```
type tree = {key: int, children: treelist}
type treelist = {hd: tree, tl: treelist}
function treeSize(t : tree) : int =
  if t = nil then 0 else 1 + listSize(t.children)
function listSize(ts : treelist) =
  if ts = nil then 0 else listSize(t.tl)
```
Tiger

⇓

```
class Tree {
  Int key;
  TreeList children;
  public Int size() {
    return 1 + children.size
  }
}
class TreeList { ... }
```
Java