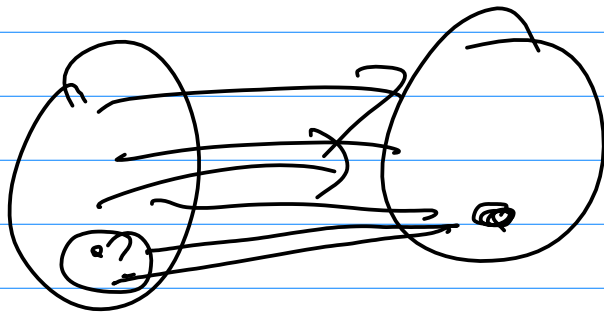


Junk value

```
enum Dir { N, S, E, W };
```

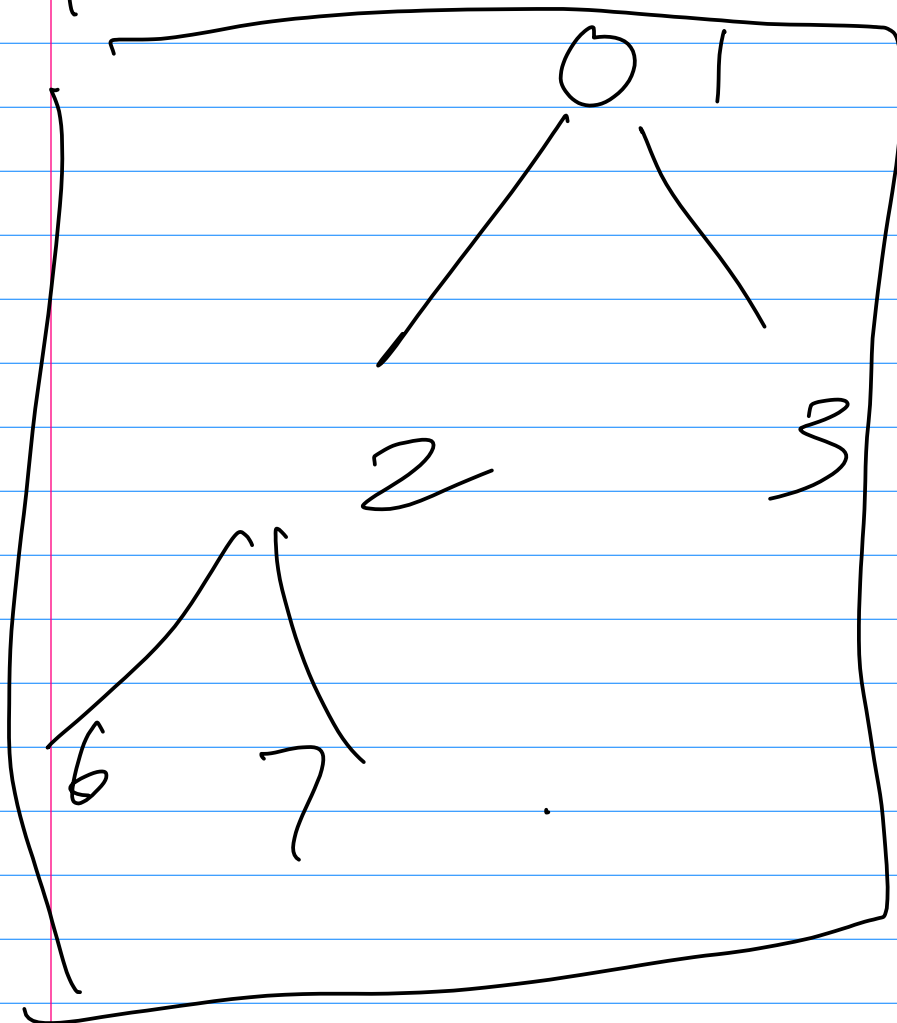
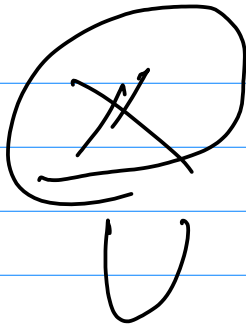
ctype Direction where
N, S, E, W : Direction

getchar



enum
struct

Union

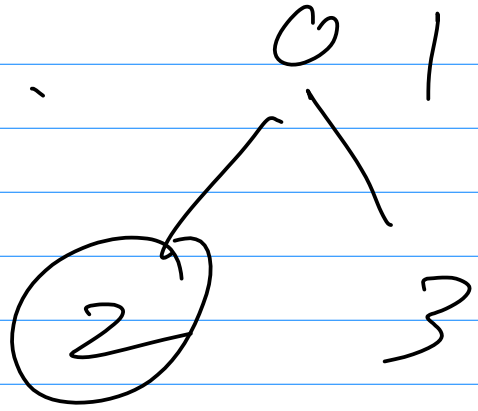


struct: ~~node~~
tree
? int ~~node~~
struct ~~tree~~
struct ~~tree~~
3

typedef struct node
* nodeptr

shunt list

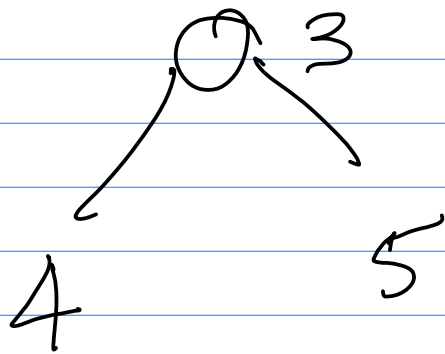
~~$\{ \text{int } x;$
 $\{ \text{dist } \}$~~

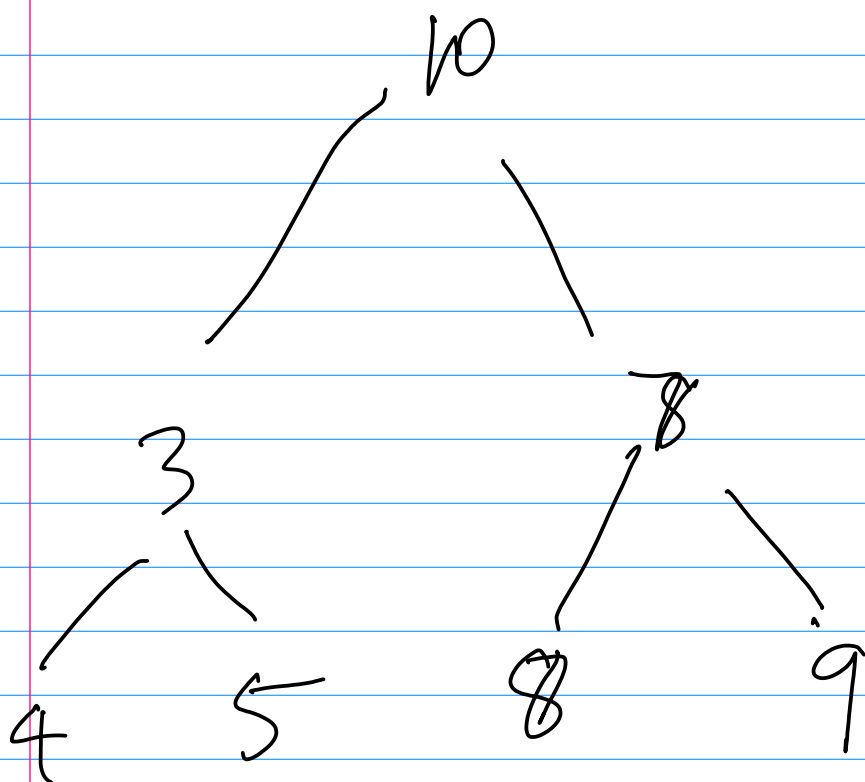


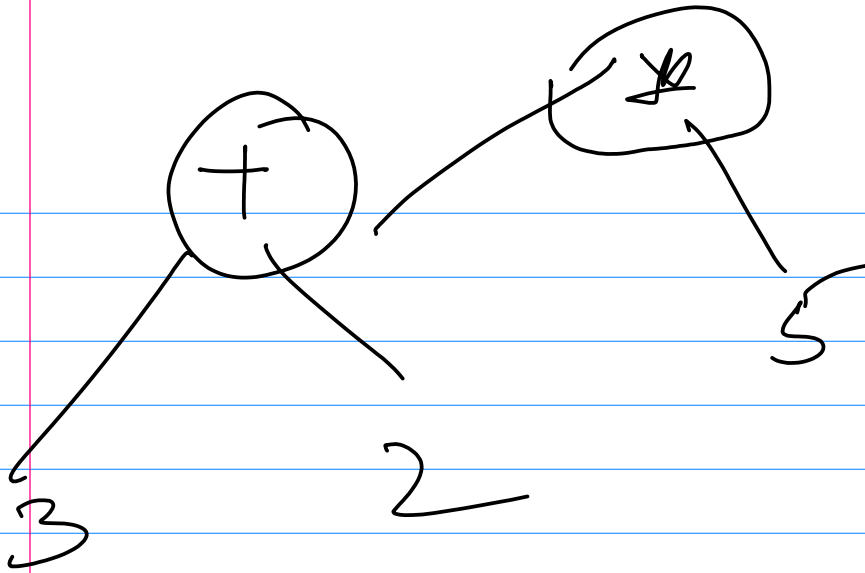
type Tree where

Lf: $\text{Int} \rightarrow \text{Tree}$

Rr: $\text{Int} \rightarrow \underline{\text{Tree} \rightarrow \text{Tree}} \rightarrow \text{Tree}$







ctype Exp when

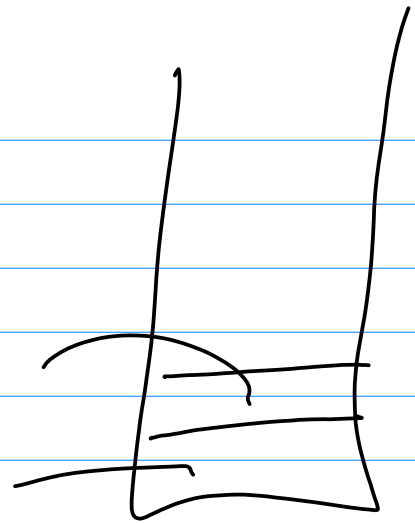
Plus, Mul : $\text{Exp} \rightarrow \text{Exp} \rightarrow \text{Exp}$

def : $\text{Int} \rightarrow \text{Exp}$

~~Empty : Exp~~

Ld -
IPlus
IMul

Stop



Binding time

type Inst when
Ld: Int \rightarrow Inst

IPlus, IMul: Inst

~

