  
  spawn thread()
```



```
x = False  
def f():  
  print "hello"  
  atomically:  
    x = True
```

```
def g():  
  atomically when x:  
    print "world"  
  spawn f()  
  spawn g()
```

