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colset Floor = int; (* a simple colour set *)

var i:Floor; (* variable *)

colset Light = bool with (on,off); (*enumeration colour set *)

colset Buttons = record floor_location:Floor *

                        illumination:Light; (* compound colour set *)

var button:Buttons; (* variable *)

fun illuminate(button:Buttons)= (* function *)

{floor_location=(#floor_location button),illumination=on}

fun unilluminate(button:Buttons)= (* function *)

{floor_location=(#floor_location button),illumination=off}
```