|  |  |
| --- | --- |
| ?- f1(6.3,Y).  Y = 0.016813900484349713 . | ?- f2(6.3,Y).  Y = 0.016813900484349713. |
| ?- trace  | .  true.  [trace] ?- f1(6.3,Y).  Call: (10) f1(6.3, \_8890) ? creep  Call: (11) 6.3>2 ? creep  Exit: (11) 6.3>2 ? creep  Call: (11) \_8890 is sin(6.3) ? creep  Exit: (11) 0.016813900484349713 is sin(6.3) ? creep  Exit: (10) f1(6.3, 0.016813900484349713) ? creep  Y = 0.016813900484349713 ;  Redo: (10) f1(6.3, \_8890) ? creep  Call: (11) 6.3< -2 ? creep  Fail: (11) 6.3< -2 ? creep  Redo: (10) f1(6.3, \_8890) ? creep  Call: (11) 6.3>= -2 ? creep  Exit: (11) 6.3>= -2 ? creep  Call: (11) 6.3=<2 ? creep  Fail: (11) 6.3=<2 ? creep  Fail: (10) f1(6.3, \_8890) ? creep  false | [trace] ?- f2(6.3,Y).  Call: (10) f2(6.3, \_37018) ? creep  Call: (11) 6.3>2 ? creep  Exit: (11) 6.3>2 ? creep  Call: (11) \_37018 is sin(6.3) ? creep  Exit: (11) 0.016813900484349713 is sin(6.3) ? creep  Exit: (10) f2(6.3, 0.016813900484349713) ? creep  Y = 0.016813900484349713.  [trace] ?- f21(6.3,Y).  Call: (10) f21(6.3, \_43966) ? creep  Call: (11) 6.3>2 ? creep  Exit: (11) 6.3>2 ? creep  Call: (11) \_43966 is sin(6.3) ? creep  Exit: (11) 0.016813900484349713 is sin(6.3) ? creep  Exit: (10) f21(6.3, 0.016813900484349713) ? creep  Y = 0.016813900484349713. |
| ?- f11(6.3,Y).  Y = 0.016813900484349713 ;  Y = -12.6. | ?- f21(6.3,Y).  Y = 0.016813900484349713. |