Re= .... (if e e e) #+ #f (and e e) (or e e) (not e) (mp e e) cmp = eg | 1+ | g+ 1 ... E[(if #+ e, ez)] => E[ei] E = , ... | (and E e) | (and V E) (+ # + 3) = 1  $(+ \times 3)$ TIIIH Bool Ty(: R => T (or crash) (put beforelabler uniquify) Ty(: env(var > T) R > T  $T(\Gamma, int) = Int$ T ( M, #4) = 8001  $T(\Gamma, (+e_i e_r)) = if T(\Gamma, e_i) = Int \partial F T(\Gamma, e_r) = Int,$ then Int own error T(P, (cmp e, er)) = T(P,e,)=Int A T(P,ez)=Int A Boot  $T(\Pi, \times) = \Pi(\times)$  $T(\Gamma, let(x, xe, be)) =$ T( P[x +> T(P,xe)], be) T( [, (if ec ex ex)) =  $T(\Pi, ec) = Bool$  $T(\Pi, e+) = T(\Pi, e+)$  $T(\Gamma,e+)$ 

```
7-21
              flatten: Rip -> C.p
                                                 Rip = (program e)
                                                Cip = (cpregram VS SS Q)
            Cip = (program vs ss a +)
                                            pr p= (program + e)
            Cia = in+ 1 var
           (.e= (read) | (+ a a) | (- a) | (and | (or | (imp ( Inot
           C.s = (set! \times e) (if (cmp \ a \ a) \overrightarrow{s} \overrightarrow{s}) [hard]

(if \ a \ \overrightarrow{s} \overrightarrow{s}) [easy]
                                      (eg 1 a)
           flatten ( if (ec, e+, ef) )
              < vsc , ssc , ac > = flatten (ec)
             \langle vs_{+}, ss_{+}, a_{+} \rangle = ftatten(e_{+})
             < vst, sst, at > = flatten (et)
            let vit be a new variable
             < Nit HASS HANST ++ ART
                SSC ++ (if (eg 1 ac) the blide
                            ($S+ ++ (set! vif q+))
                            (53¢ ++ (set! vit a¢))),
               Vif >
           Flatten HC: Rt. e -> C, pHC
                                                  CipHC = (program VS
   hand:
            fH( (In+) = ( ... , 1 >
            PHC(H+)= < 11, eq 1 1>
           FHC(#C) = L..., eg 1 07
                                                         Maybe (cmp a a))
           fHC(eg e, ez) = 1, 200, 1 veg, eg a, az 7
                VS = Veg ++ vs, ++ asz
                 SS = SS, ++ SSZ ++ (set! Veg (eg a, az))
```