Nr.7)

a) <u>y: int</u> (1-succ)

succ(x):int z:int (T-14)

if xthen succ (x) else z: int

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

b) x: int (1- is 2000)

x: int t is zerox: Dool (T-465)

1: (Ax: Int is zerox): int -> Bool

= 10+ -> Bool

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N..2)

(x: Bool -> Bool) & [x: Bool -> Bool y: Bool] (T-U4) (y: Bool) & [x: Bool -> Bool y: Bool] (T-U4)

X: Bool -> Bool, y: Bool + X: Bool -> Bool x: Bool + y: Bool (T-4pp)

X: Bool -> Bool + Ay: Dool xy: Bool (7-ABS)

X: Bool -> Bool + Ay: Dool xy: Bool -> Bool (7-485)

+ Ax: Bool -> Bool, Ay: Bool, Ay: Bool -> Bool -> Bool -> Bool ->

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