```
let mono_median_h x1 x2 y1 y2 =
  let g:unit -> Wys int
    =
    fun _ ->
      ...
      let a = x_1 > y_1 in
      let x_3 = if a then x_1 else x_2 in
      let y_3 = if a then y_2 else y_1 in
      ...
   in
  as_sec ab g
```