

```
1 #ifndef VALUE_  
2 #define VALUE_  
3  
4 typedef struct frame FRAME;  
5  
6 typedef struct closure {  
7     FRAME* env;  
8     NODE* code;  
9 } CLOSURE;  
10  
11 typedef struct value {  
12     int type;  
13     union  
14     {  
15         int integer;  
16         int boolean;  
17         char* string;  
18         CLOSURE* closure;  
19  
20     } ;  
21  
22 }VALUE;  
23  
24 typedef struct valuelist {  
25     VALUE *value;  
26     struct valuelist *next;  
27 }VALUELIST;  
28  
29 #endif
```