

```

data FBAE where
  Num :: Int -> FBAE
  Plus :: FBAE -> FBAE -> FBAE
  Minus :: FBAE -> FBAE -> FBAE
  Bind :: String -> FBAE -> FBAE -> FBAE
  Id :: String -> FBAE
  App :: FBAE -> FBAE -> FBAE
  Lambda :: String -> FBAE -> FBAE
  Closure :: String -> FBAE -> Env -> FBAE

```

```

t ::= Num
    | True
    | False
    | t+t
    | t-t
    | bind id = t in t
    | id
    | if t then t else t
    | t <= t
    | t && t
    | isZero t

```

```

v ::= Num
    | True
    | False

```

```

eval :: AE -> Maybe Int
eval e (Lambda i b) = return (ClosureV i b e)
eval e (App f a) = do { (ClosureV i b j) <- eval e f;
                        v <- eval e a;
                        eval (i,v):j b}

```

```

elab (BindX i v b) = (App (Lambda i (elab b)) (elab v))

```

```

typeof :: ABE -> Maybe TABE
typeof (Plus l r) = do { TNum <- typeof l;
                        TNum <- typeof r;
                        return TNum}

```

**First order:** not in arguments. Not in returns

**Higher order:** arguments, returns,

**First class:** + function pointers

**Lambda expression** - function value

**Application** - call lambda with actuals

**Domain** - types of formals

**Range** - type of return

```
bind inc = (lambda x in x+1) in
          (inc)(1)
```

**Dynamic scope** - depends on when evaluated

**Static scope** - depends on where defined (closures)

**Enrichment** - adding features to a new language

**Extension** - adding new features by modifying the evaluation function

**Derived form** - defines new features in terms of existing expressions

**Elaboration** - translating one abstract syntax into another

**External language** - language that is input to an elaborator (bind)

**Internal language** - language that is output by an elaborator (lambda)

Dynamic:

```
bind f = lambda x in if x=0 then 1 else x*(f)(x-1) in
          (f)(2)
```

Static:

```
eval e (Fix f) = do {(ClosureV i b e') <- eval e f;
                    eval e' (subst i (Fix (Lambda i b)) b)}
```

```
bind f = fix(lambda g in (lambda x in if x=0 then 1 else x*(g)(x-1)))
```