

> (+ (let((x 10)) x) 3)

13 [actually eval'd to 26, print the answer]

> (+ true 1)

Invalid argument [should not panic Rust] → IDEAS

> (define x 100)

> (+ x 3)

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> (set! x 500)

When we see (set! x ...) in a repl entry, promote x to a "variable" that varies

Id(x)

if in env ⇒ ...

if in def-env ⇒ ...

#1: errors

#2: define + set!

1. catch-unwind panic from throw-error (snk-error)

2. print + return from snk-error-repl

snk-error-repl()

jitted-fn()

repl()

program of concern:

(loop

:

(set! x (+ x true))

:

Vec<String> find-variables(expr: &Expr)

| Set(x, expr) =>

MOV       , rax