

# 1 Object encoding

*Solution:*

`Object = {}`

`A = {foo : Object → Object, bar : Object → Object get : Unit → Object}`

`ARep = {x : Ref Object}`

```
classA =  
  λrep : ARep.  
    λthis : Unit → A.  
      λ_ : Unit.{  
        foo = λa : Object. (this unit).bar a,  
        bar = λb : Object. b  
        get = λ_ : Unit. !(rep.x)  
      }
```

```
newA =  
  λx' : Object.  
    let r = {x = ref x'} in fix (classA r) unit
```

`B = A = {foo : Object → Object, bar : Object → Object get : Unit → Object}`

`BRep = {x : Ref Object, y : Ref Object}`

```
classB =  
  λrep : BRep.  
    λthis : Unit → A.  
      λ_ : Unit.  
        let super = classA rep this unit in  
        {  
          foo = λa : Object. !(rep.y),  
          bar = λb : Object. super.foo ((this unit).get unit)  
          get = λ_ : Unit. super.getunit  
        }
```

```
newB =  
  λx' : Object.  
    λy' : Object.  
      let r = {x = ref x', y = ref y'} in fix (classB r) unit
```

Results of evaluation:

- `new B(v, w).foo(z) → w`
- `new B(v, w).bar(z) → diverge`

Reduction steps:

`(newB v w unit).foo z`

$\longrightarrow ((\text{let } r = \{x = \text{ref } v, y = \text{ref } w\} \text{ in fix (classB } r) \text{ unit)}) \text{ unit}).\text{foo } z$

```

→ (fix (classB {x = ref v, y = ref w}) unit).foo z
→ (fix λthis : Unit → B. λ_ : Unit.
  let super = classA {x = ref v, y = ref w} this unit in {
    foo = λa : Object. ...
    bar = λb : Object. ...
    get = λ_ : Unit. ...
  } unit).foo z

```

## 2 Equivalences

*Solution:*

1.  $\equiv$

2. NONE

3.  $\cong$

4. NONE

5.  $\cong_\beta$

6.  $\cong_\beta$

### 3 Checked Error Handling

*Solution:*

(T-ERROR)  $\Gamma ; \text{true} \vdash \mathbf{error} : T$

(T-TRY) 
$$\frac{\Gamma ; \text{true} \vdash t_1 : T \quad \Gamma ; E \vdash t_2 : T}{\Gamma ; E \vdash \mathbf{try } t_1 \mathbf{ with } t_2 : T}$$

All other typing rules do not modify the permission context.

(T-APP) 
$$\frac{\Gamma ; E \vdash t_1 : T_1 \rightarrow T_2 \quad \Gamma ; E \vdash t_2 : T_1}{\Gamma ; E \vdash t_1 t_2 : T_2}$$