Nr.7)

a) <u>y: int</u> (7-succ)

succ(y): int Z: int (T-14)

if xthen succ (x) else z: int

r := { x : Bool, y : int, 2: in}}

b) x: int (1- is 200)

x: int + is zerox: Dool (T-465)
1: (Ax: Int & zerox): int -> Bool

= Int -> Bool

```
N..2)
```

(x: Bool -> Bool) & [x: Bool -> Bool y: Bool] (T- UA) (y: Bool) & [x: Bool -> Bool y: Bool] (T- UA)

X: Bool -> Bool, y: Bool + X: Bool -> Bool X: Bool -> Bool, y: Bool + y: Bool (T- 400)

X: Bool -> Bool + Ay: Dool + Xy: Bool -> Bool (T-485)

+ Ax: Bool -> Bool + Ay: Dool xy: Bool -> Bool -> Bool -> Bool -> Bool