name: SetName

name = constructor1

...name...

```
name: SetName
```

```
name = constructor1
```

```
...[name]...
```

```
name : SetName

name = constructor1

...name... ⇒ ...constructor1...
```

name1: SetName

name1 = constructor1

name2: SetName

name2 = name1

name1: SetName

name1 = constructor1

name2: SetName

name2 = name1

...name2...

name1: SetName

name1 = constructor1

name2: SetName

name2 = name1

...name2...

```
name1: SetName
```

name1 = constructor1

name2: SetName

name2 = 
$$name1$$
...name2...  $\Rightarrow$  ...name1...

```
name1: SetName
```

```
|name1| = constructor1
```

name2: SetName

name2 = name1

```
...name2...\Rightarrow ...(name1)...
```

```
name1 : SetName
name1 = constructor1
name2 : SetName
name2 = name1
...name2... ⇒ ...name1... ⇒ ...constructor1...
```

not: Boolean → Boolean

not true = false

not false = true

```
not: Boolean → Boolean
not true = false
not false = true
```

... not true ...

```
not: Boolean → Boolean
```

not true = false

not false = true

```
...(not true)...
```

```
not: Boolean → Boolean

not true = false

not false = true
```

... not true ...

```
not: Boolean → Boolean

not true = false

not false = true

... not true ... ⇒ ... false ...
```

```
not: Boolean → Boolean
not true = false
not false = true
```

...not (not true)...

```
not: Boolean → Boolean
not true = false
not false = true
```

```
...not (not true)...
```

```
not: Boolean → Boolean
not true = false
not false = true
```

```
...not (not true)...
```

```
not : Boolean → Boolean

not true = false

not false = true

...not (not true)... ⇒ ...not (false)...
```

```
not: Boolean → Boolean

not true = false

not false = true

...not (not true)... ⇒ ...not false...
```

```
not: Boolean → Boolean

not true = false

not false = true

...not (not true)... ⇒ ...not false...
```

```
not: Boolean → Boolean

not true = false

not false = true

...not (not true)... ⇒ ...not false...
```

```
not: Boolean → Boolean
not true = false
not false = true
```

```
...not (not true)... \Rightarrow ...(not false)...
```

```
not: Boolean → Boolean

not true = false

not false = true

...not (not true)... ⇒ ...not false... ⇒ ...true...
```

```
not: Boolean → Boolean

not true = false

not false = true

...not (not true)... ⇒ ...not false... ⇒ ...true...
```