

`r <- uniform01 (0.6|r=0.6 Sc=1)`

`r < 0.5`

`r >= 0.5`

score 2

`s <- uniform01`

`(0.2|r=0.6 s=0.2 Sc=1)`

return `r+2`

score 0.5

`(()|r=0.6 s=0.2 Sc=0.5)`

return `s`

`(0.2|r=0.6 s=0.2 Sc=0.5)`

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