



```
18-3/ Idea: Add pointers + memory
  Pointer = 0
E = Memory = 0 -> V
   m = ... 1 o 1 (set! o m) 1 void
     V = 1 1 void
- Program = M (Program > Program)
    Program = < M, & 7 (Prog +7 Prog)
   eval(m) = (M, Ø) +>* (V, E)
               i \in V = \lambda X , Fun
                  V=void, void
                  V-b, b
   < E[0], 2> ~> < E[2(0)], 2>
  < E[(set! o V)], E> H> < E[void], E[o DV]>
  < E [ ((JX, m) V)], {>
     H) < E[m[x L o]], {[o H) v]>
      o & dom(E)
< ((\lambda X, ((\lambda Y, X) (set! X (+ X 1)))) 12), Ø>
> < ((14, x92) (set! x92 (+x92 1))), [x92 +>12] >
                   F[12]
7 ( (1) Y, x92 ) (set! x92 [13]) , [x92 1712]>
                          [x92 -713]>
> L (() Y, x92) void),
                            [x92 +717, x88 +7 void]>
7 < x 92
7 < 12
                            [x92 17 12, x8x 17 void]>
```

```
18-4/ let X = M in N
                               begin M W
   ((XX,N) M)
                              (m (M ,X L))
                                X & FV(N)
 let count =
    (let c = 0 ;n
           (1 X, (be) (set! ( (+ ( X))
                 ()))
 in
(+ (count, 2)
  (count 4))
1
let count =
                                         [00 to 0] >
= XX. (begin (set! To (+ To X))
             00)
in
(+ (ount 2) (county)
  (begin (set! 00 (+ 00 01)) (begin (set! 00 (+00 02))
         o.)
                                 00)
                           hegin (set! 50 (+00 02)))
(+26)
```