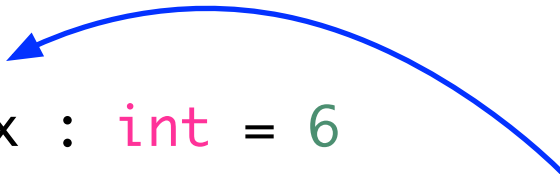
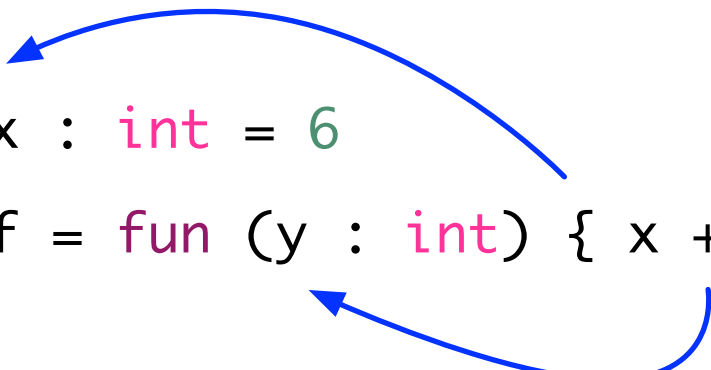


```
def x : int = 6  
def f = fun (y : int) { x + y }
```



```
def x : int = 6  
def f = fun (y : int) { x + y }
```

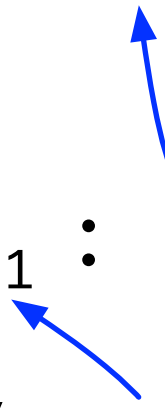


```
def x : int = 6  
def f = fun (y : int) { x + y }
```

```
record A1 { x1 : int }  
record B1 { a1 : A2 ; x2 : bool }  
  
def z1 : B2 = ...  
def y1 = z2 . x3  
def y2 = z3 . a2 . x4
```

The diagram illustrates type relationships between the code elements. Blue arrows point from the following definitions to the types they use: from `z1` to `B2` in the second line, from `y1` to `z2` in the third line, and from `y2` to `A2` in the second line.

```
record A1 { x1 : int }  
record B1 { a1 : A2 ; x2 : bool }  
  
def z1 : B2 = ...  
def y1 = z2 . x3  
def y2 = z3 . a2 . x4
```



```
record  $A_1$  {  $x_1$  : int }  
record  $B_1$  {  $a_1$  :  $A_2$  ;  $x_2$  : bool }
```

```
def  $z_1$  :  $B_2$  = ...
```

```
def  $y_1$  =  $z_2 \cdot x_3$ 
```

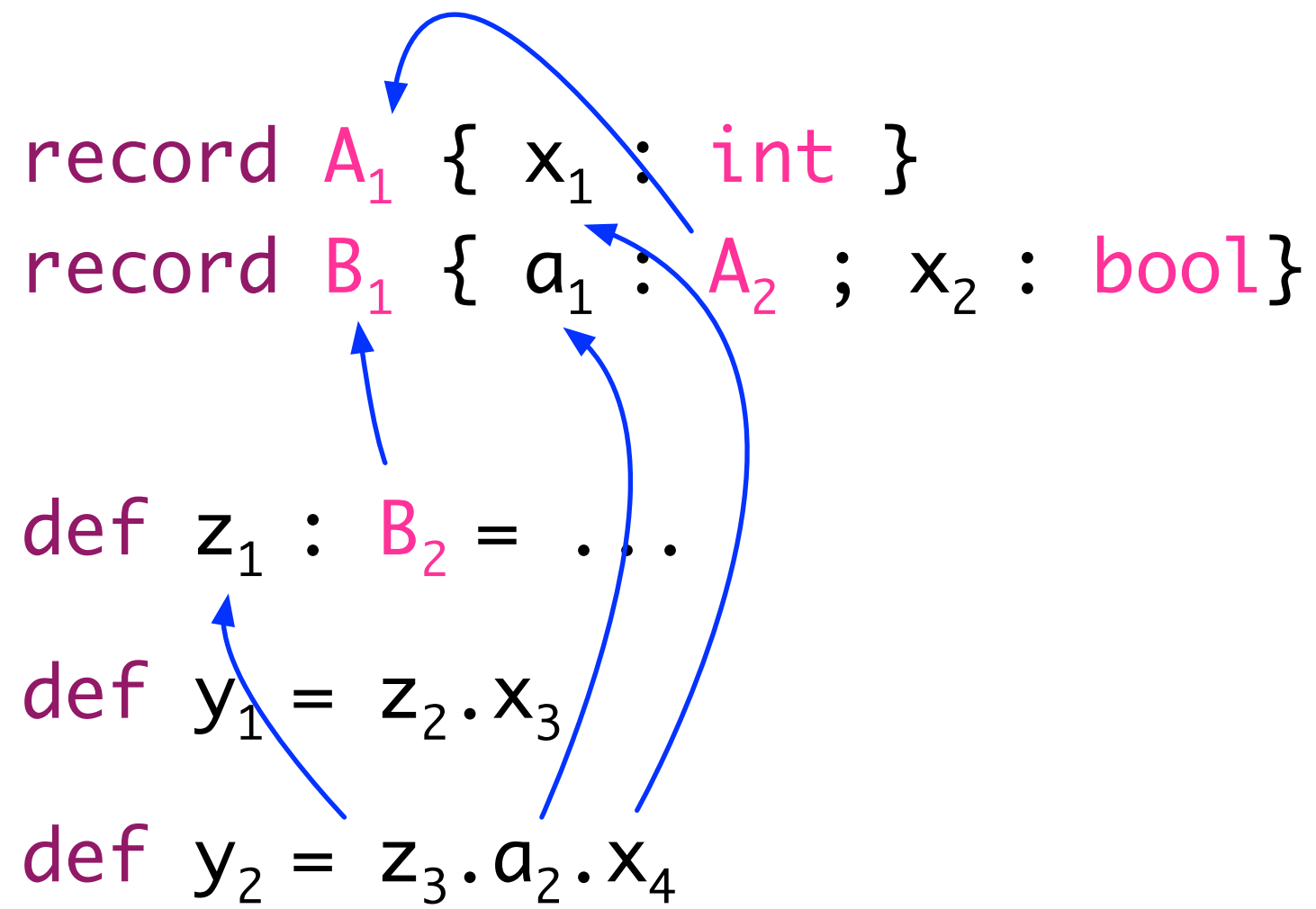
```
def  $y_2$  =  $z_3 \cdot a_2 \cdot x_4$ 
```

```
record  $A_1$  {  $x_1$  : int }  
record  $B_1$  {  $a_1$  :  $A_2$  ;  $x_2$  : bool }
```

```
def  $z_1$  :  $B_2$  = ...
```

```
def  $y_1$  =  $z_2 \cdot x_3$ 
```

```
def  $y_2$  =  $z_3 \cdot a_2 \cdot x_4$ 
```



```
graph TD; A1[A1] --> B1[B1]; B1 --> B2[B2]; B2 --> z2[z2]; y2[a2] --> z2;
```

record  $A_1$  {  $x_1$  : int }

record  $B_1$  {  $a_1$  :  $A_2$  ;  $x_2$  : bool }

def  $z_1$  :  $B_2$  = . . .

def  $y_1$  =  $z_2 \cdot x_3$

def  $y_2$  =  $z_3 \cdot a_2 \cdot x_4$

```
record A1 { x1 : int }  
record B1 { a1 : A2 ; x2 : bool }  
  
def z1 : B2 = ...  
def y1 = z2 . x3  
def y2 = z3 . a2 . x4
```

The diagram illustrates type dependencies between the code blocks. Blue arrows point from the following definitions to the types they use: from `z1` to `B2` in the `record B1` definition; from `y1` to `z2` in the `def z1` definition; and from `y2` to `a2` in the `def z1` definition.

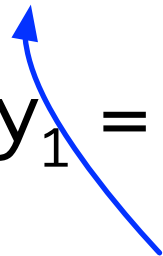


```
record A1 { x1 : int }  
record B1 { a1 : A2 ; x2 : bool }
```

```
def z1 : B2 = ...
```

```
def y1 = z2 . x3
```

```
def y2 = z3 . a2 . x4
```

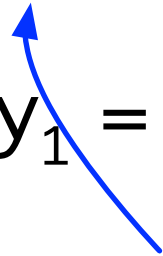


```
record A1 { x1 : int }  
record B1 { a1 : A2 ; x2 : bool }
```

```
def z1 : B2 = ...
```

```
def y1 = z2 · x3
```

```
def y2 = z3 · a2 · x4
```



```
record  $A_1$  {  $x_1$  : int }  
record  $B_1$  {  $a_1$  :  $A_2$  ;  $x_2$  : bool }
```

```
def  $z_1$  :  $B_2$  = ...
```

```
def  $y_1$  =  $z_2 \cdot x_3$ 
```

```
def  $y_2$  =  $z_3 \cdot a_2 \cdot x_4$ 
```