```
Rz -> R3
   Ty := .... | Unit | (Vector Ty ...) (Vector Int Bool)
    e := .... | (vnit) | (vector e ...)
             ( vector-ref e number)
               (vector-set! e number e)
  let x := 17 in
    v1:= vector \times (x+1) \quad (x \leq 20) \quad in
   y = vector-ref v1 1 in
   i= vector-set! v1 1 0 in
   Z:= vector met v1 1 in
    4+7
  Rs has automatic memory mangement (i.e. no free
 T + (unit) : Unit
                        M+ 60: To .... M+ en: Tn
  They: (Vector to ... Fi... In) It (vector eo ... en): (Vector To ... Fn)
 Pt (vector-ref ev i) 1 T;
          Mr en: Ti
         P+ ev: (Vector To ... Ti ... Tn)
        T+ (rechriset! er : en) : Unit
    $ K (vector-ref (vector) 0): ~
```

10-2 Change 1: All the uption for therandom type to be U	n;+
- (Vector) - (Vector int bool unit)	
- (Vector int x 6)	
	,
let v1 := vector 0 #+ (let v2:= vector 0 1 z	
vector-set! v2 1 (+	17 read)
in (m)	
vector (vector-ref v1 0) ({ (vector-ref v1 0) (real))	
(= (vector-ret vs 0) (rect)) (vector-set! v1 0 22)	
[Vector-set. VI U ZZ)	
H103. bigmem N M	
= allocate N bytes memory And times	
(where only 1 is reachable at once)	
- defeat the optimizer	
vo = { vector (read)) (vector-jet! vo o creat) re v1 = (vector (read) (vector-nef)	(دی هم
foral - answer = (vector-net vn)	
- predict the answer	
(- I prediction)	
test = doest it return 0?	

193 optimi Zation known vector (vector-ref (vector...) => e; lo ... e. ... en (vector-ref (vector (real) 19) 1) => seg (real) (vr (vector (read) (read)) 0) => let ans== read sey a b = let - = = a in ans sey (num n) b = b let v1:= (vector ...) in (vector-ref v) o) (vector-set! (if (< 17 (read)) vZ) typec re = + R3 e = (e:+) -> (e:+) typec M (var x) = ((var x): M(x)) type p (program; e) = (program; [type > e's t]
[type > (Var > Ty)]

