Problem 1.

For each of the following Cubex statements, give typing contexts Δ and Γ (assume $\Psi = \Psi_0$ and the other contexts are empty) in which it type checks with some return type and outgoing context, or else explain why it can't be done.

```
(a) if (x + 2 == 4) return x;
(b) x := 0; while (f(x,y)) x := x + f(y,x);
(c) return [b, get([3, f], y)];
```

Solution

Part (a)

In core cubex the statement is

```
if(x.plus<>(2).equals<>(4)) return x; else {}
```

The if statement requires that the expression in parenthesis has the Boolean<> type, and that both returnx; and $\{\}$ have the same mutable variables available afterwards. The return statement does not make any new variables available so the second requirement holds. The function equals, provided in the Integer class returns a boolean as needed. Clearly, 4 is an integer so the type context in the argument of equals is correct. The expression x.plus(2) has the type Integer, since the function plus provided in the class Integer returns an Integer. This requires that in the type context of the statement x is an integer. Therefore, $\Delta = \emptyset$ and $\Gamma = x:Integer<>$

Part (b)

From the assignment x:=0; x must have the type Integer<>. The while statement requires that f(x,y) has the type Boolean<>. Since x is an integer and the result of plus(f(y,x)) is assigned to it f(y,x) must have the type Integer<>. Therefore f is overloaded, and to distinguish between these calls to different functions with the same name y must have a different type from x. Therfore,

```
\Delta = \texttt{f<>}(\texttt{v1:Integer<>}, \texttt{v2:}\tau) : \texttt{Boolean<>}, \texttt{f<>}(\texttt{v1:}\tau, \texttt{v2:Integer<>}) : \texttt{Integer<>} \Gamma = x : \texttt{Integer<>}, y : \tau \tau \neq \texttt{Integer<>}
```

Part (c)

The expression [b, get([3, f], y)] forms an Iterable $\langle \tau \rangle$ of some type τ . Each element of the iterable must have the same type, including the return of the function get. Since the innermost Iterable contains 3, f must also be an integer. Therfore,

```
\Delta = \texttt{get} <> (v_1 : \texttt{Iterable} < \texttt{Integer} <>>, v_2 : \tau_1) : \tau \Gamma = \texttt{f} : \texttt{Integer} <>, \texttt{b} : \tau, \texttt{y} : \tau_1
```