

`r <- uniform01 (0.4|r=0.4 Sc=1)`

`r < 0.5`

`r >= 0.5`

score 2

`s <- uniform01`

`(() | r=0.4 Sc=2)`

return `r+2`

score 0.5

`(2.4 | r=0.4 Sc=2)`

return `s`

