rules

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Contents

1 Simple Language

1.1 Syntax

```
t = int | t ref

e = x
  | !x
  | ref e
  | e op e
  | x := e
  | let x = e in e
  | e = f(e, ..., e)
  | if e then e else e

f = function f(x0, ..., xn) { e }

p = f0;...;fn
```

$$\Gamma \vdash$$

1.2 Types