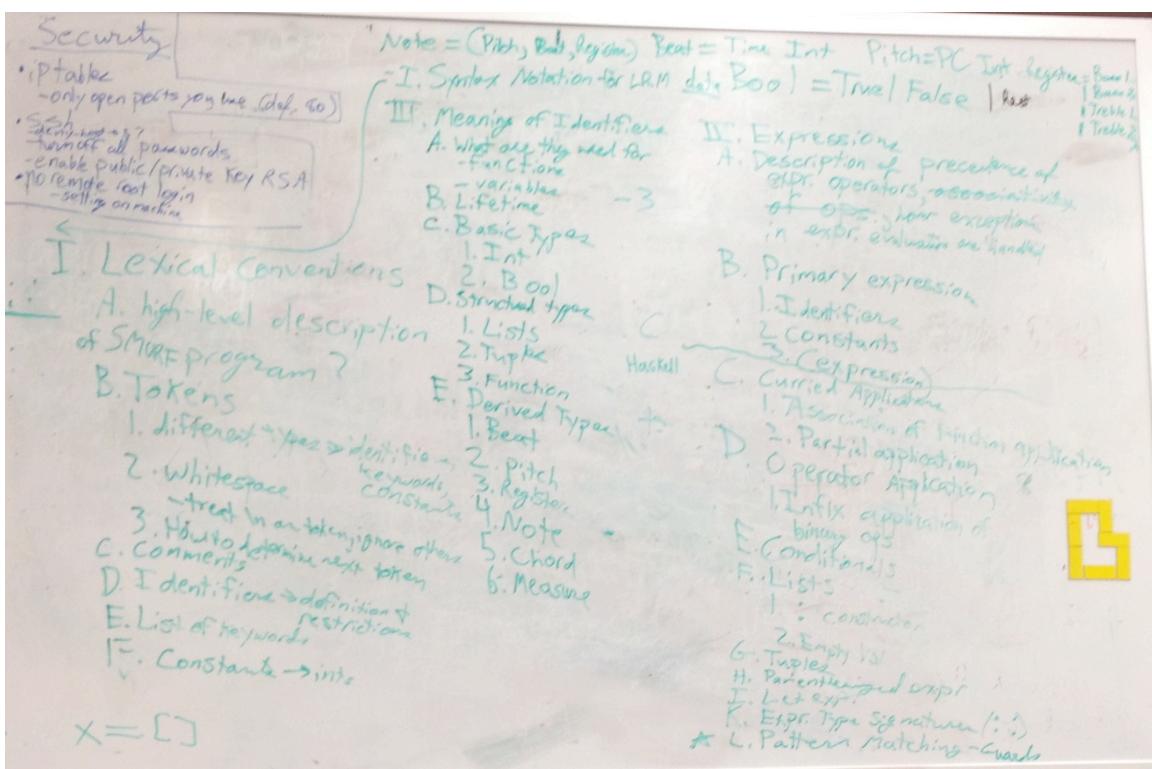
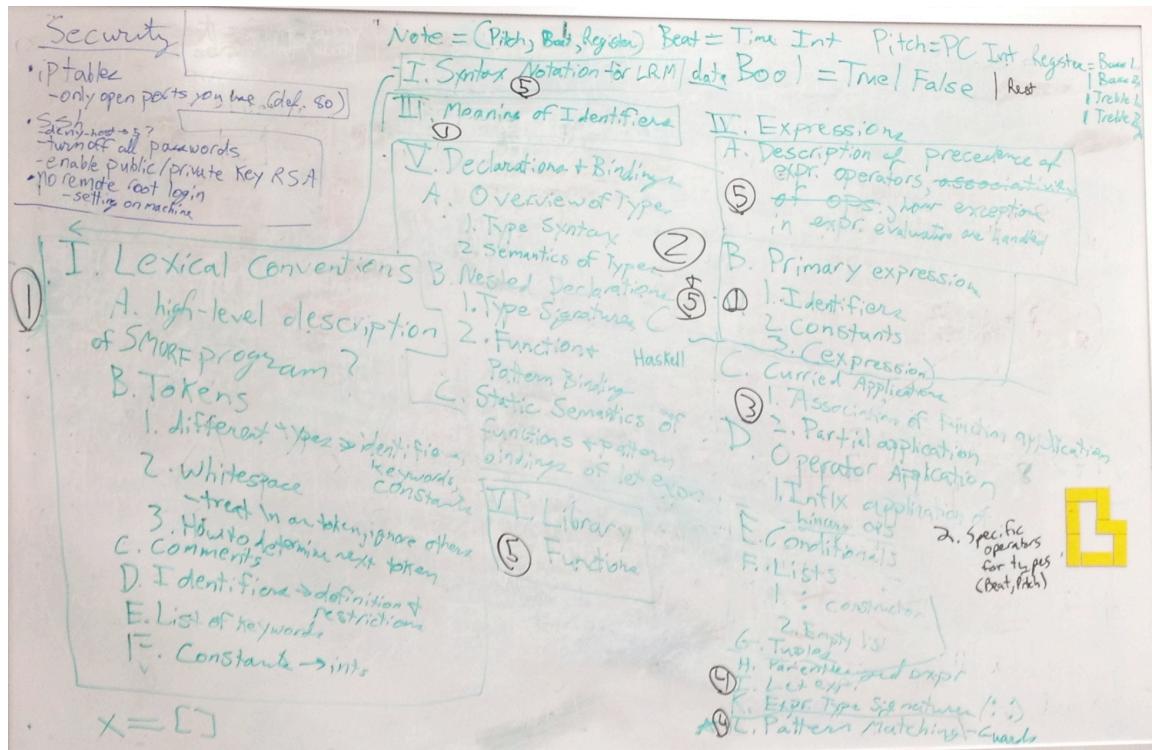


## October 2 PLT Group Meeting

- **Monday (10/7):** Write sections
  1. Kuangya
  2. Richard
  3. Lindsay
  4. Van
  5. Lianne
- **Wednesday (10/9):** Proof sections
  1. Lianne
  2. Kuangya
  3. Richard
  4. Lindsay
  5. Van



## Language Updates

- Derived Class: Note (Pitch, Beat, Register)
    - **Pitch = PC Int | Rest**
    - Beat = Time Int
    - **Register = Bass Low | Bass High | Treble Low | Treble High**
- \*bold marks new keywords

## LRM Notes

- Our LRM is similar to C LRM until Expressions
- Scope: discussed in each section that is relevant
- Move “Syntax Notation” to preface/beginning
- Order precedence sections by their precedence in SMURF (similar to C LRM)
- Exceptions: runtime
- Library Function – give SMURF program that defines it
- Section III.
  - B. Lifetime != Scope
    - When does identifier die?
  - C. Basic types
    - Int = **unsigned** vs signed?
    - Bool = True | False
- Section IV.
  - C. Curried Applications = Functions
    - 1. Association
      - f a b same as ((f a) b)
      - f :: Int → Int → Int
      - f a (g b) evaluates function g with arg b before function f with arg a